Rance 02
- The Rebellious Maidens-

Ten years ago, four maidens were appointed as the apprentices of an old mage named Ragishss, they were trained as mages and were supposed to become the guardians of the city, helpers in the times of need and defenders from those who would seek to do the town harm. However, just before completing their training, the girls suddenly rebelled against Ragishss and killed him. During the harsh magic battle, the entire town was entombed underground and a barrier spell was placed on it, preventing anyone from leaving, including the maidens who terrorized the town. The four maidens were soon to be known as The Four Witches of Kathtom.
You arrive a little before the adventurer Rance enters the city, prepared to save the day and lay as many beautiful women as he can.

Have fun and have this:
+1000cp

Origin

Drop In
New to this world. With no new memories to help or hinder your journey across these lands. The lack of experience may be the cause of some troubles, but it can be also a boon for some things. Be careful, some things are more dangerous than they appear. Roll d6+15 for your age.

Adventurer
Oh, another seeker of the thrills of life. Something more akin to a mercenary that takes whatever jobs you feel like doing. Like those with cute girls, great rewards and tons of items to loot around. You got some experience at fighting, doing odd jobs and have some contacts around. Remember to pace yourself. Roll d6+18 for your age.

Witch
Did I say Four Witches? I'm sorry, I meant to say Five. You're the fifth student of Ragishss, This means that you, well… you're in quite the pinch. Either you somehow resisted the rings mind altering affect or you never put the ring on. However the people of the town still likely assume that you are aligned with your fellow students. Be careful of that green suited adventurer that came to help. He's a little… 'hands on' in his heroics. Roll d6+10 for your age.

NPC
This name may be a little offensive to some people. But it's what you are, another one of the civilians trapped in Kathom. You may work or even own a store and your days passed idly between work and fun with the profit of your labor. This didn't change when the place got entombed or with the witches terrorizing it, and probably won't change in the near future. Roll d8+20 for your age.

Location

You Start at the entrance of the now entombed city of Kathom, part of the Free Cities Alliance. Things are going to get even more dangerous than before, so caution is advised.

Age & Gender

Maintain your previous gender and the rolled age for your origin. Or change one or both for 50cp.

Level Cap

Everyone with a soul within this world possess levels and a level cap. It’s what defines a person’s power and strength. You can gain levels by winning enough experience (defeating enemies, doing certain tasks, or with especial items) and then going to a Level Shop or to a Level God to convert the experience into levels. People not only gain levels but they can also lose them by stopping training and the speed they do is proportional to the speed at gaining them. By default, you start with an impressive cap of 100. Choose now for a slow/normal/fast curve at winning and losing levels.

Skill Level

All living beings with a soul that are born within the Planner Scenario have Skill Levels set by birth. Even those who hail from other planets or dimensions gain this upon entering the world and never lose it. Nearly everything has skill levels, including daily skills such as cooking and cleaning. Skill levels determines the expertise of the person's skill in any given field, or better said, their talent at the skill. While levels are increased the more one trains, skill levels are set in stone by birth, and do not rise or fall.

Level 0 (Free)
Makes the individual capable of effectively doing the task normally, but without any particular aptitude for it. Most people tend to have dozens of skills at this level.

Level 1 (100cp)
Relative talent that lets the user perform the skill up to a professional level, while it's not bad by any means, one shouldn't expect to gain fame with this alone. For example, Sill Plain possess a Level 1 Skill at Magic, while she is decent in the magic arts and can use it effectively in battle, there's a lack of power and versatility.

Level 2 (200cp)
At this point the user is a genius at their skill. More than enough to create unique signature abilities. Respected swordsmen like Rick Addison or Rance have a Sword Combat Skill of Level 2, it what lets them create their special attacks. For comparison Shizuka Masou also possess a Level 2 Skill at Magic.

Level 3 (500cp)
This level is basically legendary, and the user is the best of the best at the skill. Few people in history had a skill at this level and their potential is insanely high. As example, Annise Sawatari has the Magic Skill Level 3 and easily overpowers any other mage in the Continent. Even with little finesse and experience, the raw power of her spells can easily exceed the combined effort of 2000 mages.

Perks

100cp perks are free to origin, rest is 50% discounted.

Drop In

So, where’s the place? (100cp)

Seems like some people think that saying ‘go south and then turn left’ is a good way to tell directions. Damn them to hell, you don’t need that kind of thing. You got an innate ability to quickly find the places and items you’re searching, as long as they are actually within your reach. Finding some hidden artifacts around is child’s play, as well as finding your way to your next destination. It won’t help much if its something like a magically sealed dungeon, but it will still give you a vague idea of where it is.

In The Name of Justice (200cp):

Those poor girls, cursed with insanity with the only way to cure them is to rob them of their maidenhood. Luckily for them you’re here there to ‘reluctantly’ have sex with them to free them from their rings influence. Even the prickliest of them, Shizuka, won’t seem to hold any grudge over it, and the less grumpy of them would even grateful that you managed to stop their actions. In fact, as long as there is some greater good to your actions, such as stopping rampaging witches or defeating an evil empire, those around you seem to judge you less harshly for any less the moral actions you would take in pursuit of that goal. You could be a massive pervert trying to have sex with everyone you help but people around you would see you as a noble hero helping others with no apparent gain to yourself.

Keep Them Cumming (400cp):

Well Jumper is seeming you have been blessed with an almost protagonist level of stamina. Spending all day fighting monsters, traveling large distances, or even fighting a drawn out battle against a challenging opponent would barely drain you and it would take a phenomenally long time of strenuous activity to tire you out. Perfect for training yourself up to the peak of your power …. or having rounds of sex back to back (or even with multiple people at once).

It’s Hero Time! (600cp)
The trademark of a true hero is to appear just in time to stop the situation from getting worse, saving the girl and defeating the villain. Although you might not be a very heroic individual you certainly appear when needed like one. You get to always arrive ‘just in the nick of time’ to save attractive girls or potential allies from the villain or monster, just before the situation escalates to something irremediable such as death or worse. Mage about to use a time travel spell to go back in time and kill you? Good thing you just stumbled into the ritual before she could complete it. Furthermore, those that you arrived just in time to save, feel deeply grateful to you, enough to grant you some pretty nice favors. Some people, those you find attractive, will also fall in love with their savior (i.e. you) in proportion to the danger you saved them from. Save a town from being destroyed by a monster attack and you’ll create quite a few crushes, but save a woman from an almost unbeatable force of darkness, when she had lost all hope and you’ll inspire an almost unbreakable love for you within her.

Adventurer

Face of a Protagonist (100cp):
Whether it's an adorable face, flawless skin, large tracts of land, or maybe a rugged handsome look, your appearance is beyond what's the average in this world. If you looked I'm certain you'd find a few people willing to share a bed with you wherever you go, and playing off people's attraction to you for your own benefit is child's play. Be careful though, there are always people around who would want to prey upon you for your beauty, like a certain green jumpsuit wearing pervert.

Dirty Talk (200cp)
Concentration. It's necessary for all fighters, just imagine what disaster would be if an enemy started badmouthing you and that ruined your whole stance? Well, imagine that, but with you doing the distraction. In effect, you are a professional in the art of distracting your enemies in the middle of the battle. You seem to know just what to say to startle, confuse, or anger even the most professional of warriors, if only for a few moments Try to not hurt too their feelings too much or those you fight may keep a grudge long after your battle.

Forbidden Knowledge (400cp)
Well, isn't this a surprise. You got a little bit of knowledge about magic, regardless of your aptitude for it. What kind of magic? the forbidden one. Curses, rituals with people or souls as payment, sacrificial rites, etc. Some of these are powerful spells, there's even one to travel across time. Yet, all of these are plenty against most people's morals and more often than not, with side effects that could prove nefarious and dangerous. What will you do with this?

BIIIIIIIIIIRRDDD (600cp)
Have you ever hated someone, really hated someone from the bottom of your heart? Well if you have then this is sure to come in handy. It appears that you can channel your hate towards someone to give them debilitating curses. The more you hate them the stronger the curse, cursing someone being rude to you might cause them a sudden bout of minor misfortune, while cursing someone who took everything away from you can sap the strength from someone who could even take on armies by themselves (like a certain brown haired shark toothed man). Works best against the person you hate, but you can also cast weaker curses against others by channeling your hate against them.

Witch

Research (100cp)
Magic, a force that works over completely different laws than the normal physics of the world. You know the value of it, but are also aware of the wonders in technology. As such you, in secret from the rest of students, have been advancing in the research of mixing the advancing technology and magic. Learning the best ways to fuse both to create something more powerful.

Summoning (200cp)
There's no need to dirty your own hands when you can just summon some help to take care of your enemies. The art of summoning magic is your speciality. Right now you can only bound phantom beasts that are marginally weaker than you, but with some practice and experience, you will become able to summon any kind of creature that is weaker than yourself.

Mind Your Own(400cp)
Not all magic is about blasting concentrated mana into enemies or burn down towns with fire. No, there is an aspect of magic that is more...subtle and elegant. Perfect for those who are against direct confrontation. You chose to further your studies in the art of mind magic, a group of spells that deal with hypnotism, making illusions and generally messing with the brain of your opponents. It will work perfectly on most, just by applying your magic while maintaining eye contact for a second. However, those who are vastly more powerful than you or have great willpower will prove themselves resistant to you, even if not immune.

All Rounded (600cp)
It seems that Shizuka had some competition as Ragishss' top student. Although you may or may not possess her skill level in magic you do possess a naturally studious mind and a great work ethic when it comes to learning and improving your magic. Furthermore, you do have an ability for making the best of any magic aptitude you may have, pushing the boundaries of your Skill Level to the maximum. Even if your natural talent only lets you use the most basic spells, you will find yourself being able to put yourself in equal footing with those more blessed for the magic arts, with little trouble. During your time as a student you learned every spell you could naturally excelling at which are most if not all in the repertoire.

NPC

No one of importance (100cp)
Ragshiss was able to fool the whole town and his aprendices into thinking of him as kind, wise mage that only wanted to help and teach instead of the manipulative power hungry man he actually was. Nothing further than the truth, really. But the fact remains. The same acting skills to hide your true self and present yourself as someone completely different, have been bestowed upon you. You may be able to seduce some girls into thinking that you are an ideal partner… or redo the same feat of that mad magician.

Don’t Take My Soul (200cp)
Jumper, jumper. What did they told you about doing deals with devils, lawyers and shady people in general? That you should be prepared first, you dummy. This perk will give you a hand on that. Granting you a great insight in all kind of deals, as well as the most efficient way to explore the holes in them. Be from labor contracts to deals with devils, you won’t ever be left without a couple of ways to turn the table on your favor or escaping a bad deal. You would make a great lawyer or businessman with this.

Unbeliever (400cp)
So Divine Magic works based on your piety? Doesn’t matter, you can use it perfectly while not believing in any God and even ‘getting along’ with devils. Exactly, when it comes down to your powers, you can skip that kind of troublesome requirements. Even something like using contradictory powers at the same time, becomes easy and without any negative effects. Still, wouldn’t you prefer to act the part from time to time?

Suck Them Dry (600cp)
Well, I’m going to be honest, this place and this adventure in general can be a great opportunity to get laid. Then again, that’s not the most important this, especially when so many dangerous beings are around. This perk will help you out with both things. The first effect is somewhat mild, making you a doable master in the arts of seduction, succubus/incubus tier of seduction. While the second effect is more powerful, it lets you drain the energy of the beings you sleep with and take it for yourself. If used well, this could prove itself an invaluable power.

Items

You get one 100cp item for free, one 200cp discounted, one 400cp one discounted and one 600cp item also discounted.

Candy (100cp)
I didn’t know you had such a sweet tooth. This is a limitless supply of candies and chocolates. Varying in quality and flavor. Some are strange ones that are normally hard to find and others are simple but tasty. Remember to brush your teeth regularly.

GOLD (100cp)
The widely accepted currency of the world of Rance, you have about 10,000. This is enough to set yourself up with some nice quality adventuring equipment or maybe open a nice little store…. Or spend it all at Suzuki’s Bar ordering Elena’s ‘special’ service. You pervert.

Energy Medicine (200cp)
If you’re going to go adventuring, you’ll need something to keep you going if you ever find yourself injured or in way over your head. Luckily with this supply of powerful healing and stamina regenerating medicine you’ll be well prepared. 1 dose can easily bring even the heavily injured back into fighting shape, and you now have a weekly supply of 15.

Basket Of Fruits (200cp)
An assortment of various fruits. From oranges and pineapples to more strange ones like evaporations fruits or peach apples. Some of the ingredients here are rare and great to make delicious dishes. It replenishes as soon as you take some out of the basket and are all in perfect condition. No, I’m not trying to give you a better diet b-baka!

Grater Phil Ring (200)
Ring that enhances magical power, when you use all your spells get a nice boost and even your general magic capacity is increased. It won’t make you as strong as someone with a better Skill Level at Magic, but is a great thing to have in a battle nonetheless. It doesn't come with the mind altering side effects or need to be a maiden.

Aphrodisiac (400cp)
A bottle with a powerful aphrodisiac that heightens the sensitivity and increases the pleasure felt by the victim. Even the most powerful of fighters will be greatly affected by it. You get a new bottle every week.

Milli's 'Armor (400cp)
Very revealing set of armor that somehow is not only just as protective as a less revealing set, but also enhances your appearance. A plain looking girl would get a few cat calls but a real beauty could have an entire room stop and stare at wonder at her.

Focus Gem (400cp)
What's a mage without his wand? Sure, a piece of wood is a little old fashioned, and what matters is the power inside. This is a foci in whatever form you wish (default to a small ruby) when you cast spells with it, the mana cost of the spell is halved. If you wish, you can import something else into this role.

Holy Sword And Armor (600cp)
This… this are two parts of the three that make the Holy Set from Leazas. How did you put your hands on this equipment? Hailing from generation past, this equipment is top notch, but their real worth is something more. If you get the Holy Sword, Holy Armor and Holy Shield, along with the blood of a Leazas crown descendant, you can take of the seal of The Demonic Sword Chaos, hidden and sealed in the depths of Leazas Castle… I wouldn't recommend it

Full Powered Rings (600cp)
I don't know if you followed Raghishs steps of found this in another place, but you have in your hands a set of 4 completed Phil Rings. Full of magic power and possibilities. When you have these equipped on you, the effect activates and raises you Magic Skill Level to the next level. Don't worry, unlike that other mad magician, using these won't have any negative effects on your mind or body.

Companions

Import/Create (50/200)
Adventures are more enjoyable when you are sharing them with friends or lovers. With this option, you can import or create a companion, comes with 600cp for them to use as they please. If you want a full party here, then you can import or create up to 8 companions for 200cp. They get 600cp to spent here and can take drawbacks if they want more.

Canon Companion (100):
Someone here catch your eye? Somebody you want to spend your chain with? Well fear not Jumper, by picking this option not only can you take them with you on your adventures, but they also feel an instinctive connection to you when you two meet, as if the two of you were tied with the red string of fate. If you put in a good effort the two of you could almost certainly create a deep bond.

Scenario
-The Rebellious Maidens-

Well, it seems like this whole thing was a big misunderstanding (massive understatement). You see, the Four Witches were actually tricked by their mentor. He gave them all Phill Rings with the intention of increasing their power, but just to then steal it for himself later. As a side effect, the rings altered the personality of the wearers. Once the girls found it out, they killed Raghiss, but by that time the damage to themselves was already done and under the rings influence they caused great harm and terror to the people of Kathom.

Your role here is plenty simple. Save the maidens for the rings influence, they are all hiding in their individuals mazes, so you will have to clear those dungeons and defeat their altered selves. Then, destroy Raghiss, who is still around as a ghost, because of this he can posses those with weak will and if he gets to the rings, and all of the power stored inside them, he'll become near unstoppable. Finally help restore the city from the damage the witches caused, be with money or actual, manual help, and finally get the town to accept them so they don't try to burn the witches on sight. It has to be you (or you and your companions), no relying in that green-suit-wearing adventurer.

As a bonus, you can choose to end your time here after the Scenario has been completed instead of waiting for the ten years to pass up.

Reward:

The prize for managing to do such a feat is not a small one, you get the Four Witches of Kathom as a group companion, by helping these four young magicians to break free from the rings influence and taking down their betrayer (not to mention helping the city). They'll be grateful enough to come along as companions. Who knows, they might even have fallen in love with you already.

Shizuka Masou:
The most talented mage of all the witches (with a magic skill level of 2) Wants to explore the multiverse for magic and books. Help her get revenge on Ragarl, get over her daddy issues while treating her well and she'll be a loyal friend. She may be really interested in

how she does have a sister (she doesn’t know yet) born from the same man that killed her father. Handle her with caution.

Eleanor Ran:

Talented Spellblade and Illusionist. A responsible and kind woman who feels horrible about what she did under the rings effect and wants to make amends. Help her fix up Kathom and comfort her guilt weighed mind and she’ll wish to follow you anywhere. She’s pretty traditional, and has a good sense of morals. Be sure to treat her with care.

Mill Yorks:

Talented summoner and sister of Milli Yorks, one of the adventurers who came to Kathom. Although she appears to be an adult by the rings effects she actually is 9 years old.
Believes that by traveling with you she’ll become someone that her sister will be proud of (Mature and awesome). Her specialty is summoning magic and her Phantom Beasts pack quite the punch, especially because is difficult to harm them. Be sure to be a good influence in her.

Maria Custard:

Unlike the other Witches she is not a mage but a genius magitech. (Fell in love with you during the quest to liberate her and her friends). She will lose her magic power after the ring is separated from her, but won’t make much of a difference. Her favorite weapon is the revolutionary “Tulip” that she created. Wants to travel the universe to see and study all the technology/magitech that is around.

Drawbacks

+0 Canon Continuity
Normally, any jump from this series is set in parallel universes, so the setting remains the same. This changes that, and now your actions here affect your other Rance jumps.

+0 Rance Ga Shinda!
As the say goes, everyone dies eventually. In this case, the-would-be-'hero' of the story. Rance is death and has been for some years now. Now, he isn't around to do what he was supposed to. The duty falls into no one. Thought maybe Arios could take notice of this and try to help (killing everyone he deems as evil). You could give it a shot at it too, if you want.

+100 Green and Horny(Incompatible with Rance Ga Shinda!):
Rance is the protagonist of the rance series, he's a skill level 2 swordsmen who unlike everyone else possesses no cap on the level he can rise to, although he is yet to know this and is normally too lazy to take full advantage of it anyway. He also is a sex obsessed fiend with no problems forcing himself on others. Which is bad for you because it seems that either you if your female or the people you're in a relationship with have become his favorite targets.

+100 Rance's Sex Drive
There is a time and place for sex Jumper, but for you that time is 'always' and the place is 'right here'. Like Rance you have no control over your libidio. If a hot devil offered you 3 wishes for your soul you'd immediately take it and ask her to have sex with you. Need money to supply yourself on an adventure? Whoops spent it all on prostitutes. The point is that your long term planning skills are going to take a very noticeable dive if you take this.

+200 Lost and Scared
You fucked up… again. I can't believe how bad you can get at directions, jumper. For the next ten years, your bad sense of direction is going to be so bad that you could go to the bath and end up in Yupla, thousands of kilometer above the ground… Hey! Where are you going? The next option is right here!!!

+200 Level Down:
…. Wait, you FORGOT to keep training to keep your level? It seems that like Rance you are starting your journey at a weak level 1 again, no matter how high a level you had before it has been reduced

to the same level someone would have starting out. I hope you like to grind.

+200 Witches Wraith:
Perhaps they sense that your here to stop them, maybe in their twisted minds you look a lot like Raghiss, or maybe they just don't like your face. No matter the reason it seems that the witches that terrorize this down go out of their way to attack you. They might even gang up on you or use whatever means they possess to kill you. Luckily they will calm down if you free them from the ring's influence, but if you do then the other 3 will redouble their efforts to take you down.

+200 Shity Loot:
This world unsurprisingly runs on an RPG like system where even lowly monsters have money or valuable stuff with them. No so much for you though, as you seemed to be cursed to never get any sweet loot. Monsters will have nothing valuable on them, humans would be penniless, and dungeons barren of anything valuable. If you're an adventurer, you either are going to have to find a new job or be really good at bargaining.

+400 Evil Ambitions
There's something that burns in your heart, jumper. You may want revenge on someone, or maybe you are greedy for money, you could very well be obsessed with winning more power… no matter the cost. Have no doubt, you will go to great lengths to fulfil this ambition of yours. There's the possibility that's something you can do, but your methods and drive will put off a lot of people.

+400 Jumper Ring:
Congratulations you got a nice ring. Just like the witches it warps your personality but unlike the witches it neither increases your magical power or stops working when you're not a maiden. Have fun being crazy for a while!

+600 Planner's Wrath.
One of the most powerful Gods of this world has noticed your arrival Jumper, Planner, and he wasn't very pleased with you around. Thankfuly, Ludo thinks you're a good deal of possbile entertainment and seems to have decided to seal your power and items away to amuse himself. Quite frankly if it didn't already exist in this world you don't have it. At least you can maintain the things you got in this place if you have visited beforehand.

{Notes}

The Planner system works like a standard RPG, by gaining experience through defeating/killing enemies like monsters, doing shit, training, gaining a god's favor, etc.
You can "Level Up" increasing your overall physical and magical power in line with whatever skill level you possess (I.E people with a skill level in a physical skill would see greater Physical gains but not as much magical gains, with a higher skill level increasing the amount of power an individual gets per level.) A Skill level 2 Swordsman at Lv 40 could take on 100 trained soldiers by themselves while at LV 60 they could take on over a 1000. Although no one in canon exists who possesses a Skill level of 3 in Swordsmanship (yet) you can be assured that if such an individual existed then they likely can match most level 2's at a fraction of the level.

Sexual Technique is OP, Milli can oversex Rance with that at LV1. Other skills are similar, like Satella's Guardian Creation Lv2 (that can make golems as strong as a Dark Lord), so get creative. Fortune is quite useful too.

Made by Ricrod and Pucelle.