Shovel Knight

(Less OP Edition edition)
Long ago, the lands were untamed, and roamed by legendary adventurers. Of all heroes, none shone brighter than Shovel knight and Shield knight. Their travels together ended at the Tower of Fate; when a cursed amulet wrought a terrible magic.
When Shovel knight awoke, the tower was sealed, and Shield knight was gone. His spirit broken, a grieving Shovel knight went into a life of solitude. But without champions, the land was seized by a vile power: The Enchantress and her order of No Quarter!
Now, the tower is unsealed and devastation looms. Will you assist Shovel Knight in defeating the
enchantress, assist the enchantress in world domination, or simply do what you wish?
The choice is yours.
To help with your travels have
+1000CP

Roll 1D8 to decide starting location, or pay 100 to decide.

1&2:Village-A perfectly normal village with deer ladies and frogmen. The food prepared by the chef is extremely healthy. In fact, they say you can take an extra hit before going down if you eat it. The magicist gives you extra magic to do with as you will.

3&4:Armor Outpost- It has a variety of pleasures to enjoy, including a hatshop with an owner that gets a little crazy around hats, an armorer that sells a variety of armor, and a weapon smith that makes exquisite weapons.

5&6:Hall of Champions- a large museum that is supposedly haunted. It is filled with pictures of people that no one knows, for reasons no one can guess. Can go in and out of at will.

7:Pridemoor Keep- A castle of the King Knight, it is as golden as he is. Why you are there depends on your background, with drop-ins being visitors, Followers of the Enchantress being treated as guests, etc.

8:Your pick- Choose any above location!

Identity: Roll 1D8+20 for age. You remain the same gender. You could pay 100 cp to decide
both of these.
Note that you could spend 200 cp to give these trainings to a companion.
Type of knight:

Shovel Knight: If it ain't broke don't fix it huh? In addition to training in pogo shovel jumping and
basic shovel training, you gain the ability to turn any weapon into a shovel of equivalent quality and
back again. Cannot wield another weapon or shield.

Shield knight: Support is the leaders role, some might say. In addition to training with a shield

and the ability to stay in the air for minutes at a time, you gain an innate sense as to where danger is
coming from. Cannot wield weapons with the intent to harm.
 Other weapon wielder: Want to wield razor sharp umbrellas? Perhaps throw bottles at the
enemy? Regardless, you will have the skill of several years of training and an additional trait of
your choice. You will not be as skilled as the shovel or shield knight and won't be able to wield
other weapons.

Background

Drop-In- You plop right into your starting location with no memories other than your own.
+No memories other than your own.
+No history
-No additional skills
-No history

Famous hero (50)- You did something noteworthy. Killed a tyrant, saved the world, anything.
People know you, and no one dislikes you.
+"What? Why would I need money? People just give me anything I ask."
+You'll be really well known for positive things. Even villains owe you one.
-Pompous dick. Don't expect anyone to like you if they get to know you.
-You will never be hidden. Even if you're a metamorphmagi, people notice your body stature
you're that famous.

Ex-Hero (100)- You used to be a hero before something, age or otherwise, forced you to retire.
+Old adventuring friends
+experienced
+Knows the ins and outs of the land
-Enemies
-Don't expect to be hidden, people know who you are.

Enchantress follower (50)- You are a follower of the enchantress. If you don't bring attention to yourself, she'll protect you.
 +Stable. You can stay safe if you want.
+Could work from the inside if you want to go that route.
-She expects obediance, not loyalty.
-Can you say "This bitch is crazy"? Well, now you can barely think it without her knowing.

Order of no Quarter(100)- You're powerful, or you can at least convince the Enchantress you are. Because of this, the Enchantress has made you a member of the Order of no Quarter.
+Will be treated well by other members
+You want to be on the winning side, right?
+Powerful
-She doesn't really care about you.
-If she thinks that killing you would further her goals, she will kill you.

Citizen (50)- You are a citizen, willingly or not, of your chosen location. How long you have been a citizen will change depending on your choice and age.
+Normal. You can live the 10 years without doing anything, or being secretive about it.
+Long standing tie ins with the other members of your starting location.
-Booooooorrriiiiing
-No real skills

Mayor (100)- You are the leader of your starting location, very highly ranked, at least. If it's the hall of champions, you own it, if it's the village, you're the mayor, etc.
+Political influence
+Few powerful enemies.
-Still boring.
-You are loyal to your starting location. If someone wants to capture you, all they have to do is threaten to destroy it and you break.

Perks and Skills
Skilled (100) Free for Order of no Quarter
You are very skilled with your weapon/shield.

Friendly (100) Free for Citizen
You are very friendly. You always get over misunderstandings eventually.

Patient (100) Free for Enchantress Follower
You rarely rush things. Plans will be longer but more likely to succeed, and you will be a little happier.

Famous (100) Free for Famous Hero
Most things you do end up working out for you. Accidentally kill someone? They were an Enchantress Invader. It is not unlimited, and if you intentionally do cruel acts, people won't like you very much.

Rapport (100) Free for Old Hero
You get a sense of who is famous and who isn't, and can befriend them easily.

Leader (100) Free for mayor
You gain a moderate skill boost in leadership.

Inconspicuous (100) Free, but optional, for Drop-In
Anything suspicious you say will be taken as some kind of joke or misconstrued as something positive.

I'm Not Rusty (300) Discount for Old Hero
No matter how long you go without practice and exercise, you will stay just as skilled.

Unconventional Weaponry (300) Discount for Famous Hero
You can use weapons beyond your normal scope, but it they're not as powerful as they otherwise would be.

Smith (300) Discount for Enchantress Follower
You know how to create the odd weapons and armor that most people seem to use here. Create a shovel more deadly than a sword!

No One Dies (300) Discount for Citizen

You and your companions will not die from any battle you did not cause.

Musician (300) Discount for Drop-in
You can read and play music perfectly. Does not affect your ability to create it. May be able to buff and debuff others at the cost of mana.

Always Good in you (300) Discount for Order of no Quarter
Anyone on the opposing side will, either correctly or incorrectly, think that you're worth saving, at least at first

Not my fight (300) Discount for mayor
What? I had nothing to do wtih that fight! Most people will assume you were not involved in any fight. If you planned it, they won't believe that you were involved period. Obviously, it will be porportionally less effective the more involved you were.

Gift of the Shovel Knight (600) Discount for Old Hero and Famous Hero
You can form bonds with anyone that you are willing to forgive. Expect a lifelong friend when you save a nemesis from their doom, and expect the same courtesy from your enemies, after all, they're the only ones allowed to harm you.

Gift of the Enchantress (600) Discount for Order of no Quarter and Enchantress follower.
You gain the ability to use magic. At the very beginning, you can shoot beams at the cost of ten mana, but as you progress, you will unlock new spells, use less mana, and make existing spells more powerful. You will also be able to improve others via magic, letting them using a stored spell continuously or some other such ability.

Gift of the Black Knight (600) Discount Mayor and citizen
You are much more skilled in your chosen weapon or skill. If you chose Shovel, you'll be on par with Shovel Knight, Shield and Shield Knight, etc.

Gift of the Self (600) Discount for Drop-In
You are your own master, body and soul. You are able to use your body to its tip top ability and then some. You can move faster than physically possible, lift more than physically possible, hold your breath for more than physically possible, etc. These will still hold the same negative consequences, but you will be able to do them in a pinch. In addition, your body operates at max efficiency. Also, you will be much harder to manipulate.

Gear

Free: A decent weapon/shield and decent armor.

Treasure (50)
Enough to live comfortably for a month.

Meal Ticket (50)
You may give these to the Gastronomer to slightly boost your endurance.

Final Guard (100)
You won't be robbed for as much money if you are ever robbed.

Conjurer's Coat (200)

You will be much frailer, but get more mp and regain mp on enemy death.

Mail of Momentum (300)
A heavy armor, you won't be knocked back as much, but you'll have to slow down before you stop.

Ornate plate (400)
Exactly the same as the free one, but gold! May inspire respect from the king knight.

Charge (100)
You may stop attacking for a moment to charge your weapon/shield. It will be porportionally more powerful the more you charge it. Has a cap of ten seconds.

Drop Spark (200)
Release a projectile from your weapon/shield whenever you're feeling very healthy. It will be energy, however rather weak. If you kill someone just using it, it would take 30 hits for them to die. It does not matter where you hit them.

Legend-to-be weapon (400)
You gain a new weapon or shield, or apply it to a weapon or shield you already own. This set will be very well created and will be associated with you by whoever sees it. It will inspire on the battlefield, and, if you're clever, may be used to send messages.

Legend-to-be armor (600)
You gain a new set of armor, or apply it to an armor you already own. This set will be very well created and will be associated with you by whoever sees it. It will inspire on the battlefield, and, if you're clever, may be used to send messages.

Drawbacks: Take up to 600 CP worth of drawbacks. You may take more, but they're just for flavor.

Treasure Obsessed (100)
You're willing to risk your life to get treasure. See that treasure down in the pit? It would be so easy to get it...

Normal (100)
You wield a normal weapon. Sword and shield, warhammer, etc. You will be ostracized by most of society, will have a harder time making allies, and are slightly less skilled in your weapon.

Simple (100)
You aren't very intelligent. You can follow simple orders, but creativity or logic is not your strong suit.

Weak (200)
You don't, and cannot, lift. Anything more than 30 pounds is difficult, and 100 pounds is impossible. Good luck impressing the ladies.

Frail (200)
You are very frail. Expect a few punches to take you out and meal tickets not to work as well.

Black you (200)
I hope you don't think this is a rival. This person is as good at his weapon as you are, and will stop at nothing to prove he's better. While

he may save your life in a "I'm the only one allowed to kill you" way, he will endanger it much more. If you finish this, he will not become a companion.

Unskilled (300) You cannot wield a weapon or shield. You can not weild a weapon. If you so much as touch one, you will hurt yourself or another. In addition, you cannot attack another person or defend them via shield. I hope you don't lose your companions...

Shovel Knights fury (300) Shovel knight is inexplicably very angry with you. He full on hates you,
and would kill you without a second thought. Even if you're completely kind and generous to him,
he'll never be off your back. Expect all the places he's saved to back him aside from your starting
location. They will actively hunt you every hour of every day. They will attempt to infiltrate
your starting location and try to kill you. Some are very clever.

Enchantresses Ire (300)
Uh oh... the enchantress, the extremely powerful being that makes people super powerful and can revive the dead, doesn't really like you. She will not hold up and torture you, she will kill you the second she gets her hands on you. In addition, she places a bounty on your head, and the person that brings your head to her will become a member of the order of no quarter, a very coveted position.

After 10 years, you have a choice. Regardless of your decision, your drawbacks are removed if you
choose.

Go Home:
Knights with shovels? Are you a fucking idiot? You knew that you should have refused, but
instead, you return to your home with all your skills and companions.

Stay:
you've grown attached to this lovable homage to another era. Stay and enjoy the scenery and
adventures.

Move on:
It was fun, but you wouldn't give up your jumping days just to stay here, would you?

Notes
Flight is disabled during this jump
You may wield (other) weapons after the ten years.