

Dark Prince of Camelot (SV-Quest) Jumpchain
by Ferrlovskar

The premise of this world, a Quest over on Sufficient Velocity, is as follows. Imagine the Arthurian mythos but most of the main cast (the knights and Gwynevere) were all gender-flipped, the knights were all magical-girls with special superpowers and weapons in the form of Heraldry and that they, King Gwynn and the sorcerer Merlin have been continuously reincarnating over and over again throughout of history. Making the same mistakes time and time again and facing the same foes, such as the wily sorceress Morgana, they seem stuck in an endless cycle that nonetheless protects the world from the worst of its supernatural horrors.

The protagonist of the Quest, the Dark Prince of Camelot himself, Mordred turned against his mother after being disillusioned by the war crimes he was forced to commit under her rule and when it was revealed to him by (an at the time sleep-deprived) Merlin that the sorcerer was working on a way to make the Queen live forever, ensuring Camleots safety for the future… and ensuring that Mordred would never gain his birthright or get the opportunity to make things right for his people. In the final battle between the forces of darkness and Camelot Mordred was sealed by his mother in a crystal prison for thousands of years until the newest incarnation of Artura Pendragon was forced to open this prison in a conflict with Tylwyth Teg, the fairy king of the Unseelie Court.

The story starts as Mordred is released into the modern world and focuses much on his infiltration of the school that the knights, Merlin and Gwynn go to and the relationships they build. Sadly the story, while building a fascinating world, ended abruptly in the middle of a showdown between Mordred and the knights, where they had him at their mercy and were voting about whether to execute him or not. His fate yet unsure your presence here could do much to decide his fate, depending on your choices, or perhaps you will even step into his shoes and take his place?

+1000 CP

Setting Lore Continued

The Early Days

The setting during the days of Camelot could easily be likened to Game of Thrones with its politicking, war crimes and supernatural horror (this last part is still very present in the modern day!). In the words of the Quest's author:

> "the political situation in Camelot was very strange. Artura might've been the daughter of a King, but he was a dead King, and dead Kings weren't worth very much at the time. Lands often changed hands and Kings didn't really have a ton of loyalty from the people.
>
> Gwynn, however, was the son of an alive King, and very powerful King at that. He had legitimacy and respect in the eyes of the nobility, and he was good at making them feel heard. Artura was a hero of the common people - "divinely" chosen, with widespread popular support. She was also never a diplomat, so she made a lot of enemies at court.
>
> So when Artura declared that Gwynn was to be killed, a lot of the nobility sided with him. In their view, Artura was launching a coup against the true King, and Lorelei was a patriot fighting for her country."

The forces of darkness fighting Camelot are the following, and the only reason Earth hasn't fallen to them is that they spend just as much time fighting each other as they do the knights.

The Ladies of the Lake are a coven of witches who are granted enhanced magical power by eldritch gods, called the gods of the lake, from the far corners of the multiverse in exchange for their service and worship.

The Architects are multiversal-conquering magimachines who want to gain access to the round table to learn its secrets, though they are often gone for long times and their current number in this world is low (seemingly only some stragglers here and there).

The Simian Hordes fought Artura multiple times during her war with Lorelei. They seem to be a horde of ape-like humanoid barbarians with advanced-ish (the same level as the human kingdoms of the time) tools and weaponry. They gain strength by eating the hearts of their foes and seek the hearts of powerful warriors like the knights, though they are generally content to fight amongst themselves.

The Unseelie Court used to be locked in perpetual war with the Seelie court, thousands of years before the time of Artura Pendragon and her knights. Eventually they gained the upper hand and slaughtered every last one of the Seelie before turning to infighting. What saved them from destroying themselves was the count Tylwyth Teg who took command of them and turned their sights outwards, setting them on a multiversal rampage until they met the Knights of the Round Table. As they were the only ones to ever defeat Tylwyth Teg he became obsessed with them and remains their most common enemy even to the modern age. The court is divided into castes, with the powerful and ageless True Fae at the top and the weak, short-lived goblins at the bottom.

The Lucidian Pantheon, a cabal of ancient beings who headed an Empire that stretched across a thousand worlds as immortal God-Kings and Queens. Wielding powerful magic that rules over the primal aspects of the universe and with uncounted legions supported by the King of Bones' army of the dead they often clash with the forces of Camelot. The Lucidian gods/rulers themselves are in their true form a kind of magical parasite that can possess and bond with willing mortal hosts. Most of the pantheon is set to be slaughtered in the final battle with Camelot, leaving only the Mother-Goddess and Lady of Deception Sa'Lanyah to persist until the modern day, though even she searches long for a proper host...

The Modern Age

The School Roosevelt Preparatory Academy where magic is well known by both staff and students. Things like fighting trolls in the locker room, party punch being spiked with love potion and a hydra sealed in the sewers beneath the school breaking out and wreaking chaos are not uncommon (especially with the presence of all the knights and the attention their stay brings). There is a saying that you're not really a Roosevelt student until you've been in mortal danger on campus.

At the same time it is a *refuge*, a gathering place for the magically gifted, seemingly operating as a kind of safe space, where the masquerade can be maintained despite the growing pains that came from being a Sorcerer, or a Changeling, or being magically linked to a semi-sentient suit of armor. From the words of a government official it is the most heavily surveyed building in the western hemisphere, and yes the government knows about magic and have their own Men In Black-ish organisation to deal with magical trouble that pops up (such as when the Church of Placid Water, a stand-in for the ladies of the lake, started kidnapping and sacrificing hedge witches and wizards to their gods) and so does pretty much every other government.

Another problem soon to rear its head is that Sa'Lanyah will soon trigger a grand spell to force deception upon the very roots of reality, transforming everything into a dreamworld where she is the grand empress of the world and most of the Knights are her servants. While in truth this world lasts only but a moment of real time, inside the dream it takes years before its completion and only ended when Mordred broke free from his capture and torture in the dream and rallied with the forces of good to slay the empress, though he was forced to willingly let her go to save someone close to him. While the goddess remains at large with her new host Lucy, or in other words the newest incarnation of Lorelei (the gender-flipped Lancelot), she has sworn not to return, how strictly she is forced to keep this promise remains yet to be seen…

The reincarnatees, or the breakfast club as they are called by their peers, have their own problems, with having repeated most of the same mistakes but in new ways. Matthew (or Merlin) is in love with Annabelle (Artura), Gavin (Gwynn) cheated on Annabelle with his childhood friend Lucy (Lorelei) and Lucy in turn tried to murder all of them before dissapearing. Gemma (Gala) has serious doubts and issues, specifically around her identity and the line between Gemma and Gala, and will soon leave the Knights to take a break and the others aren't that much better off most of the time. The Knights usually spend their time fighting monsters, going to school and hosting parties, and dealing with all the hijinks their enemies get up to such as turning all of them gay for a week or unleashing powerful beats in the cafeteria. As they have only recently awakened their Heraldries, and don't have the years or decades even of experience that the original knights did, the knights of this age are still weak enough that many threats of the supernatural world can prove challenging to them, nothing needing to be said about the big fishes like Morgana and Tylwyth Teg.

In other parts of the world than America the supernatural is just as much still at large. Defending Europe are the Majestic 12, the inheritors of the weapons of the twelve paladins of charlemagne. While not possessing Heraldry the wielders these weapons choose are still granted supernatural might enough to make them Europe's heaviest supernatural hitters and work close with the supernatural task-forces of the European Union. Only seven of the twelve are currently active and the Russians are believed to have captured Joyeuse, Hrunting and the Spear of Longinus during the Battle of Berlin and to have found wielders for them.

Timeline

You can choose to prolong your stay here until 10 years after the starting date of the Quest.

The Early Days

1. *The Beginning of a Legend*
   Start on the day a young Artura fights in a tournament held for prince Gwynn. She meets and defeats Lorelei, a common maid and close friend of prince Gwynn, in the final bout and they become quick friends after this and after the tournament she also draws the sword of the stone from its place. The stone itself was revealed to be a mystical artifact of extreme power, the Round Table, and Artura shared some of that power with Lorelei, creating the first Knight. Two months after this occasion Artura and Gwynn will be wed, marking the beginning of the Queendom of Camelot. This will be followed by ten years of war, the Saxon Wars, as 13 kings and queens declare Artura a heretic and refuse to follow her, the rebellious royals aided somewhat by the emerging forces of darkness drawn to the earth by the power of the Round Table.

2. *The Golden Age of Camelot*
   With no active outwards threats Artura turns her sights inwards to the strengthening of her Queendom. Her Knights will quest far and wide for prized magical artifacts and people from all over the Queendom will come to court to receive their queen's wisdom and compassion. This time is the equivalent of our world's Arthur Mythos and will see Brittania blessed with unprecedented prosperity. Ten years after the beginning of this age Lorelei will return from a quest with a shameful confession to make, that she supposedly slept with Prince Eli of Corbenic out of wedlock and that she became pregnant (carrying the child that would be called Gala). King Gwynn banished Lorelei from Camelot and her departure marked the end of the Golden Age, she would not return for five years still.

3. *The Silver Age*
   The birth of prince Mordred occurs closely after the banishment of Lorelei, resulting in weeks of festivities to celebrate the prince's birth, though many worried in secret about his gender as no male was known to have ever wielded a Heraldry. The child was blissfully unaware of the fears surrounding him and was tutored by the best of and brightest of England, advancing quickly for his young age. Around the time Mordred becomes five years old Lorelei will return to court, having walked a thousand hostile lands and having wrought miracles in the name of her queen as atonement for her sin. The knight is welcomed back with open arms and an embrace by Artura and Gala joins the court, quickly becoming a close friend and rival to Mordred. During this time the Sorceress Morgana le Fay often visits the young prince, maintaining a good relationship with the boy despite being one of Camelot's greatest foes. This and the frustration Mordred felt at often being surpassed by Gala resulted in a poor public opinion of the prince, who in turn grew more isolated.

4. *The Civil War*
   On her fourteenth birthday Gala took the Siege Perilous and was knighted as the best knight of all the world by Queen Artura and joined the ranks of the knights of the round table at record age. The ensuing feast was massive, as is custom in Camelot, but the young prince was busy brooding at the top of Camelot's tallest tower, jealous

of his friend and the praise she received from his mother. The prince, due to suspicious circumstances, discovered an affair between King Gwynn and Lady Lorelei and while the king was captured in the conflict, Lorelei escaped after breaking Mordred's Heraldry (paralysing him and subjecting him to horrible pain for weeks). When the queen learned of her husband's betrayal she was bound by duty to sentence him to death and brand Lorelei a traitor.
Thus the Civil War of Camelot had begun.

The Modern Age

1. *Magical Knight Artura Season 1-2*
   Presumably picking this would set your entry to this world a couple of months before the start of Annabelle's schooling at Roosevelt Prep. She has only her childhood friend Merlin with her and the knights have not yet assembled, drawn together by their compatible personalities and flashes of memories from their past life. During this year they will face opponents such as Tylwyth Teg, Morgana disguising herself as the teacher "Ms. Badwitch" and a hydra breaking out of its seal under the school. This is probably the first time many of the knights activate their Heraldry and become aware of their past life as well.

2. *The Dark Prince of Camelot*
   You start during a confrontation between Tylwyth Teg and the knights, around a year or two later than the first "Season". The fairy king has captured Gavin and Matthew and is using them to force Annabelle to open Mordred's prison. This is the beginning of the Dark Prince of Camelot Quest, the beginning of Mordred's journey in the modern world. He is yet still undecided on what to do, perhaps you can influence him or help him along in his decision?

Location

Pick a location matching the time period you chose.

The Early Days

1. *Vere - The Kingdom of Leodegrance*
   Home to prince Gwynn it is a peaceful kingdom that was the stage for the beginning of Artura's legend, where she competed for the prince's favor in a tournament of knights and where she drew Excalibur from the Round Table, activating it and being blessed with supernatural might as the first bearer of a Heraldry. It is also where Lorelei sets up her base of operations during the civil war.

2. *Camelot - The Queendom of Artura Pendragon*
   Both a city and the name of Artura's Queendom. Its castle was finished in a day by Merlin using complex magics, it's construction marking the beginning of Camelot's Golden age and the end of the Saxon wars. It is here the final battle between Mordred and the Knights is fought and before that it is the home to a thousand other intrigues and conflicts.

3. *The Ivory Palace - Seat of the Lucidian Pantheon*
   Here resides the God-Kings and Queens of the Lucidian pantheon and has long

been a favoured base of operations for their ally, the King of Bones. It resides outside of the Walls-Between-Worlds, on a separate plane of existence from the British Isles or Earth in general. Here the pantheon pays tribute to each other and their allies, like granting the King of Bones more mortal wives as gifts, and also conducts their strategy meetings, planning future conquests. Presumably the palace also houses obscene luxury literally out of this world for the immortals to enjoy on their down time, bloodsports such as gladiator rings and expansive brothels being possible examples.

The Modern Age

1. *Roosevelt Preparatory Academy*
   The school where Artura and the others will go to for schooling and also where most of the "plot" will focus on for their first year, before Mordred's awakening. Magic is well-known and accepted here, none batting an eyelash if a half-pixie suddenly starts vomiting glitter or the like. The headmaster is aware of the knights and the danger they face and also seems to hold a special interest in some other choice students, keeping an eye on them and assisting them when possible. Though magic might be mostly hidden from the majority of the world this is nonetheless the most heavily surveyed building in the western hemisphere.

2. *The Cave*
   A cave outside of the city where the school is located, in a seemingly nondescript forest. This is the place of Mordred's prison, the crystal that houses his body and the magic that keeps his soul separated from it. It is already or will soon be discovered by Tylwyth Teg, the fairy king laying plans for setting Mordred free. Perhaps you will expedite this or just be there when he awakens?

3. *Chicago*
   About a day's ride away from the knights' home city and home to many supernatural creatures, though sadly not a Wizard-for-hire, Chicago is about what you can expect for an urban-fantasy setting, with criminal organisations both mundane and other finding their home here. Especially interesting is a club owned by two of the True-Fae, these two being friends of the knights actually.

4. *Europe*
   There is much going on over here as well, the city of Palmyra (Syria) has recently seen the awakening of Architect Seekers who had been entombed under the sand and all over the continent supernatural threats test the defenses laid out against them. Many great artifacts are gathered here, to be used against the darkness and perhaps you can join in their cause, or seek to steal some for yourself.

Any

1. *Architect Homeworld*
   This is a world the Architects conquered and converted for their own uses, building massive spires to power their enhancement matrices. It probably houses many factories and the equivalent of barracks where soldiers are stored. If you are not an Architect you better have a very good reason for being here, or otherwise make yourself scarce quickly before a horde of magical murderbots and enhanced artillery finds its way to you!

2. *Simian Outpost*
   A city in territory captured by the simian hordes. There is bound to be bloodsport here such as grand coliseums, where captured simians (criminals or those from a rival tribe) and other warriors are forced to fight against those of the tribe, ensuring the tribe grows stronger as its warriors feast upon the hearts of the fallen. Are you part of this tribe or perhaps someone captured and forced to compete or instead an interloper planning sabotage or an invasion?

3. *The Unseelie Court*
   You find yourself in the home of Tylwyth Teg. Exactly how it looks is not explained but draw inspiration from mythology and remember that it is capable of housing an army of fae that has rampaged their way across multiple worlds. Are you here as a diplomat, a servant or child of Tylwyth or perhaps to challenge the might of the Unseelie Court in battle?

Faction

Hero
A hero, trueborn! You walk the path of the light! What this actually means is that you were loyal to Artura's court during your first life and are probably part of her clique now in this one. *Gain a Discount for the Heraldry Perk.*

Villain
A villain, blackhearted... You were one of the threats aligned against Artura's Camelot. Perhaps partnering it up with Tylwyth Teg and the Unseelie court, perhaps a contemporary of Morgana or perhaps just in it for yourself. *Gain 400 CP to be spent in the Origins/Species sections.*

Rogue
A rogue, undecided. You either had no part in that conflict or maybe you live your first life here in this modern age. *Gain 300 CP to spend anywhere.*

Origins

Age and gender can be freely decided as long as it makes sense.
Any origin can be a Drop-In.

Betrayer
Either you were part of one faction before betraying them, perhaps joining up with Lorelei against Artura or siding with Camelot against the Simian Hordes, or you are planning to betray them-your background that is. Whatever the reason for your betrayal you have contacts with opposing factions as well as in your current one.

Knight
While not necessarily one of the Knights, not without the relevant perk, you are used to fighting supernatural horrors with your weapon of choice, whether that be your GUNS or a

literal gun. You are accustomed to battle and probably have a personal code of honor you adhere strongly to. It is very likely that you work for or closely with one of the supernatural task-forces of one or more of the governments here, perhaps as the eighth member of the twelve?

Mage
As someone who has looked beyond the surface of the world and dewled deep into its secrets you are an accomplished mage with years of study under your belt, at least. Are you a lowly hedge-mage, self taught and with sparse acquaintances to test your theory with or are you part of an organisation like the OSD (Occult Security Division) of the American government?

Leader
Born to lead or at least having had the responsibility forced upon you time and time again you have developed talents fitting for a leader and you are used to taking command of a situation. Whatever faction you choose you probably have an administrative role there.

Origin Add-Ons (200 CP each)
Multiple can be bought and you get (1) Discount.

Royal
Depending on your species, such as being Fae or Simian instead of human, you are connected to the royal family of Pendragon (or another) in some way. What this means is that you received tutoring in dozens of subjects from the brightest people of your country while growing up. You start out with a connection of some sort to these people and with your background being more skilled and in tune with their abilities, both perks and racial traits.

Wild
For one reason or another you were left alone and forced to raise yourself in the wilds for a time. Apart from making you more willful and independent you also learned either dark and terrible magics (giving you additional dark knowledge of any magic-knowledge perk you buy) or you honed your body like a predator, making your combat-skills more fierce and brutal as well as making you an excellent master of fighting dirty.

Questing
You are well known for having gone on many “quests” so to speak, whether that be by the command of your queen or simply to satisfy your own adventurous nature. You have picked up many excotic and specific skills, both mundane and magic (the exact ratio depending on the perks you buy), and have much more experience with the world and the multiverse, should you have had a means of travelling it, and the horrors they hold as well as how to deal with them.

Veteran
While you usually would start out as a novice, perhaps with a couple of years of training in the education of your origin (such as being a squire or a novice mage) you are now much more well trained, easily equal to someone with a decade or two under their belt in your chosen profession. Betrayer & Leader can choose if this applies to magical or knightly studies, though they get less experience in that as the most of their time was still spent on their specific areas such as leadership or backstabbing.

Species

"Human" can be taken for free, each other species has Tiers 1/2/3.
These Tiers cost 200/400/600 CP.

Human

A born and raised earthling, you are the only ones who naturally evolved here, the others finding their way here through multiversal travel/conquest.

Unseelie Fae

Tier 1 - You are one of the lower ladder of the Fae. With a mortal lifespan and barely above human ability in one or two areas (such as your speed, strength, durability or agility) what really sets you apart is both your appearance (perhaps multicoloured hair and eyes or green skin) and a special ability or two you possess. Perhaps you can turn invisible and can interfere with nearby machinery/electronics or perhaps your kiss is euphoric, cutting through most resistances of even powerful creatures and beings.

> Tier 2 - You are slightly higher on the ladder, probably one of the Fae's footsoldiers. As a troll or an ogre perhaps you possess superhuman physical abilities (though not even close to the level of the Paladins or the Knights) and a powerful ability such as high-speed regeneration or a multitude of lesser ones (such as invisibility, short-range teleportation and a moderately powerful fire-breath).

Tier 3 - You are one of the ageless True Fae. Unearthly beautiful, though it might be disconcerting to people how your age appears to differ depending on which angle they look at you from, and unnaturally strong, durable and swift, you live up to your placement at the top amongst the Fae! You have an inborn disposition for trickery and naturally possess powerful magic (focused on illusion and neuromancy), shapeshifting and the ability to navigate and traverse through the Walls-Between-Worlds.

Architect

As magical machines all Architects are by definition ageless though disrepair and battle can lead to their destruction, they also tend to be stronger than the other Species of their Tier, but that is simply because they start out at their max capacity with no innate room for growth from that point onwards while most examples of the other species never reach their full potential and have a much larger room for possible growth.

Tier 1 - You are one of the weaker Architects, probably designed mainly as a distraction during battle or as a disposable scout. You are in the shape of a humanoid or animal but with superior physical abilities, especially durability, and with an inbuilt function; perhaps a cloaking field rendering you and some close to you invisible or perhaps a scanning function, allowing you to see through walls and listen in to conversation far away or over the phone.

> Tier 2 - You either rival the Architect Seeker or you take your place as one of them. Created to hunt down magical artifacts and eliminate powerful enemies, you have armor to rival a tank, you are powerful and agile and capable of destructive, long range spells (like a barrage of fireballs and/or magic missiles). You have excellent smell to navigate by and the ability to track magical signatures and you also have the ability to travel/teleport through the Walls-Between-Worlds, allowing you to freely travel the multiverse.

Tier 3 - You are a marvel of Architect engineering, an Architect Champion. Probably in the form of a centaur, like the one that faced Sir Bernard, or other mythical creature you possess several powerful weapons in your form such as hyperkinetic artillery of enormous power

(capable of hurting or even killing veteran Paladins should they act incautiously) and/or multiple arms outfitted with powerful entropy blades. Your body is capable of resisting all but the blows of powerful weapons like the ones Paladin's wield and the strength of your mechanical limbs can allow you to clash evenly with them. The battle-calculus that all Architect warriors possess, their machine logic to match human ingenuity, is here pushed to its limit, creating the perfect strategy and several possible failsafes every mili-second for the current situation. Lastly you possess a sophisticated emergency-teleport that can take you out of the current world when needed, and fast enough at that to avoid being killed by a powerful Paladin with their blade in your chest, and probably inbuilt trackers/scanners to cover dozens of different senses and energies. Oh and of course, as a champion that might need to carry the will of the Architects forward one day should they be threatened… you possess knowledge on how to build new Architects…

Simian

Ape-like humanoids, every Simian can gain power by eating the hearts of living creatures and can pass on all their power to future descendents. Buying new Tiers here simply changes how powerful you start out as, the quality of your experience and lineage. As they possess few special supernatural powers they tend to be the most physically and raw-magically powerful of their Tier.

Tier 1 - You start out roughly as powerful, though towards the high-end, as a normal human, but still with the ability to grow quickly further in strength by consuming hearts.

Tier 2 - Having consumed the hearts of many warriors, you possess their combined ferocity, bloodlust, instinct, skill and power, enough so to shatter rock and bend metal, outspeed cars and jump small buildings/houses. The sheer amount of inherited experience you now possess and the combination of so many separate natural talents for different parts of combat and war you have gained has turned into nigh-prescience on the battlefield and a natural mastery of most weapons. Your healing speed has also been increased enough that small wounds heal before your eyes and severe wounds such as loss of limb takes but days to recover from, and you will also live for centuries. You are probably an officer of some sort in the armies of the Simian Hordes. Your raw magical power surpasses what is possible for humans and you are close to equaling Morgana there.

Tier 3 - You have consumed hearts close to or even on the level of the Paladins or weak Knights. You can live for millennia, limbs reconstruct themselves in minutes and you can survive partial destruction of your brain and heart. Your speed exceeds that of the true fae, allowing you to move moderate distances (think a block) faster than the eye can track, your strength can demolish or throw buildings with a strike and your agility is such that no move is wasted and you could balance on top of a sloping iced-wall while being blasted by strong gusts of wind or run across it with your eyes closed. Your multitudes of instincts have melded with your magic to become foresight in combat that allows you to see what enemies are doing before they do it and every tool of war is as known to you as your own body, perhaps even better. Your small-scale tactics and battlefield awareness allows you to instantly size up enemies, the current battleground and available weapons to create the perfect strategy needed to beat them. And the closer to death your opponent is, the closer you are to reaching their heart, the more your instincts sharpen and your speed quickens. By this point you also possess enough stamina to fight for months on end without resting.

Your raw magical power equals Merlin or a moderately powerful Knight.

Species Add-Ons

XXX CP - **Halfbreed** (Unavailable to Architect)

Earth has since long been a hot spot for supernatural activity, thanks to the Round Table drawing many greedy eyes from far out in the multiverse. Is it really any wonder that all the species that walk here would eventually come to intermingle? You are the result of one such event, a halfbreed with a parent from each species and possessing a blend of both their strengths and weaknesses. Perhaps a Changeling, child of both human and Fae, or a human-Simian hybrid, this option allows you to pick another Species and pay the price of that Tier to gain their advantages as well!

XXX/2 CP - **Lineage** (Unavailable to Architect)

Or perhaps you want one part of your heritage to be dominant? Instead of being the offspring of two different species you simply carry the blood of such a fusion from many generations back. While your Lineage provides you with weaker powers than you would have as a Halfbreed it also comes with lesser weaknesses and the ability to more effortlessly hide your other heritage, a human and Simian hybrid might simply have a stronger hair growth (with prevalent side-burns for example).

XXX/2 CP - **Cyborg** (Requires Architect)

This here is sure something new for sure. Were you experimented upon in an Architect lab but managed to break out before they could lobotomize you? Or perhaps you simply lost one or more parts of your body and, like the absolute madman you are, had someone 'repair' your body with leftover parts from an Architect? Either way you are the fusion of magical-machine and man! Or Simian! Or Fae! Or-you get it! Perhaps as a Simian you have a cyborg tail with a laser cannon or a fae with a technological invisibility field to cover the holes left by your magical one? Pick an Architect Tier and gain some of the abilities that Tier would normally grant you, in the form of parts of your body being replaced with those of a machine.

200 CP - **Apex**

The captain america of your species. You are more formidable physically and mentally than most of your tier and possess a commanding stature that makes it easier to have others of your species follow your commands. The special abilities for whatever tier you bought are also stronger, for Simians their ability to gain power from eating the hearts of their slain foes is simply increased in its effectiveness while Humans gain more magical power.

200 CP - **Primal**

Whatever form your species takes and whatever innate qualities they possess you were truly born for it, possessing prodigious talent at utilizing them and developing them further. Humans who buy this possess a greater talent for combat and magic while Simians can feel the presence of strong hearts over large distances and can easily assess the strength of the warriors carrying the hearts.

100 CP - **Rare**

There is much about you that draws the eye, and the fascination, of those of your species and others familiar with those you call kin. You have been blessed with fantastical traits that easily make you stand out of a crowd and draw attention wherever you go. As a human perhaps you have hair of spun gold and/or eyes of living rainbows? Perhaps as a Simian

your fur takes the color of stone or steel? Whatever the trait(s) you carry they will make you stand out and make you seem mysterious and larger than life, especially to those of your own species. For Architects the makeup of your body consists of rare materials and through construction techniques now lost to the Architects, a work of art that even soulless machines can appreciate and seek to protect.

Perks

100 CP Perks are free and the rest discounted 50% to their Faction/Origin.

General

1000 CP - **Heraldry** (Discounted Hero)
A Heraldry is a piece of their wielder. An expression of their soul...
The knights are regarded as the peak of human magical ability for a reason, seeing as there are no more powerful than the knights among the human race. The Heraldry heals the body, regrowing limbs in minutes to begin with and quickly closing small wounds and restoring the body to working condition (even those that had been tortured and starved for months). It grants its bearer superhuman stamina, strength, speed, durability and enhanced senses, also an ability to sense magic on par with the foremost of human sorcerers (able to sense unsubtle magic from across the city). The Heraldry can summon weapons and armor to wield, what weapon and what kind of armor depending on the Heraldry in question and somewhat on its bearer, and these weapons can be summoned back to the wielder's hand or unsummoned at a thought. It also grants strong supernatural abilities that can in turn mutate over time, unlocking new levels of power, more versatility and even completely new abilities. All Heraldry can be manipulated somewhat by their wearer (turning armor into clothing or creating spikes/swords from their arms/legs for example) and should you have any children they might be born with Heraldries, perhaps even reflecting your own like how Mordred's Caledfwlch was born from Artura's Excalibur.
See the *Notes* for examples of Heraldries and the abilities they can have.

200 CP - **The Exalted Carrier** (Requires Heraldry)
Like Lorelei, you can through unspecified means govern Heraldry of those who swear themselves to you, allowing you to absorb them when they die and exalt another with their former might (meaning they get the Heraldry but will need to train with it), even supplanting the administrative status of the Round Table, something perfect for a traitor-knight who intend to turn upon their king with stolen heraldries.

100 CP - **Bard of Camelot**
You have a good singing voice and have mastered several different instruments. Choose one though, such as the flute or the piano, and your skill with that as well as knowledge of songs to play with it becomes almost unnatural, enough to fascinate even the Fae or entertain in the Lucidian court!

200 CP - **Hellfire Wielder**
You are one of the few who have been taught or otherwise come upon the knowledge of wielding hellfire. It is an invisible–twisting and pulsating–vortex that devours all life, leaving

only an ash that sustains nothing. Hellfire does not burn. It only consumes, and it consumes not the physical but the fundamental. Hellfire strips the very concept of life from whatever it touches, it leaves nothing but dust and ash in its wake, for eternity. Using this “fire” is a war crime and should be saved against only the worst of threats! Hopefully no one forces you to turn this on your own people by razing their farmlands...

300 CP - **Like A Virus**
The Heraldry mutates, especially under stress, to become more powerful/versatile and with new abilities. For you this process is sped up, occurring several times quicker than usual, and especially during conflicts that test your limits and when your emotions flare high (your emotions at the time will also influence the mutation, anger being an offensive purpose and love being a supportive purpose such as healing or defenses). Other examples than Heraldry are things like the Sacred Gears of High School DXD or the Legendary Weapons of Shield Hero.

800 CP - **The Divine Cycle**
Like the Eternal Cycle that binds the Knights, Merlin and Gwynn you are able to reincarnate after your death, years in the future (though you won’t remember much of your past life until after the jump). You will probably have a very similar personality and will make the same mistakes more often than not, you will also start out much weaker than before and will have to train back up to your past level of power and skill. You can choose to include others in this, allowing you all to be reborn together, always ending up close and meeting each other eventually (drawn by fate to interact). Upon activation this perk resets the timer for the jump and starts it again on your next life’s sixteenth birthday. At the end of each jump you will gain the memories of previous cycles and regain your original memories as well!

Faction

Hero
100 CP - **Heroic Chivalry**
You are always aware of any personal code/codes of honour and such that you follow or that people think you are supposed to uphold. When confronted with situations that test your ability to adhere to these codes, such as being tempted by dark promises or beset by terrible rage, you will find your ability to stick to what’s “right” much easier than it otherwise would be (unless you truly don’t want to follow these codes).

200 CP - **That’s What Friends Are For**
You are good at helping people work through their issues, allowing them to work through and move past traumas and grow as people. With this comes being a great listener, having a good instinct for how to approach someone’s problems (how to talk and how to phrase things) and also the ability to look past your own hang-ups and issues to judge people fairly.

400 CP - **A Hero, Trueborn**
Born a hero you were and no unnatural corruption shall ever turn you away from your path! With this perk you become wholly immune to the corrupting influence of dark artefacts or powers, an immunity that also stretches to preventing more direct mind control or memory

manipulation from affecting you. No supernatural influence can ever force you to turn on your allies!

Villain

100 CP - **Villainous Monologue**

Mocking and cruel dressing downs/monologues, a threatening villain laugh to unsettle, an instinct for what taunts or comments will best hurt someone emotionally and/or distract them in a fight and more are all part of what makes a good villain. That you now possess these things in spades should be a foregone conclusion...

200 CP - **Everlasting Threat**

The powers of darkness are still a threat in the modern age_even if many of them fell with Camelot_as Morgana, Tylwyth Teg and more have faced the Knights over and over again without dying. To match them you gain a great deal of talent and luck when it comes to retreating to fight on another day, as well as faking your death and/or laying low when needs be.

400 CP - **A Villain, Blackhearted**

Whenever you set out to do something, whether that is plotting to overthrow the monarchy or planning an attack on a village held by your enemies, you will find that your chances of succeeding and your general competence in the areas needed to succeed will heighten the more of your morals you throw away. Not caring about casualties when attacking your enemies position could see your chances of success increasing several times over and using innocents as shields when fighting a stronger opponent would be unnaturally effective, even should they themselves not care about hurting bystanders.

Rogue

100 CP - **Not My Problem**

When you don't want to get involved in something fate bends to ensure you won't, making it much harder for you to be involved by chance. You also have a good gut feeling for what you need to do to stay out of it, perhaps moving to another country or just when to keep your head down.

200 CP - **The Alliance**

Like how Mordred got the Forces of Darkness to work together to destroy Camelot, when they usually fight each other more than they fight the Knights, you are very skilled at getting opposing groups/individuals to team up, at least temporarily, against another opponent. Having a central role in the resulting alliance is also easy to ensure should you possess at least some capabilities as a strategist or some vital knowledge of your opponent.

400 CP - **A Rogue, Undecided**

You are extremely hard to manipulate into making choices, this refers explicitly to hostile manipulation and doesn't stop people with good intentions and arguments from swaying you. Aside from a healthy dose of common sense you gain great instinct and talent at spotting lies and liars, holes in arguments, faulty logic, factual inconsistencies and general sweet-talking, as well as when someone is acting with a hidden motive. It is also easy for you to figure out what it is you really want and why you want it, as you gain a very clear picture of who you are as a person and what your desires are.

Origin

Betrayer

100 CP - **Enough Is Enough**

Betrayal can often stem from a person's own feelings of having been betrayed, unappreciated or even discarded. This perk bends fate and chance to make you aware of events and wrongdoings caused by those you consider allies, should these things be those that would have you consider turning on them.

200 CP - **Morgan Penn, The Cousin**

You are a master at infiltration!

…

No really! As a great actor and with a masterful level of control over your emotions, you can easily avoid coming off as either suspicious, a creep or nosy. You possess an encyclopedic memory for any lies you have told and for whatever "mask" you are currently wearing and your tells are close to non-existent in even the most shocking of situations. Paradoxically, you are also good at making an impression when you want to, easily able to become the current hot topic among the populus should you desire.

400 CP - **The Art of Betrayal**

Mordred's plan was to use the Forces of Camelot and the Knights to destroy each other so he could start over with Camelot without their shadows hanging over it. It might even have succeeded had his mother not used her last trump-cards, locking him away in a cage for thousands of years and starting the divine cycle. With the skills you possess you could easily replicate this feat as you are able to plan betrayals, find allies covertly, plan to backstab these very same allies when your first betrayal goes off and more. Apart from a great talent at goal-orientated manipulation you are simply a supreme backstabber; able to suss out the weaknesses of your allies, knowing how to best exploit them and when, and almost flawlessly adapting your plans on the move as new circumstances pop up. You are also granted increased luck the more people/sides your plan will result in you backstabbing.

600 CP - **The Power of Rage**

There is a dense core of rage deep inside of you, ready to be unleashed upon the world... When you become truly angry your rage can manifest. What this means is that any wounds you have are alleviated, even being paralysed from the neck down and having a piece of your soul broken could be shrugged off to make room for your wrath. Your physical and supernatural abilities are temporarily increased (even should they be technological in origin), depending on the depths of your rage, and the defenses of the people you aim your rage at are lowered for you, also depending on the depths of your feelings. You become much more intimidating during this time, especially if you already have any kind of fear aura or similar, and your combat capabilities and instincts are heightened, with a focus on an overwhelming brutality that will leave many opponents paralyzed in fear should they see your work. An average warrior could quickly slaughter their way through scores of soldiers with this alone should they be furious enough, such as having been dealt a great enough insult or having lost a friend.

Knight

100 CP - **Prime Candidate**

You start out well trained, capable of competing in the olympics (or your species's equivalent) if not winning for most of the events, and you remain this good even without much training and to a much older age than is usual. You also tend to heal well from wounds, never staying down or being crippled for long and also healing aesthetically pleasing, if scars do remain.

200 CP - **Questing Knight**

You can easily find adventure when you set out to, what you find depends on what your goal is as well (finding lost troves of magical artifacts and treasure if you want to enrich yourself or your kingdom or finding dangerous beats or powerful warriors to fight if you want to test yourself and gain fame).

400 CP - **The Inquisitor in Green**

Like a certain justice-obsessed knight you are able to read the hearts of men and women. What this means is that you can sense the emotions of sapient beings and know what their desires are, both their current short term goals and the deepest desires they hold in their hearts. Now go forth and let no cowering fool think that they can hide from your judgement!

600 CP - **The Best Knight of the World**

"Never shall one take me hence but only they by whose side I ought to hang; and they shall be the best knight of the world."

You possess exceptional bravery and intelligence as well as skill at arms and prodigious instincts for combat and war that will quickly have you as an anointed officer or exalted champion of any army lucky enough to have you fighting for them. With skill and a mind like this you could lead armies or reliably fight grown men at the age of 14 and you have the potential to reach a mastery of weapons in years that would take others lifetimes to achieve. This mastery extends somewhat, though to a lesser extent, to mastering supernatural artefacts such as the Heraldry, a Paladin's Blade or similar things in future worlds, such as Sacred Gears or Holy Swords of DXD or the Shardblades of the Stormlight Archives. Any bloodline or special ability that you could unlock you will, and also tend to do so early, probably setting records with its awakening which can be reflected in your Background/Origin when you buy such abilities in future jumps.

Mage

100 CP - **Sleep Is For The Weak**

Things such as sleeping enough, eating correctly and exercising properly get in the way of studying and research! As such you can now forgo these things for much longer than normal without feeling the consequences, ignoring sleep for a week or two is fine and going without food for days won't even be felt. Also even when feeling the consequences (such as muddled thoughts and general pain) you are less likely to make mistakes than others in your situation would be, this is also a general competence at staying at the top of your game even with severe physical or mental distractions. For Architects you can ignore fuel and maintenance restrictions to a similar degree.

200 CP - **Field of Study**
You can choose a field of magic that you gain experience in and a natural talent for, allowing you to start out with knowledge of many spells and a good grasp of theory and making it easy for you to attain master-status in the field should you put some time into furthering your studies. Examples of fields you can choose are; shapeshifting, necromancy, neuromancy (mind magic), healing, warding, elemental magic, construction, alchemy, etc.

400 CP - **Combat Magician**
To begin with you gain a large chunk of knowledge of spells meant for combat, both small-scale and the combat of war (large artillery spells and defensive warding of castles and other large-scale fortifications would fall under this). To match the pure knowledge this perk provides it also gives you a large heap of talent for using magic, and not just the strictly combat-oriented one, for combat (this goes twice over for any specialization you picked). Shapeshift yourself into a wolf and run past the opponents guard to tear his throat out or use telepathy to disorient opponents without mental shielding.

600 CP - **The Seer**
Like Merlin you are a creature of old magic, born or created with immense magical power enough to eventually be able to fight on the level of those wielding Heraldry if you train yourself enough and come very well prepared for the occasion. You also possess the ability to see visions of the future, an ability that is uncontrolled in the beginning (often showing terrible visions of future tragedies and/or massacres) but can with training be harnessed into quite the useful tool.

Leader
100 CP - **Spotless Record**
You have great luck when it comes to others not noticing mistakes you make or other things you do that would make you look bad in their eyes. Scandals will be almost non-existent for you unless you act too brazenly and often do things you wouldn't want others to find out about. Fate usually ensures others see only your best side, though this is far from a guarantee, especially if they spend a lot of time around you.

200 CP - **Ready for the Podium**
You seldom find yourself lost for words as even if you were put on the spot it seems as if you would have had the time to sit down and carefully write a beautiful speech, perfectly capturing what you want to say and well adapted to your current audience. Eloquence and fast talking your way through things is your life-blood and you could easily argue for almost any point and have the listeners nodding along. Furthermore, this eloquence stays with you even when you are mentally impaired, such as being completely shitfaced or having just woken up (to the irritation of others similarly impaired). Also, when you take time to carefully pick your words and actually write a speech beforehand the results tend to be beyond incredible!

400 CP - **The Illustrious Prince**
You are friendly, sociable and diplomatic to the extreme, easily navigating even the most complex and tenuous of courtly gatherings or negotiations and with a great deal of talent at making allies and reading the interpersonal relationships that exist within groups and those

that exist between them. You are also very good at keeping tabs on what the public opinion and the opinions of different groups are and how to keep these groups content or at least willing to work with/for you (should you be important enough that is). Lastly this perk also makes you a skilled ruler and leader, not the best but a great one.

600 CP - **The God Queen**
As a natural born leader you are charismatic, inspiring and way past extremely willful, like a mythical king or queen stepping off the pages of a story book or out of a fairy tale. You naturally carry yourself in a way that demands notice and deference, and even when speaking softly or quietly your voice carries far and cuts through most conversations, able to silence a cheering/arguing courtyard with a single soft-spoken word. For those who share your cause, just a glance at you on the battlefield could return someone from the depths of despair and a few words of encouragement could have an army you lead charging bravely towards a certain death. Your force of will is enough to easily dominate most conversations without even trying, though you should try and make sure your allies and friends feel that you aren't always dismissing them, and allow you to make hard decisions without hesitation when needed. Lastly you also possess the mind of a true leader, capable of comprehending concepts most humans can't, actually understanding what 7,6 billion lives mean for example or just how widespread the consequences of your actions can be and what that means, which in turns makes you one of the most (if not the most) capable at making decisions that concern matters such as the fate of the world or humanity's future.

Items

100 CP Items are free and the rest discounted 50% to their Origin

General

Free- **Magical Knight Artura Season 1&2**
You get the anime version, and the things needed to watch it, of the quest; following the life of Annabell Pilgrim as she discovers her past life, awakens an ancient power and fights side by side with her closest friends against the ever encroaching forces of darkness! There will be drama, there will be flashbacks to past lives, there will be action and comedy, but most of all it will be informative about the current state of the Knights and the world around them. Even for those who picked the Early Days, this could be a useful insight into the character and powers of your allies or enemies.

100 CP - **Records of the Knights**
This here is the collected records of the knights and their appearances throughout history, essentially being an unusually detailed account of every cycle (unusually detailed from the perspective of a historian). Should your stay take place during the earlier times this will mostly be a curiosity but even so I'm sure you could find some use for it, and in the modern times perhaps you could use the knowledge gathered of the different incarnations to finally break the cycle, bringing a final "victory" or "defeat" to the Knights...

1600 CP - **The Round Table**
“It’s a self-bound star, the physical manifestation of an infinite engine.”
The round table of a different reality perhaps? You have here a copy of the round table, the magical artifact that granted Artura and her knights their Heraldry all those years ago. Choosing this allows you to pick Excalibur as your Heraldry should you buy the perk and also gives you access to the table which contains all the Heraldry mentioned in the Notes, except for any made using the “Other” option. If you picked another Heraldry it will be boosted in potency to equal Excalibur’s potential, allowing you to start out and remain much more powerful than most other Heraldry-wielders of a similar level of experience (though the exact match-up and their skill can have on impact on how another would do against you). If you haven’t bought the Heraldry perk this Item starts out as a stone with a sword stuck into it, inactive until someone worthy draws the sword from the stone (bestowing upon them Excalibur and the ability to govern the table’s power). Whatever happens, the owner of this table can distribute the Heraldries it carries and recall its power at their whims. Children of Heraldry wielders also have a small chance of manifesting their own Heraldries that can be added to the table at the end of the jump, allowing you more to distribute in future worlds.

Origin

Betrayer
100 CP - **Candles & Spell Matrix**
Once used by Morgana le Fay to attend a Camelot christmas-ball under the name of “Not Morgana Le Fey” the spell these ingredients are used for can allow you to ensure no one will recognize you as who you are as long as the flames of the candles still burn, which they do until intentionally put out by someone. The spell makes it so that no man, woman, or extradimensional other will be able to recognize you for who you are, even if they have had direct and damning evidence/proof of you being you. Only directly seeing you use powers or abilities heavily associated with you would break the spell, and only for the person who saw it. If someone simply hears about your use of your own power they will be confused about why this othern ”random person” has the same powers as you, until they confront you themselves that is.

200 CP - **Fae Poison**
Able to stop the regenerative abilities of anything it can invade. Perfect for an ambush, such as a dagger through the back coated with it or a goblet sprinkled with its drops, or instead you could just go the direct route and just splash it on your sword before stabbing someone through the chest. Your supply of this replenishes weekly and it comes in a runed container large enough to fit about a liter of it.

400 CP - **Forgotten Friends**
Your background in the jump (and future jumps) helped someone or a couple of people even, and then forgot about it... They will be able to assist you on your darkest day in the jump, whether you need a charging cavalry to save you from the enemy army or a good talk to get your head back in the game from a kindly store owner. As stated you have no memory of helping them but when they return you will suddenly get a quick flashback of how you assisted them. You can instead choose a Drawback per jump that these friends will be very

good at helping you deal with, or rather as good as can be expected depending on the circumstances.

600 CP - **Crystal Cage**
You have in your possession a large crystal, one which can imprison any one being which you cast the needed spell at, one which comes with this item. The prison preserves the being and puts them in a dreamless sleep until they are let out and only you can free the one imprisoned as the spell can only be ended by you yourself and the crystal is effectively indestructible (at least to most forces in this world). Should you choose to hide it, circumstances and the magical enchantments on the crystal will ensure that even a dedicated search could take decades or even centuries to find it, though people can still stumble upon it by luck as it only wards away those who seek it. Alternatively, instead of using it as a prison, you could lock yourself up in it and sleep undisturbed (unless found) for however long you want, while doing this your jump progression is paused until you let yourself out. When going into “sleep” like this you can decide the date of your release but if anyone else finds the crystal simply laying a hand on it will release you.

Knight
100 CP - **Special Brew**
The problem with possessing formidable physical abilities is that poisons don't have as much of an effect on you as it would on a normal person. Alcohol being a poison as such makes it much harder for you to get drunk. To solve this you receive a crate of beer, cider and wine that ignores any resistance to alcohol the drinker has, allowing even someone like one of the Knights to get shiftfaced.

200 CP - **The Alfa Enhancement**
Concocted in the modern age, this techno-sorceric enhancement can create warriors that possess a preternatural vigor of form far beyond even the mightiest of mortal men, capable of making a normal warrior into a slayer of such monsters that would kill hundreds of men by their own. Though not close to matching the Paladins, and not even worth comparing to the Knights, a small group of them has good chances of winning against Architect seekers with the right equipment. You have the facilities, equipment and materials needed for this procedure and can quickly and relatively painlessly “upgrade” people. This upgrade floods their bodies with primordial energies, replaces their blood with a silverine alchemical substitute, gives them adamant-laced bones and also spider silk muscles. You yourself can start out with these upgrades should you wish to, though for some species this will be but a small boost or simply an increase in complexity/sophistication in the make-up of their body.

400 CP - **The Observatory**
The Observatory is a secret lair built by one of the incarnations of the knights (or depending on your time one that could be built in the future)! It is hidden in the middle of the Walls-Between-Worlds (outside of reality) and can through substantial spatial-mirroring copy parts of the real world onto different rooms, it is by default a large complex with dozens of rooms for different purposes and can be expanded should you have the right know-how. This is a good place to lay low, to conduct magical experiments or rituals you don’t want to be interrupted during or to discuss things where prying eyes and ears won’t find you!

600 CP - **Paladin’s Blade**

What you have before you here is a powerful weapon created by an angel, wielded mostly by those in the organisation of the Twelve Paladins. As many of the Twelve in modern times use artefacts separate from the Carolingian Mythos, such as Balmung or the Green Dragon Crescent Blade, you can choose any famous artefact from around the world to act as your Paladin's Blade, though its power and versatility won't surpass the other blades and it can't be one of the weapons that takes the form of Heraldry (such as Excalibur or Caledfwlch). Whatever artefact you choose it comes with some common benefits; ever growing superhuman physical abilities and elemental-themed powers. Some examples are;
Durandal which possesses a heat/thermonuclear aura that can turn sand to glass and melt Architect seekers, has a barrier of angelic light that can withstand the canons of an Architect champion and can send off blast of heat and light or,
Hauteclaire which mixes supernatural ice with the wielders current clothes/armor to strengthen them dramatically, has a blade of starlight, wings made out of a gale of wind and the ability to crate bolts of seraphic skyfire/celestial lightning and call down rains of needle thin blessed ice that can slice through magically enchanted metal like butter.
Wielding a Paladin's Blade will eventually turn you into an angel, giving you vastly increased power, agelessness, several innate holy and magical powers (suited to the blade/around its powers) and the ability to with time and materials create blades similar to the ones this perk offers (that will in turn make angels of their wielders with time and use).

Mage

100 CP - **Collection of Games**
A large collection of games fitting to the current age, whether that be expensive chess sets, pai shou and more or a gameboy with pokemon and a computer with things like the original DOOM and so on.

200 CP - **Powerful Focus**
This is a powerful focus for spellcasting, taking the form of something like a wand, a staff or even a finger bone. While it has an enhancing effect on all magic you use it has been specifically crafted to assist you in a certain form of casting, such as warding, banishing/summoning, elemental magic, etc, and will provide a much larger bonus to magic that falls under its banner. As a last resort, and something worth keeping in mind, breaking it in half would produce an explosion big enough to blow up a school. If destroyed, a new one will appear after a week, and you can choose a new form and focus for it should you wish.

400 CP - **Merlin's Journal**
A journal from the original Merlin (or a copy of it from the future should you choose the earlier times). It contains notes on all his knowledge of magic, which is quite a lot as he is the world's foremost wizard and knows more of magic than anyone else alive. Some parts are encrypted and otherwise it is still somewhat cumbersome to get through, as his sprawling script wasn't made with a student in mind, but the knowledge that could be found here is invaluable! Updates with similar notebooks in future worlds.

600 CP - **Dreamworld Spell**
You have the spell and the set up needed to complete the spell of the Ophidian Queen. When activated this spell will twist the current world into another version of it, perhaps one where most of your enemies are instead your loyal servants, one where lovers are fierce enemies or the opposite or even one where the current world has regressed into a medieval

fantasy instead. Some trapped will/may remember/feel that it is wrong and seek out answers but most will be trapped. This can be useful to quickly grow in strength (quickly compared to the real world as years can pass here while only a moment passes in the real world). The set up and power supply this item comes with is enough to cover one reality/universe. You can choose if those who die in the Dreamworld die in the real world as well and also if time spent in it counts towards your jump progression.

Leader

100 CP - **Ceremonial Dress**

The exact look of this outfit is decided by you and the time period/faction you pick but it will always be a beautiful outfit that presents you as an important person. Might or might not come with a ceremonial sword or scepter as well which while able to be used in battle, are not meant for it.

200 CP - **Artefact Horde** or **Techno-sorcery Cache** (Can be bought twice)

Like how Europe gathered artefacts to outfit their best and brightest with you and like how the Knights of Camelot ventured far and wide in their quest for glory and treasure you have here a large amount of magical artefacts. Sheaths that improve the wearer's healing, rings and belts that increase their physical abilities or give them strong resistance to one of the elements or magic in general, powerful weapons and armour (though not close to what the Paladins wield) and more rests now inside of your vault, yes you gain a free magically reinforced vault to contain all your new treasures!

Alternatively you could go for the more modern option...

You could replace the magical artefacts with advanced equipment created through a blend of science and technology. Polymeric armor engraved with runes and imbued with enchantments, magically enhanced rifles capable of tearing through an Architect-seeker These things tend to be more uniform, having less exoteric effects but more reliability when it comes to creating an equally equipped unit.

The Horde comes with a collection of treasure maps for finding more.

The Cache comes with blueprints for producing more.

400 CP - **An Army**

A moderately-sized army of your species. If you are focused on magic they have several skilled mages among them and if the choices you have made in this jump has granted you formidable physical strength and skill at combat then they sport several great warriors, though not equal to a true champion such as the Paladins or the masterworks of the architects. You can choose a focus the army takes; assassination, garrisoning, sieging, open combat or all-rounder, and the army's equipment and abilities will shift to follow to focus. They also come with the facilities needed to maintain their equipment and bodies, such as food halls and storage for those who need to eat or factories for Architects.

600 CP - **A World of Your Own**

You have here a world completely conquered by your species, in future settings it will exist as a parallel reality, how it can be reached depending on the setting and defaulting to the Walls-Between-Worlds if no special method exists. You are its rightful ruler, if human then simply the king or queen of the world and if another species then its chosen administrator (for this Jump and in future simply the rightful ruler of that world). The world will mostly equal earth in size and makeup but the continents are completely different and the population is

only equal to that of a large kingdom/nation of the time (being around a couple of million at the most). That is not to say that you have several million warriors of your species ready to fight for you as, and this counts for the Architects as well, most start out as untrained civilians simply living their life/fulfilling their purpose. Whether you focus on settling the land you have been gifted or decide that conquering earth seems more fun is up to you from now on. Changes made to this planet can be kept between jumps, allowing you to settle more and more of the planet without losing your progress.

Companions

Import/Create Companions
No companion can buy the Round Table Item or the Divine Cycle Perk.

100 CP - **Meddler**
They gain 600 CP and can't buy the Heraldry Perk or 600 CP Items.

300 CP - **Champion**
They gain 800 CP and can buy 600 CP Items, but can't buy the Heraldry perk.

400 CP - **Knight**
They start with the Heraldry Perk and gain 600 CP to spend on what they wish.

Canon/OC Companions
Choosing these options can allow you to start with a good relationship with the chosen character if you possess a background in the world. Otherwise you are sure to meet anyways. OC companions can be whatever gender and orientation you wish where that is applicable.

100 CP - **Canon Companion**
You can choose someone from this world to take with you, should you be able to convince them. Buying this option ensures that you will meet them several times, at least, during favourable circumstances.

100 CP - **The Spokesperson**
Perhaps a descendent of one of Lady Bercila's incarnations or perhaps her cousin, depending on the current time, this person shares her ability to read the hearts of women and men, a second *Inquisitor in Green*. They are a socialite of the highest order, born to wealth and raised in sophistication and have throughout their life dabbled in everything from journalism and politics to fashion and modelling, achieving great success in whatever they have tried their hand at due to their natural genius and hard work. They are essentially always *Ready for the Podium*, and their experience also provides them the same benefits as the *The Illustrious Prince* perk, making them an excellent diplomat atop all that. They speak a few dozen languages, all of the most commonly used ones for this age and quite a few more, and are well versed enough in several topics such as archeology, advanced mathematics and classic literature to hold a lively conversation with just about anyone. This coupled with their great natural beauty, something they capitalize on to great effect when

combined with their excellent fashion-sense, has made them a widely popular and well regarded figure in the eyes of the public.

They will use this and the business empire they have created to assist you and yours when needed, such as casting you in the best light in articles published, introducing you to the right people or just providing expensive and tasty wine for your private gatherings. In private they have a playful attitude, liking games of wit and banter, and love argumentative discussion for the sake of rhetoric competition. They do possess the *Villainous Monologue* perk... but that is solely reserved for board meetings! Most of the time at least...

100 CP - **Rebellious Simian**
A simian who grew to love mankind's culture and sciences. Always dressing themselves like a proper gentleman/lady, styling their hair (and fur if they have it) and wearing glasses even though they don't need them, they are also vegetarian and wouldn't ever dream of doing something as barbaric as eating the hearts of slain enemies! Though they carry an inner darkness... Perhaps due to an accident with a potion or a magical experiment, perhaps due to repressed instincts or a special Simian bloodline or perhaps all of the above, they possess an alternate personality. A violent brute who longs for blood and which will break out when their feelings are tumultuous enough or they are wounded severely/knocked unconscious.

This side of them is several times stronger than their usual form, essentially possessing the *Power of Rage* but with an extra transformation, and grows slightly taller and more muscular, as well as gaining red eyes and sharper and longer nails/claws and teeth. It will mostly go on a bloodlusted rampage where even allies need to watch themselves and every heart this side consumes strengthens it even more as most of the power from the hearts seems to go solely to it and it alone, though some benefit still slinks through to the main personality, and eventually it could take over all-together unless the dominant personality discovers a way to control it… Besides their rare outbreaks they are an accomplished psychologist and chemist, coupled with a talent for potion making and magical alchemy, and essentially possess the benefits of the perk *That's What Friends Are For*.

200 CP - **The Eradicator**
A human-, now also architect-, *cyborg* who was wounded on the frontline while fighting for their country. After their recovery they were part of a secret government experiment to create the ultimate super-soldier, subjected both to the *Alfa-enhancement* and with about 60% of their body replaced with spare architect parts. They were brainwashed and trained as an assassin and then employed on countless missions spanning decades before finally breaking free of their programming and escaping, while at the same time burning the organisation who captured them to the ground. Slightly traumatised, effectively immortal and technically a globally-wanted criminal, they have taken on a new identity and are currently laying low.

The Eradicator is a world-class warrior and assassin, all that before taking into account their enhancements, and the stolen architect technology allows them to become both invisible and inaudible, see through walls/obstacles and scan opponents, teleport short distances, create a personal force-field that can tank attacks from-well-a tank, and provide a powerful shock to anything they touch with their right arm (powerful enough to instantly take down a strong Ogre when used at full power). They also come with personal equipment mirroring that provided by the *Techno-sorcery cache* in the form of several guns, suits of tactical armor for different operations, grenades and close-range weaponry.

200 CP - **The Last Child of Seelie**
A, relatively, young True-Fae with a terrible and dangerous secret, they are the (or one of the depending on your choices) last surviving Seelie, the “good” and helpful counterpart to the warmongering Unseelie. Sealed away by their people before their ultimate destruction, this person, recently awakon and with little memory of their species' destruction at the hands of the Unseelie, is currently confused and lost in the world, hunted and alone. Having slept for so long and being beset at all times by the Unseelie they essentially possess the Drawbacks *A Thousand Years On Ice* & *The Last Seelie*.

They possess a talent alike to *The Bard of Camelot* with their voice as the main instrument, a hauntingly beautiful thing that could ensnare many a passerby. Aside from their natural talents as a True-Fae they also wield powerful healing and support magic, capable of matching and sometimes even surpassing Gwynn at his height (though they are currently a bit rusty). With them they bring two powerful foci, one for healing and one for binding magic, and a strange artefact. This artefact, a hand-held object inscribed with strange lettering and ancient runes, possesses both the gathered knowledge (both magical and mundane) of their lost civilization and also several protective enchantments that will provide blessings to the Seelie and their allies while cursing opponents, essentially providing powerful buffs and debuffs in a large area around it. The artefact also has a failsafe to transport the Seelie into it should they suffer fatal damage where they will be sustained and slowly healed, though something as dramatic as getting their head crushed or their body disintegrated is too much for it to handle. The Seelie could with time discover how to key this failsafe to other individuals as well.

300 CP - **Bombastic Paladin**
This charismatic and friendly knight, self-proclaimed, and adventurer will be a steadfast and treasured ally to have for sure! They have lived their life following their wanderlust and predisposition towards adventure, *Questing* far and wide across both this world and others to travel fantastical lands and fight excoitc beasts. Though an experienced Paladin, and one quite powerful at that, and a *Prime Candidate* through and through they are still quite a long bit from ascending into an angel. Their *Paladin’s Blade* is a large horn that can summon powerful creatures of flame and hurricane (the very same flame and hurricane also merging with their armor to great effect), can bind enemies into their service or force them to flee in terror, can absorb attacks and amplify them before throwing them back out and can create a shockwave that disrupts ongoing magic/magical attacks in the area. Apart from this they possess a large multitude of magical artefacts from their journey, enough to equal the *Artefact Horde*, and the equivalent to the *Combat Magician* to supplement their fighting and fun and also an outer-dimensional structure similar to *The Observatory*, though one which is smaller and without the ability to change forms, where they store most of their treasure and some tamed magical beasts as well as a large stash of *Special Brew*s of different kinds.

300 CP - **The Iron Phoenix**
A large war-machine in the form of a metal phoenix, it is one of the Architects’ most ambitious creations. Each “feather” is an entropy blade that can be fired off and recalled later through teleportation-technology, it can launch large barrages of homing and teleporting enchanted missiles (each carrying a alchemically enhanced payload enough to blow up a large building) with different effects for the situation, its micro fabricators can quickly restore it to prime function (through a use of teleporting in mass from alternate dimensions), it has the ability to bend light to turn it and/or others invisible and can create extremely life-like

illusions with both sound, sight and a degree of touch. Its battle-calculator and emergency teleport is of course top of the line as well.

Despite being designed as a great weapon of war something went wrong during the processing… To create an advanced battle-calculator a dozen human souls were merged with it, resulting in the thing developing a consciousness and bringing feelings to its cold machine heart, giving it the equal to the *Heroic Chivalry* perk. It summarily devastated the Architect colony it was made on before fleeing to this world to start its crusade against the architects. It now leads a resistance force of both humans and its own Architects, made to be peacekeepers instead of conquerors but just as deadly, it has created, harrying any servant of the Celestial Machine that dares step foot on this world (it basically has an underground network/army of humans/Architects equal to the *An Army* Item). Its melding of machine mind and human soul gives it the effects of the *The God Queen* perk though it more often than not reigns in its assertiveness to make sure every voice is heard, the organisation it leads widely praising and adoring their metal-clad leader. In its free time it enjoys practicing healing magic and quiet conversations about the essence of life and what it means to truly be alive. It is also partial to board games of all kinds.

400 CP - **Gaheria** (Requires: The Modern Age)
How strange, it seems you have here a reincarnated knight that should for all intents and purposes not be here at all! Killed by Mordred back in the days, she was not one of the few knights who Artura included in the Divine Cycle and was as such left dead. Even still you see her now before you, her new form mirroring her old and her memories more integrated than the other knights of this time: essentially more of a true incarnation than what Merlin managed to accomplish with his Divine Cycle. Though her old skills are somewhat rusty she still possesses a powerful cloning Heraldry, check the Heraldry section in the Notes* for more information, and starts out more powerful than the current iteration of the knights. Curiously enough she also possesses the Heraldries of the other traitor knights who allied with Lorelei during the civil war, which is four other Heraldries that she can administer over, similar to how the Exalted Carrier perk works.

Drawbacks

Take as many as you dare.

I Am Mordred Pendragon: +0 CP
Should you buy the right perks and/or pick the right Heraldry (such as buying Seer for Merlin or picking Jupiter for Lady Gawain/Ginny) you can choose to supplant that character, taking their place in the story. If it is the first time they show up/their first incarnation no one will bat an eye at who you are but should it be in the future perhaps people will wonder why Tylwyth Teg is suddenly a woman or why Artura was reincarnated as a man in the latest cycle.

The Dark Knight of Camelot: +0 CP
If you want to, you can change the setting to the shorter-lived spiritual successor to the Dark Prince of Camelot quest. Taking place sometime in a futuristic age, the protagonist is Macaulay (who for all intent and purposes seems to be a Mordred that either joined the divine cycle and was reborn or one who was brainwashed and had most of his memories removed). The Architects are replaced by the Terracotta Men, artificial soldiers who will

always rebuild and return as long as one remains, and the Knights are instead a large order with both women and men amongst their ranks.

Rule 63: +0 CP
Because why not? Should you wish it the cast will be gender-flipped. King Arthur will be leading a band of magical boys and his daughter Modred rose up against him. The dread sorceress Morgana becomes the similarly dreadful sorcerer Morgan, Tylwyth Teg is the fairy queen of the UnSeelie and nothing much happens with the Architects as they are all genderless anyways… The story as a whole won't change much though perhaps some details may differ.

A Different Prince: +0 CP
The first choice made in the Quest decided Mordred's origin as that of A Rogue, Undecided. Someone who turned towards camelot because of its failings and not due to selfishness or corruptive magic. This fundamental choice decided the story but what if you could step into another world? Choose between the following:
A Hero, Trueborn. The power which lives within Mordred, the power of the Round Table, was not meant for men. Though his noble spirit fought valiantly, it was overwhelmed by the darkness clouding his mind and he was turned against his home, his friends, his Mother. But his senses have returned...somehow now in this new age.
A Villain, Blackhearted. Mordred was born with the power to rule and the strength to take it from those who would deny him. He turned on Camelot of his own accord, to conquer it in his name, fly his banner from its highest tower.

I Know, Magic Will Fix This!: +100 CP
Like Merlin, you tend to overly rely on your chosen profession's way of solving things. A Mage would want to use magic for most problems (even the mental illness of a friend), a Knight would use violence, a Leader negotiation or delegation (meaning they will seldom act directly) and a Betrayer? They tend to see figurative and literal backstabbing as the best solution for many problems. While you can overcome this tendency it is in your nature and will influence your decision making during your time here.

Monstrous Muffins: +100 CP
You are cursed so that anything you cook (even if it looks as it should and you measured everything correctly) tastes like a blend of ash and something worse than the most horrific of poisons. You don't know about it and your mind is prevented from figuring it out on your own, you also cannot remove it on your own. You also gain a desire to cook that will see you depressed many times for your failures.

Worst Day of Your Life: +100 CP
This Drawback won't cause more troubles or misery for you but it tends to group them up together, having fate bend to see many of them happening at once instead of spreading out. This goes from the usual comical "bad day" (where your fridge breaks down, you are late to work and your wallet is stolen) to something as dramatic as being paralysed the same day your cold and distant mother gives a prestigious position in her court to your rival and you discover that your father is having an affair with your mother's best friend (yikes)...

The Lost Day: +100 CP

You have had a whole day of your life erased from your memory by Morgana le Fay. Only she knows what happened during that day and she is not telling freely. Trying to find out using supernatural means won't work and she will use this knowledge to her advantage against you both in negotiations, alliances or battles. This also means that she has witnessed your whole life up until this point and chose a specific day to remove.

Hormonal Idiot: +200 CP
Much of Camelot's issues could have been avoided if just two idiots could have kept it in their pants! Or at least some of its troubles that is. With this Drawback you tend to be attracted to entirely the wrong people when considering your station. A knight who pines for their liege lord's bride? A champion who falls in love with their people's greatest enemy? What you will be depends on your own preferences and circumstances but this can definitely cause you trouble during your time here as you will be greatly tempted to act on it as a fool helplessly in love with the wrong person, and should you not act it will still eat away greatly at you. You also might or might not already be romantically and/or sexually involved with someone this Drawback would target from your Background in this world should you have one. Roll 1d5, on a 1-3 you are while on a 4-5 you aren't (as of yet…).

A Thousand Years on Ice: +200 CP
For some reason you find your skills and reflexes quite rusty compared to their former glory, almost as if they had laid unused for a very long time while you simply slept… This can and will be overcome with time and training but for many of your first battles here you will be dangerously clumsy compared to your true glory, meaning a lucky shot from an opponent close to your level could end it all… Abilities and perks from out of this jump are even more affected by this, more so the more jumps are between the one where you got them and this jump.

Of Dark Temperament: +200 CP
Like Mordred you are one angry bastard. You have a large amount of anger bottled up inside of you, due to a dangerous combination of pride and shame, and can easily lose your cool and lash out should the current situation be trying enough. Bad things that happen to you only tend to compound and worsen this, such as being defeated over and over again by a close rival or passed over for a promotion you want. While you can work on this, to stop others from using it against you in battle or in social situations, it will take time and it will eventually slip out time and time again. The Drawback also comes with a reputation reflecting how your background would have dealt with their Dark Temperament, probably being known as snappish and unpleasant at best or twisted and cruel at worst.

Interested Parties: +200 CP
Either your arrival in this world as a Drop-In was more dramatic than usual or your background went a bit crazy sometimes with their abilities but you have been noticed by many organizations around the world. While this could be a boon in getting access to certain paths of life, you will be constantly spied upon (one of the most surveyed people in the world) and some might just decide that you will become a nuisance if left unchecked and seek to deal with you, whether that be by gaining leverage, imprisoning you or a more permanent option…

The Arthurian Mythos by W. Shakespeare: +300 CP

You are destined to find many friends here that you will get along well with, doesn't that sound nice!? Well there is a Drawback…
No one deserves the personal hell that is your drama. Any group of close friends you associate with (and there will be a multitude of them during the jump) will be plagued with interpersonal drama of a level that a certain bard would find too much. Lovers cheating on each other, former friends turning against the group and trying to kill you all, tense rivalries that fester and come up at the worst possible times. There will be misunderstandings, untimely tragedies and more that will ensure your social life to be rife with capital-D drama for much of your stay here. You will forget taking this drawback as well and will have a need for finding groups to belong with as well during your stay.

The Latest Cycle: +300 CP
You lose all memories you have of your time before this jump. While some of your past life remains in the form of your general personality, quirks and the morals you hold yourself to, most of it will be all but gone for the duration of the jump. You will experience visions and dreams of the past, especially should you meet past companions or people similar to them.

The Last Seelie: +300 CP
For some reason the UnSeelie court believes you to either be a scion of the Seelie, the good and helpful counterpart to their warring and destructive race that they genocided (yes this is now a verb) thousands of years ago, or to be the one hiding the last Seelie away from them. For this reason most of the UnSeelie will want to have you killed and will send assassins, kill squads and even armies after your head, though Tylwyth himself probably won't be much involved for a while or ever even as he is more interested in the knights, though should you happen to be one of the Knights as well… You might very well become his favourite pastime.

Audrey vs Aubrey: +300 CP
You have an evil twin somewhere out there. They look almost exactly like you, even close friends doing a close inspection couldn't tell the two of you apart, and they possess all the perks, items and more you bought in this jump. As they are your evil twin they have it out for you real bad and will try and do their best to ruin your life, whether they take a combat approach such as stabbing you or more subtly try and socially and/or politically out maneuver you depending on what perks you picked. They are destined to be a thorn in your side at least for a year or two, even should your out of jump powers grant you an astronomical advantage over them. Their name is also almost exactly the same as yours though with one or two letters different, almost as if someone had misspelled it…

WW3 Magical Girl Edition!: +400 CP
Watch as the whole world goes ballistic! The coming conflicts may very well put the Knights against the paladins, see Tylwyth Teg sponsor rogue states and insurrection groups, have Morgana covertly lead the field on global negotiation attempts (ruining them or shifting them to her desires) and more. While the European Union will start out as a collective, led by the Paladins and their troops outfitted by their countless artefacts, they are bound to splinter somewhere along the way unless someone else takes charge, creating even more chaos in their wake. and similar things may very well happen to other large organisations. It is possible to stop the war but it would take a truly prodigious amount of skill and luck at investigation, negotiations and more to find out the true cause of the war and put an end to it.

The Great Ape Equal to Heaven: +400 CP
The Simian Hordes are a ferocious bunch and stymied mostly by the fact that they are scattered between different tribes and fight mostly between themselves. What might they bring to bear if they were all brought together and organized under one banner..?
To answer this question look no further than here! A special Simian with stone-coloured fur and golden eyes has risen fast through the ranks of his kin, defeating every chieftain in his way and adding their strength to his own. Wielding a magical staff capable of withstanding the attacks of Heraldries, having taught himself strange magics from the worlds the Simians have conquered and possessing a body capable of contesting with the strongest of Paladins (and definitely the Knights should this be the modern age where they have not had the time to grow yet), he is a threat not to be ignored. While his personal might is impressive it is the way all of his kin bow to him and how he expertly wields the full might of the Simian Hordes that makes him a true threat, one capable of conquering or destroying this world should you leave him unchecked.

Architect Invasion: +400 CP
The architects have somehow returned to their full strength and will soon launch a large-scale invasion on earth. While their focus will be on acquiring the round table there will still be untold destruction across the planet unless someone stops them. Don't think you are safe just for being an Architect yourself as with this you will be regarded as an abomination by them regardless and be a priority target after the table.
For another 200 CP they have also developed special ultra-warmachines, one for each knight (and for the Paladins) and one for Merlin and Gwynn, that are perfectly adapted to them and their abilities, able to kill and/or incapacitate their chosen target in most situations. There is also one such machine built for you (though it only takes into account the things you have bought here in this jump)!

The Age of the Outer Gods: +400 CP
While burning witches on pyres from practicing dark magic is a frowned upon practice here surely, as Camelot and the modern rulers employ a multitude of mages, there is some precedent in the Ladies of the Lake as they gain much magical might from serving their dark and strange gods. With this Drawback, such burnings might even become necessary…
Now every single human magic user, except for you should you be one and Merlin, is a servant to the outer gods, granted increased magical power and dark knowledge and serving the nebulous goals of their masters, a main one being acquiring the round table. These magic users will also wreak havoc and commit atrocities all over the world, kidnapping people to transform them into horrific beasts, setting villages aflame or cursing their wells or simply marching under the rule of Morgana herself to take down the walls of Camelot.
For another 200 CP Merlin himself is also turned, being their most loyal and powerful servant and granted increased might enough to take on a knight or two by himself, and his abilities as a seer are even more empowered by the dark insight of his masters.

The Injustice Knights!: +600 CP
Apparently there is another mirror version of the round table out there in the multiverse…
And apparently the knights who were granted its powers are evil, conspiring to lock up the Artura of that world and then going on their own multiversal conquest, led by their Mordred Pendragon. They have now set their sights on acquiring this round table and they also think

you are a key to either acquiring it or unlocking its power. They will be about as powerful to slightly more powerful than the current iteration of the Knights (depending on your choice of time) but with more experience and viciousness.

She would rule forever…: +600 CP
...and so she did.
Picking this locks you into the Modern Age Timeline choices.
Merlin's spell succeeded and Artura Pendragon was reborn with all her memories and power intact, quickly conquering her old kingdom again and restoring Camelot to its past glory. For a thousand years this went on, then a thousand more and over this time she became more and more inhuman, more an avatar of her "duty" as queen of Camelot and keeper of the round table. People in the modern age are punished using cruel and unusual punishment fit for the dark ages, with adulterers burned at the stake and thieves maimed or hung. Resistance is met with deadly force and an example made of the survivors. This world you live in is a dystopia of sorts as apart from the archaic laws implemented by the rule of the crown, Artura has also locked her people in an eternal war with the forces of darkness, conscripting even youths and the elderly to fight a costly war on several multiversal fronts as Camelot and its foes fight over meaningless (though exotic) dirt in several worlds at once. You are yourself hindered from acting too directly against her and should she find you her sword will be capable of slaying you as you seem weakened while in her presence…
There is hope though. Mordred, the lost son of Camelot and the arch-traitor is still somewhere out there, trapped in a crystal cage. Should you find him and free him he will be able to eventually slay his mother and end her tyranny once and for all, though he could certainly use some help from you.

The Wheel Keeps On Turning: +600 CP (Can't also pick "*She would rule forever…*")
This sets your starting point to the Early Days at the half-way point of Artura's journey, during Camelot's Golden Age. Your task is to prevent the Divine Cycle from occurring or to break it during a future incarnation should it happen anyways, helping the Knights work through their problems and restore true peace to Camelot and the world without falling to infighting or at the hands of the forces of darkness. What you won't know though is that you are doomed to fail over and over and over again until you reach the Modern Timeline where finally success becomes a possibility. For a thousand thousand years you will actively seek to accomplish something only to see it fall through your grasp time and time again. You will be incarnated with the Knights, as long as you were alive at the end of each cycle, and with your memories intact but before the Modern Time anything you do to try and avert their fate will fail as the Knights go through their old motions again and again. This could be enough to drive anyone mad with either grief, isolation, extreme irritation or all of the above. Good luck Jumper...

Notes

There is more lore to be read further down, I recommend going there as stuff such as the magic system, angels and more are explored. I worked hard to dig it all up, you know!
Anyways I believe most of those who use this Jump probably haven't read the Quest, I would recommend it as it is a good read but a warning there is that it is abandoned and ends before its time, with a lot more to explore according to a comment by the author. If you hate reading unfinished things, maybe just check out my Lore sections and stop there.

Heraldry Section

Those with a Heraldry could bend steel, stop a speeding truck and jump large buildings after just a year or two of training, and only improve further after that.
A potential soft-cap is FTL-speed attacks.

[] **Excalibur.** [LOCKED] *(Requires: The Round Table-Item)*
-Aria: *The ray of dawn that slays the night. Excalibur, Excalibur,* ***EXCALIBUR.***
-Bearer: Annabell Pilgrim/Artura Pendragon.
-Weapon: Longsword.
-Armour: Heavy.
-Powers: Teleport through rays of sunlight, like an angel ascending and descending. Create large amounts of heat, fire and light and use them for attacks, sending out blasts of it, creating an area of heat and light around the bearer (turning stone and earth to liquid with enough power) or simply condense it around the blade itself. Excalibur's power is also especially good at evaporating/dispersing the effects of other magics or powers than itself, like Riptide's slowing effect for example.

[] **Caledfwlch.** A dark reflection of Artura's Excalibur, you share in Mordred's birthright. It cloaks you in shining armor and gifts you your savage blade.
-Aria: *From obsidian clutch, I draw my blade. Caledfwlch, Caledfwlch,* ***CALEDFWLCH.***
-Bearer: Mordred Pendragon
-Weapon: Longsword.
-Armour: Medium.
-Powers: The sword can cut through steel, flesh and bone as if they were thin air, it can also cut through the walls-between-worlds allowing the bearer passage through them. The heraldry allows you to manipulate darkness; creating weapons such as javelins out of it, creating large clouds of darkness (that you can see through) blacker than a starless-sky or exploding condensed darkness out of your back or from your weapon to fly forward from the recoil, increasing your speed, and more. The clouds of darkness can carry your rage and power, weaker men and women falling unconscious or having heart attacks or brain aneurysms on the spot.

[] **Jupiter.** Lightning, not blood, flows through your veins. None will find shelter from the fury of your storm.
-Aria: *Fist of heaven, split the storm. Jupiter, Jupiter,* ***JUPITER.***
-Bearer: Ginny Farrow/Gawain Le Fay
-Weapon: Two shortswords
-Armour: Light.
-Powers: The main power of Jupiter seems to be lightning manipulation, such as causing explosions of lightning centered on the bearer (electrocuting those close enough) or transforming into a literal lightning bolt to travel quickly over even vast distances.
The bearer of this Heraldry is the fastest of the Knights of the Round Table.

[] **Warden.** Chains engulf and bind those that would harm you, an impenetrable defense.
-Aria: *My strength will hold the foe at bay. Shackle, Shackle,* ***SHACKLE***
-Bearer: Gemma Churchill/Gala Corbenic

-Weapon: Sword/Ethereal chains.
-Armour: All-rounder.
-Powers: Can create ethereal chains and can make them larger (every link at least the size of a horse after some training) and move these chains at high speed.

[] **Raven.** You summon birds from the ether and control them like your own body, as weapons or spies.
-Aria: *On wings of cobalt do I soar. Bluejay, Bluejay,* ***BLUEJAY.***
-Bearer: Piper Parrish/Percila Peredur
-Weapon: Bow and arrows.
-Armour: Light.
-Powers: Create arrows from nothing and allow the bearer to freely take flight. The main power of this Heraldry though is the summoning and controlling of birds from the ether.

[] **Arbiter.** You can reflect and empower attacks made against you.
-Aria: *Let judgment sear the hearts of men. Arbiter, Arbiter,* ***ARBITER.***
-Bearer: Bailey Danielak/Bercila de Hautdesert
-Weapon: Axe.
-Armour: Heavy.
-Powers: Arbiter possesses the ability to return wounds inflicted upon the bearer back on the culprit. Three-fold. The knight who carries this heraldry also possesses the strongest healing of all the knights.

[] **Riptide.** You can summon and wield an invisible lake around you, turning the air to mud for your foes to slug through.
-Aria: *The graveyard of the dreaming drowned****.*** *Riptide, Riptide,* ***RIPTIDE.***
-Bearer: Lucy/Lorelei Lake.
-Weapon: Rapier.
-Armour: Light.
-Powers: Manifesting an invisible “lake” around the bearer. Causes the air to become dense and uncooperative with the bearer's foes, like moving or trying to breath through heavy mud (slowing all in their presence, though a person’s own power can alleviate this somewhat). Those weak enough can’t move at all and might die from loss of breath. This “lake” can also be focused and shifted somewhat, perhaps turning it into a tsunami that crushes against a specific foe and tears the earth asunder and with enough training putting the combined force of the Heraldry behind one sword swing. The size and strength of the lake will increase with training.

[] **Gaheria’s Heraldry.** You can distract and overpower foes by creating doubles of yourself.
-Aria: ???
-Bearer: Gaheria
-Weapon: Spear.
-Armour: Light.
-Powers: Able to create clones/doubles that shatter into a rainbow-like light when destroyed. The clones can be physical and can attack. Potential mutations: switching with clones, the ability to phase freely through clones/combine with them, sharing senses with clones, healing by combining with clones, etc.

[] **Whisper.** When you speak, people listen. Sometimes even reality itself bends to your honeyed words.
-Aria: ???
-Bearer: ???/???
-Weapon: ???
-Armour: ???
-Power: Voice power. Mind control and magical commands to the world, shouting at someone or something (such as a storm or a meteor) to stop or telling someone weak enough to kill or hurt themself. Maybe your voice can possess almost hypnotic qualities that make those listening more susceptible to your persuasion/charisma.

[] **Iron.** Metal leaps at your beck and call, and all weapons know you to be their master.
-Aria: ???
-Bearer: ???/???
-Weapon: ??? (probably All-rounder)
-Armour: ??? (probably All-rounder)
-Powers: Perhaps a mix of Magneto and Shirou Emiya rolled into one, and also with inborn excellent instincts for wielding any weapon you lay your hands on. Could be that the weapon and armour that comes with this Heraldry can change to fit your needs, allowing a much larger manipulation of the Heraldry's form than is usual for bearers.

[] **Resurrection.** The endless legions of the dead are yours to command. You bleed, you die, you live again!
-Aria: ???
-Bearer: ???/???
-Weapon: ???
-Armour: ???
-Powers: Like the King of Bones you could raise uncountable armies of the dead, skeletons, zombies, liches and more at your command. You could also perform true resurrections as well and could probably fight and die over and over again in the same battle, without ending your chain as long as your soul lived on.
The weapon could also very well be a scythe.

[] **Perception.** Your eyes see much clearer and more focused than any other, able to see a bird flapping its wings miles away. In combat this allows you to see what your opponent will do long before they even try to do it, your eyes seeing weaknesses in their armor and stance. It's almost like you're prescient.
-Aria: ???
-Bearer: ???/???
-Weapon: ???
-Armour: ???
-Powers: The description above explains it but future mutations could perhaps allow you to see through walls and illusions at will. The weapon is probably ranged or at least very precision-based, perhaps a rapier or a dagger if melee.

[] **Soul.** You can command life and flesh and mold life, and heal yourself. And you can easily make some fool rot and fade away.
-Aria: ???

-Bearer: ???/???
-Weapon: ???
-Armour: ???
-Powers: Healing and debuffs, to the point of death for enemies weak enough. The weapon is probably a hammer or a mace, using brute force to crush the weak old bones and atrophied muscles of foes.

[] **Temporal.** The world moves slower for you. The passage of time can be altered by your whim, reduced to a crawl or even momentarily stopped. You alone are free to interact with your surroundings normally when this ability is in use. However, the greater the change from the typical passage of time, the greater the strain upon your body.
-Aria: ???
-Bearer: ???/???
-Weapon: ???
-Armour: ???
-Powers: Time control, speeding up time, slowing it down and momentarily "stopping" it as well. Perhaps able to focus this on the wounds of allies or foes, forcing someone to bleed out faster or doing the opposite to slow their approaching death down to a crawl.

[] **Other.** Should the above not be to your liking you can design your own Heraldry, though it should not be too dissimilar in make than the ones mentioned here.
-Aria: ???
-Bearer: Jumper/Companion
-Weapon: ???
-Armour: ???
-Powers: ???

Setting Lore Continued Extra++!
Let me just start by saying how so much of the interesting lore is hidden in the comments where the Author replies to questions!!! I have literally had to dig through mountains of comments, slowly going through the Thread over and over again and over again, to piece together these lore sections and the rest…

The Early Days
Important Births
Both the pregnancy that spawned Mordred and the one that birthed Gala were subject to worry for Camelot's highest towers. When Mordred was born, Artura's inner circle was unable to confirm that King Gwynn was indeed the father, though this was never revealed to the public at large. Lorelei's banishment was due to the fact that she apparently had slept with Prince Eli of Corbenic out of wedlock on one of her quests.
The following are only theories but it is possible that Mordred's ture father is Merlin while Gala's father could be King Gwynn himself (and the reasons for Gwynn banishing Lorelei then being to create an alibi or out of shame of his adultery). Both of these hint at trouble starting between the monarchs long before the civil war.

A Prince's Woes

Prince Mordred, while almost always acting the model prince, still had many a trouble growing up. His close friend and rival, Gala, often surpassed him which caused him to grow frustrated, something the court and public at large noticed and to further isolate Mordred and set public opinion against him he maintained a relatively good relationship with his aunt, the sorceress Morgana le Fay, who, while being one of Camelot's greatest foes, often stopped by the castle in disguise to speak with the young prince. Most of all Mordred craved his mother's attention and approval, which was not often granted to him as most of her words were those of reprimand or criticism, not with malicious intent but to forge him into a better prince (though the result was still the same…). When Gala at fourteen beat Mordred in a public sparring match, manifesting her Heraldry at record age and stealing away the victory Mordred had almost finally grasped from her, the Queen invited Gala to attempt and conquer the Siege Perilous, the seat on the round table to the right of the Queen and a much valued position. This only strained the relationship between the young prince and his only friend further.

The Rebellion

The rebellion consisted of six Knights, five after Gaheria was killed-of and including Lorelei, and two sorcerers on the level of Merlin: Gwynn and Nimue. Camelot-era magic was also more powerful than what can be found in the modern world, though lacking in sophistication in comparison, as nothing modern can stand up to things like Hellfire or Camelot's wards, meaning the mages on both sides were putting out serious fire-power.

Mother & Son

Mordred and Artura's relationship was complicated. Mordred for a long long time looked up to his mother, in a way that can be compared to outright worship blended with a child's love for their parent, and sought her approval, something she was sparse to give due to her high standards and stoic act. Further complicating things Artura was a very busy woman, and Mordred didn't exactly have a lot of time himself between his studies, his knightly training and duties and his brooding. He would occasionally sit in while his mother held court but they rarely spoke. Mordred was just as intimidated by his mother as everyone else. There were quiet moments when they spent time together, but it often devolved into arguments and/or mutual brooding.

Father & Son

Gwynn acted as Mordred's father as best as he could, a situation made difficult both by the circumstances and by Mordred himself. Mordred still respects his capabilities and even with his reincarnation feels some sense of familiarity and fondness. Complicating matters are of course that Gwynn cheated on Mordred's mother with her best friend and that they fought on opposite sides of a brutal and traumatising civil war.

Lorelei & Artura

Lorelei went through the same tournament for the round table as Artura did. Had Artura not interfered she would have won both it and Gwynn's hand in marriage. Essentially Artura could be said to have stolen both Lorelei's beloved and her entire place in the mythos as the ruler of the round table. Lorelei often lay awake late at night thinking about just this.

The Modern Age

Power Scaling

Earth organisations such as the OSD (Occult Security Division) are capable of dealing with smaller cells of the forces of darkness, fighting off small groups of Architect seekers or rooting out fae incursions. The problem is that the Architects have billions of Seekers and more being created all the time in massive world forges in the universes they have conquered. One ascended Lucidian was a world-ending threat, the Architects could defeat the Lucidian Empire in its prime, with an entire Ascended Pantheon behind them. And even the Architects couldn't stand up to the full power of the unSeelie Court or the Simian Hordes. If the Architects or others thought for a moment they could send in larger forces without the Knights bringing down the hammer they would. Organisations like the OSD are only capable of surviving and growing within the protective shadow of the Knights, they simply lack the firepower to face the entirety of the threats on their own. What's more is that the OSD and most others don't understand this, that there is a much larger war being fought that they are not aware of, though the current Director, Ophelia of the OSD at least is starting to piece together that there is a hidden enemy.

Mordred's Headspace: Camelot Mordred vs Modern Day Mordred

Camelot Mordred: "Mordred, over the course of a month, watched his "father" and King betray his mother, failed to stop the civil war before it started by bringing Lorelei to justice (and failed in a public/humiliating way that highlighted his own vulnerability, which we see in the Gala-flashbacks was a big trigger for him), got paralyzed, and began fighting in a civil war against his countrymen/family. War will fuck a person up all on its own, especially a teenager with prior issues, and Mordred capped all that off by being ordered to commit serious atrocities against his own people. Mordred dealt with his guilt by offloading a lot of it onto Artura and convincing himself that he'd be better when he became king. Then he learned he'd never become king. He definitely felt that Artura had to go, but he also didn't trust himself to defend Camelot from the FoD without her, so he came up with the plan to kill two birds with one stone and kind of dove headlong into that."

Modern Day Mordred: Mordred is different as a person, due to a few more years and one significant trauma - the Fall of Camelot - that seriously affected him as a person. He is more subdued, more "I just want to be a teenager" which comes from the knowledge that all of his scheming, killing and righteous anger got him nothing. It is a big problem for when he tries to explain himself to the Knights. he doesn't believe his previous actions to be wrong per se and will as such not apologize for them, but at the same time he is fundamentally changed as a person and unsure if he would do the same again if put in the same situation.

Misc.

The Celestial Machine

A living computer constructed with entire solar systems, the central intelligence behind the Architects' expansion and strategy.

Cold Iron

Or just iron in this world. A powerful and volatile element in Unseelie magic and poison to the fae. Most powerful fae have protections against it but it remains effective against foot-soldiers. While plentiful on earth it is relatively non-existent outside of it.

Angels

Angels aren't really angels in the biblical sense, but sentient manifestations of power - if you want to return to the rituals = programs analogy, angels are sorta like really dumb AI, or in the case of ascended humans: smart AI/people. “Dumb angels” are capable of speech, of thought and reasoning, of long term planning. But they're not really capable of growth or change. They're hollow.

Magic

“Magical ability breaks down into two parts: raw power and skill. Raw power is how much energy you have. The more energy, the more magic you can do, the bigger magic you can do. Skill is how effectively you can use that energy, and how much different stuff you can do with it. Generally, mortal sorcerers "level up" by increasing their skill, but it is possible to increase the raw power you have (Morgana comes to mind as someone who's pushed her raw power far past traditional mortal limits).

When sorcerers want to use magic, they can either cast a spell or set up a ritual. Spells are fast, dirty stuff, and usually don't require reagents to cast. Rituals, like the ritual you used to conceal your identity from the Knights, are far more complex, usually requiring reagents, but once set up they can be accessed with the right tools/words/will. This is how Sorcerers pull off bigger spells in the heat of battle - Matthew, Gavin, and Bone all have rituals set up in safe places that they can access when they need to. Think of it like a computer program, something you create now to save time later.

As for the limitations of magic, there aren't many. Time travel and returning the souls of the dead are the only things magic 100% can't do. (Necromancy isn't really resurrecting someone, it's just animating a corpse and MAYBE pulling together fragments of their personality to feign life. The Knight's resurrection involves grabbing the soul before it passes on).”

Heraldry will boost a person’s raw magical power but not their skill.

Changelog

Ver 1.0 Finished, Jump published!