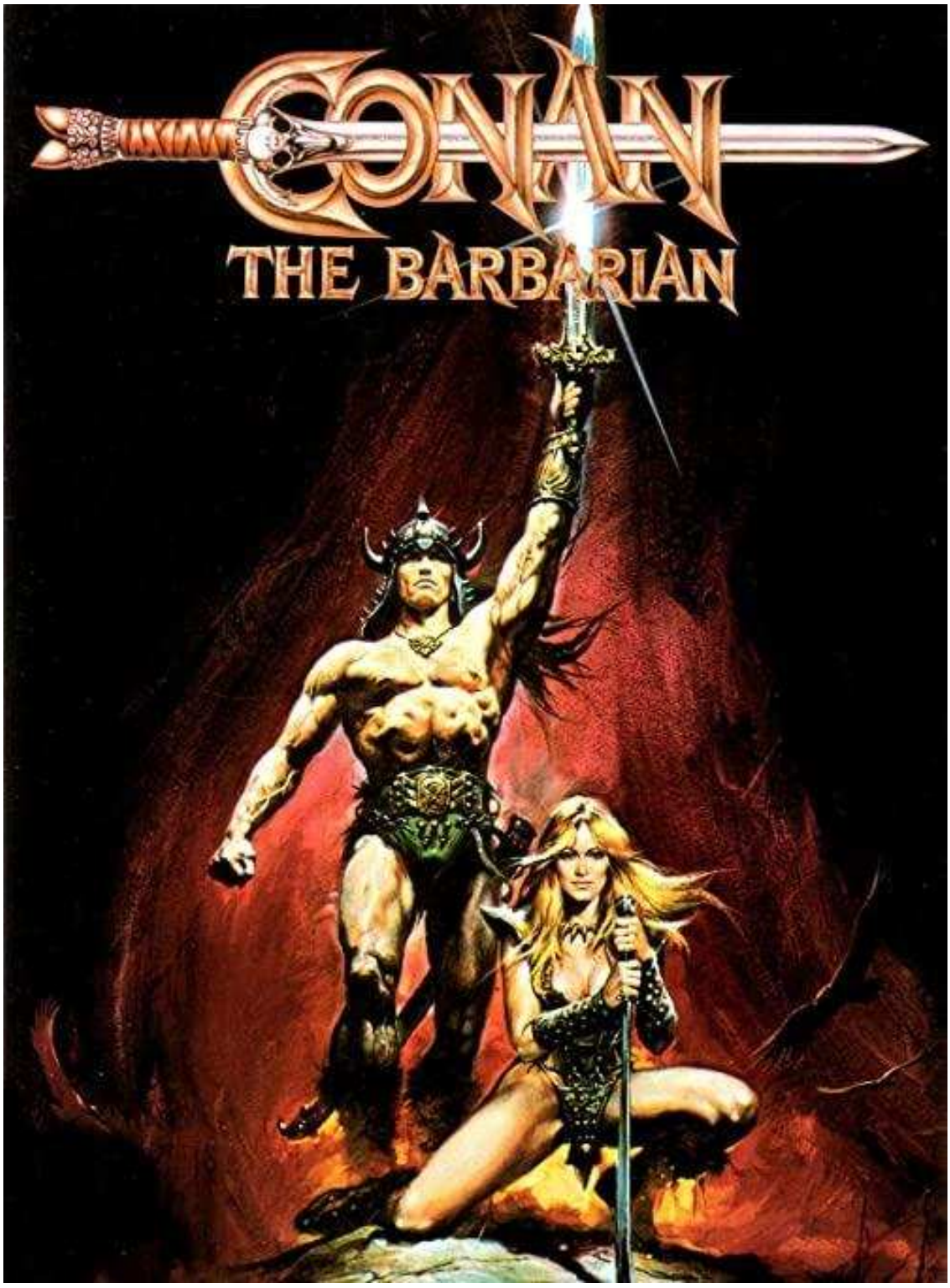
Conan the Jump (Movies)

Version 1.0.0



Between the time when the oceans drank Atlantis and the rise of the sons of Aryas there was an age undreamed-of. And unto this, Conan destined to bear the jeweled crown of Aquilonia upon a troubled brow. It is I, his chronicler, who alone can tell thee of his saga.

But it is not the saga of Conan we tell this day. No. It is the coming of another into this age. A wanderer from worlds far and many, or perhaps a newcomer to these journeys. The spirits tell me of their coming. Your coming. And I welcome you to these days of high adventure. Your coming is foretold, but the spirits are quiet of your destiny here.

You will be here for a decade, time enough to make many stories in this land. Will you usher in new glory for fading Aquilonia? Will you see Thulsa Doom's plan to cleanse the world of the races of man come to fruition? Will you fall and find thyself before Crom to be judged? That I cannot say. But I will learn, and when you are gone I will tell others of thy saga.

The gods have granted you an almost unique choice in your fate, and how they shape it. Take these

+1000 CP

With which to shape your destiny.

Age and Gender

Your gender matters little. This is a time when your merit was what mattered most. If you can stand as a warrior it does not matter if you are man or woman. And if you cannot you will suffer the consequences whether man or woman. As for your age, the world has children and old men both, but I'd advise you to be in the prime of youthful vigor. It will make things easier for you. Whatever your choice, it is free.

Location:

There are many places to explore in this age. Where thy shall go is on thine own head. Anywhere in this world can serve as the starting point of your saga. Choose it wisely, but this does not cost you CP.

Role

Did the gods weave you into this world at all? Or have you simply appeared, as the ancient gods are said to have once done? Whether you were shaped for this world or simply appeared there are roles and themes to your being. Those powers which align with the chosen role will be cheaper to you, though those of other roles will not be off-limits to you and not all are fastened to a role. The cheapest boon the gods grant associated with your role will be free to you, and the CP cost of others will be halved. So which of these roles do you possess… Choose 1 and choose it carefully:

Barbarian: *Ah like Conan yourself you are a warrior. Stout of body and mighty of limb, you have the strength to become a fine warrior, and the potential to have a will as mighty as your flesh, an intellect as keen as the sharpest sword, and a destiny that could see you trodding more than just the jeweled crowns of this world beneath your feet.*

Chosen of Set: *A wicked choice. A servant of the snake god Set. You will possess the skills of a leader of men, but potentially also hold a dark power with which to sway and control snakes, to live for untold years until you are slain, and to command the hearts and minds of men with your hypnotic charisma.*

Thief: *The aide to the hero. Like them you will find yourself quick and agile, with impeccable aim with missile weapons. You have the potential to be a true thief, moving unseen and striking dead your opponents, to be an ally and companion to heroes of legend, and to find a chance to survive… or at least die in combat instead of a miserable trapped death.*

Valkyrie: *The consort to the hero. The love of their heart. Yours is a knowledge of what is best in life, of what it is you have and what it is you need. Potentially like the woman warrior Zula you can make clear your danger with words and gaze, or you may possess the quick thinking and acting of the bold Valeria, and if yours is a heart open to sacrifice you may possess the power to offer your life in exchange for another's and serve them as a guardian deity for the rest of your time in a world.*

Wizard: *Me. The worker of magic and bridge between the physical world and the spirits. You are a skilled storyteller and oral historian, able to keep the knowledge and wisdom of your people. Potentially you have been trained in herbalism and the medical arts, perhaps you are a wizard able to with chant and will engage in a clash of unseen powers, and perhaps like me you sing to the spirits to appease them and they guide you in return.*

General Perks:

Blessings of the spirits, boons from the gods, the makings of fate. These will shape who you are, and what you can do in this world.

Hyborian (Free): This is an age of high adventure, and you will need to be fit for the part. You are cured of any physical deformities you had before starting this jump, and will find that you are physically fit enough and skilled enough in one melee weapon to be above the average warrior of this day; you won't be an equal to one of Thulsa Doom's lieutenants, much less Conan, but you can expect to win in a fight against one of his common soldiers more often than not if all else is equal.

Basil Poledouris Score (Free/100): The score is legendary and with good reason. Now you, and your companions, will be able to hear it when appropriate upon your journeys. It will simply play in the background, never distracting but noticeable. You can toggle this on and off if you desire.

For 100 CP you also gain skill and talent as a composer to make yourself his equal.

Secret of Steel (100): You are an excellent smith and worker of iron and steel. This gives you the equivalent of decades of experience as a pseudo-medieval smith, but beyond mundane experience you now possess particular talent as a swordsmith, able to create weapons which could serve a warlord as his primary weapon for years or decades and which could be counted among the finest in the world.



Two Stood Against Many (100): You are skilled at setting up ambushes and preparing traps and make-shift fortifications to defend an area. You will find that when working to make simple, temporary traps and fortifications you can do the work of several men alone. When you have had time to prepare an area for defense you will be able to hide and keep track of events and movement within it during battle with increased skill and ease. With another at your back and a chance to prepare your battlefield, you could easily stand against a force many times your size.

I Swear that If Jumper Will Let Me Ride For Him I Shall Give My Life for Him (200): It seems that when you help someone they will be truly grateful and remember it. Whether it's saving their life or something less, they will feel a debt of gratitude and friendship. The more you helped them the greater this feeling is, of course, but free a man slated to die and you might make a friendship which will see him willing to put his life on the line time and time again to help you pursue revenge, save a woman from execution at someone else's orders and she might become a loyal ally who would forgo a comfortable life gaining her own desires to stick by you if you requested it, save a princess and you might earn her undying love. In more hardhearted individuals, or those with good reason to hate you, this might be less extreme, but even they will feel some pangs of debt and gratitude; maybe even enough to turn them into friends in the end.

Discipline of Steel (200): No one, not woman, not beast, no one in this world can you trust. Nothing except your own hand and the skill you now hold with your weapon. You are a master of the weaponry of this age, an equal in skill to Conan himself. Your skill extends to any and all weapons you might find in this time and age, allowing you to select whichever suits you for the battle at hand. This also allows you to make some almost ridiculous throws with your weapons, assuming you are strong enough, able to use a sword as a thrown weapon, or to throw a wooden spear far enough to break world records and straight enough to hit your target at the same time.

Also you will be able to whirl your sword around with your wrist in a rather impressive manner and have it somehow not be a horribly bad idea.



We Shall See, Destiny or Not (200): Destiny is a real force in this world; Conan's destiny is known well before his first deeds. But it is not an insurmountable one. It was Jehnna's destiny to be sacrificed allowing Dagoth to destroy the world, but Conan saved her. Of course Conan's destiny couldn't be fulfilled if hers was. Now you take a similar uncertainty of destiny with you. This is not blanket immunity to destiny and precognition, no, this is the ability to still have a chance to change it. Normally perfect precognition and infallible prophecies can be denied by your actions. Destiny may hamper or help you, but it will be possible with effort, will, and difficulty to change it and defy its final result. This even allows you to break predestination paradoxes, and similar series of events where something in the past could only happen due to something else in the future.

You Should be Proud of Your Body (200): You are big and well-grown, or some other aesthetic of your choice. Whatever you select, you are very attractive, and you will find that maintaining proper hygiene and appearance takes only minimal time and effort. You can still have it tarnished by events, but fixing it again takes little more than a shower and a few minutes at most. More than simply looking good, you seem to naturally attract other attractive people who are attracted to you; sometimes for long term relationships, sometimes for short term ones, or even just for one-night ones. In fact it almost seems to primarily attract those who want the same thing you do at the moment.

That Which Doesn't Kill Us Makes Us Stronger (400): This seems to apply when it comes to you. When you are exposed to hardship and difficulty you seem to grow in direct proportion to it. Oh you can still be scarred physically or mentally, but you will grow in some way out of hardship. There does not seem to be a limit to this growth, other than that you must continue to face hardship and difficulty, things that push you to your limits or actually defeat you; this does not trigger from fights you throw by intention, or merely difficult training, but deep and actual hardships. Still as long as things push you to your limits you will grow. This may result in a growth of physical strength, the attainment of new skills or improvement of old ones, or you growing wiser and smarter, but that which doesn't kill you will make you stronger in some way and with gains that one would not normally expect; forced to live as a slave pushing a mill stone to grind grain and you could grow to be one of the strongest men in the world as opposed to ending up a broken and uselessly burned out husk as most people would.

This also serves as a capstone booster for all 600 CP perks.

Sleeping God (600): You are kin now to, the currently petrified, Dagoth. You now possess an alt-form of a fish-man standing about seven-and-a-half feet tall, with clawed hands, and a great horn that can be used to gore straight through a human body. You are strong enough to throw around the likes of Conan himself as if he was a child, and able to mostly shrug off blows from his Atlantean sword. A knife to the mouth will still hurt, but besides a distracting pain it will do little. Still you are powerful enough that an army of this day would have difficulties stopping you if they did not know your weakness. And that's without your more supernatural power. You can call storms, creating powerful thunderstorms whose bolts are enough to cause noticeable damage to castle walls, and similarly powerful waves. Your horn is your life however. While your horn is mostly indestructible - at least those who sealed Dagoth away didn't manage to destroy his horn but only locked it away - your horn can be removed from your head. Normally this would kill you, but in your case it simply forces you out of this alt-form and renders you unable to access its powers until you have reattached your horn.

Capstone Boosted: Normally you would have the power of Dagoth when he was revived by an incomplete and improper ritual, far below a being that would bring "Death to the world" like he was supposed to be. Now you're something *closer*, though as the ritual was improper the actual extent of Dagoth's power is unclear. You are able to now use the full powers you possess as a sleeping god in any of your alt-forms simply by manifesting your horn on your head. You are roughly three times as strong as this option would have made you otherwise, and ordinary steel will not be enough to cut your hide - even if thrown into your mouth. Again your greater power is the ability to call storms and waves, but this power too has expanded. Where before you could assault a castle with a storm, now you might assault an entire country with a devastating storm or create tidal waves nearby. Your horn remains your life, however, and should you lose it you will lose the powers from thai perk. However, should someone manage to kill you without removing it, they will find that you turn into the form of a stone statue, nearly indestructible as is your horn, and your horn becomes a bejeweled thing which, if reunited with your body, will revive you. A virgin must be sacrificed as part of this revival or you will be left in a state of massively reduced cognitive ability and only possess the powers of the unboosted version of this perk.



Barbarian Perks

Tempered Flesh (100): Your body is similar to that of Conan's after his long years pushing the millstone by himself. Where lesser men would die from the hardship of the task and the deprivation of the conditions, Conan - and now you - was strong enough to push it alone, and hardy enough to survive in the elements with whatever meager rations they gave him. To give an example of what this puts you at, you are now strong enough to punch out a horse, and hardy enough to be capable of biting the throat out of a vulture after being crucified for 3 days in the sun with neither food nor water. You will find this physical fitness easy to maintain. While being crucified could bring you to the very edge of death - if not slightly beyond it - given a day to rest, eat, and drink you would be fit enough to ride forth and battle. In general your body will recover from trauma at incredible speeds, returning to your peak fitness with only a little bit of work and effort.

Will of Steel (200): Steel is only as strong as the flesh that wields it. But strength of body is meaningless if one lacks strength of will. Whether due to a barbarian heritage, the hate that has driven you through life, eastern philosophy and discipline, or something else, your will is like well forged and well tempered steel. You have the will to face hardship for your cause, whatever it is. Charismatic personalities do not affect you, allowing you to judge them objectively with an unclouded eye. And you are highly resistant to magic and sorcery that would bend your will; able to push through the hypnotic powers of the like of Thulsa Doom to see his end.

Keen Mind (400): Chained for years from childhood to adulthood, and thrown into a gladiatorial ring, Conan learned to fight in the midst of bloody battle. Taken from a life as an illiterate gladiator slave, Conan quickly learned to read the script of the far east. Like Conan you learn quickly, adapting to circumstances swiftly, and picking up skills at an accelerated rate. Up until the point of basic proficiency this rate is truly prodigious, but even when you have mastered a skill you will find that you learn faster than most.

A Destiny to be Forged (600): Conan is destined to be a king. Those who have the power of prophecy know this. And his destiny leads him towards greatness. Now it will do the same for you. You will find **opportunities** falling across your path. These opportunities hold the potential for great reward whether fame, fortune, or power, you will find chances to improve your lot in life simply falling in your path. Chained to a wheel as a laborer-slave you might be picked to serve as gladiator. As a gladiator you might catch the eye of those who would have you trained to be an elite warrior. As an elite warrior you might win the friendship of one who would set you free. As a thief you could find the chance to serve a king. And as an adventurer you might obtain the chance to win one of the greatest kingdoms of the day. Whatever you are, or do, you will find chances to grasp for a greater destiny. Should you pursue some goal, these chances will include those that will help you on your way to your goal; you might wander at random into the hut of a witch that could point you in the direction of your quest, or the tower you rob for its great wealth might also belong to your arch-enemy. But these are just chances, and just opportunities, you must seize them and rise to the occasion on your own, this perk will not help you there, nor will it work to keep you safe in the process.

Capstone Boosted: Perhaps Crom **will** grant you your revenge. At least it seems like the gods smile on you. Where before fate would merely present you with opportunities, now it seems to actively aid you. Your fate will help guide you to useful tools, trustworthy allies, and will help keep you alive while you pursue it. This is still not an invincible power, the wolf witch who prophesied Conan's kingship also tried to kill him so it is possible for destiny to be denied, but you will find that it is a rare situation where you must fight without aid, that when you need something it is usually available to you, and that fate seems to conspire to keep you alive.



Chosen of Set

Warlord (100): You have the makings of one. You have a mind that is adept at understanding tactics and strategy, both military and political. You know the basics of leading men into battle, or of leading an organization. This won't make you one of the true greats, at least not on its own, but you will be better than most historical leaders.

Servant of the Great Snake (200): You seem to have an affinity for snakes. Serpents are naturally fond of you, non-sapient ones refusing to attack you unless you begin hostilities yourself, and being exceedingly easy for you to train and rear; you even seem to be able to command wild snakes with your mere presence and will. Even sapient snake-creatures will be inclined to consider you fondly, instinctively recognizing you as an ally unless you do something to antagonize them.

Finally you are able to take on the form of a giant snake yourself, gaining the form of a serpent of unusual size and power as an alt-form.

A Thousand Years Old (400): While this isn't exactly proven, Thulsa Doom and his lieutenants did not age in the time it took Conan to go from a child to an adult. Now you share their agelessness. You will never age unless you will yourself to. Even if you do choose to age it will be gracefully, with a minimal loss of strength and capabilities.

It is not only your body but your mind that is protected. Should you live to be a thousand you will remember your childhood no worse than a person of 50. More than that your skills will stay sharp no matter how long they lay unused.

The Hand that Wields It (600): You possess a powerful, supernatural charisma that weighs on the minds of others bending them to your will. This allows you to easily form cults around yourself or your teachings. If you put your mind to it you could found a major religious movement with some time even without other powers than this. More than that, however, you are skilled at brainwashing and indoctrination. Given time you could mold children into assassins against their own parents, or condition a follower to willingly sacrifice their own life in a ritual to your god.

Capstone Boosted: The supernatural force of your personality has been increased. With time you could bring followers so deep under your will that they would sacrifice themselves not for some religious reason, but merely because you said they should kill themselves. And with a simple act of will, and the force of your gaze and presence you can hypnotize others, making a mother whose village you have just half-slain, and child you threaten, lower her sword in a daze and leave herself and her child completely defenseless before you. You might even convince a man whose entire life has been dedicated to vengeance against you to accept you as a surrogate father with a few words… though do not count on it when dealing with those who have a strong will.



Thief:

Nomadic Archer (100): Like Subotai you are an archer, and like him you are lithe, quick, and agile. While you may not be as strong as Conan, you have the endurance to run across the country at his side, and if anything quicker reactions and reflexes. You will find this physical fitness easy to maintain. Beyond physique you have keen senses near the peak of human hearing and eyesight, as well as excellent aim with ranged or thrown weapons.

Actually a Thief (200): Conan and Valeria are adventurers and warriors, and while they steal they are not truly skilled as thieves. You on the other hand are a skilled thief. You know how to climb walls, to pick pockets, and to skulk and hide. You can move silently, stay hidden, and approach unseen. And like Subotai you are particularly skilled at striking unaware foes to bring them down quietly and swiftly.

He Cannot Cry So I Cry For Him (400): Subotai is not the hero of legend, the conquering king to crush jeweled crowns under his sandaled feet. But he is perhaps the greatest friend that Conan will ever have. Like Subotai you seem to draw in those with great destinies, becoming part of their life in ways that give you a chance to earn their friendship. This will give you a chance to meet heroes, villains, or even just those who are on the fast track to success. Moreover you are empathic and charismatic enough to easily form strong bonds with them, quickly becoming a dear and trusted friend.

I Will Die in Combat Not In Hunger (600): It was this boast that drew Conan to Subotai, but given Subotai was not in the sequel we cannot know how true it was. Still it is true for you. The only death that might come for you without you having at least a chance to fight against it is a peaceful one in old age. What this means is you will not die of random happenstance, or due to circumstances completely out of your control. You will never be collateral damage, wiped from existence by someone miles away who is not targeting you, or even killed by an enemy who you are unaware of. The sniper might shoot your friend with an arrow of death, but you yourself will be spared. If you die, it will be with a sword in hand, at least having had a chance to fight back.

Capstone Boosted: And you will not die easily. Fate might not desire your greatness, but it conspires to keep you alive and free to act. Blows that should be deadly will miss your vitals by inches, injuries will heal faster than they otherwise should, and enemy will target someone else first. Push your luck hard enough and you can still die, but you will find enemies are unlikely to kill you in a single blow and far more likely to choose a slow death - that gives you a chance to escape - when possible. And when you are captured or imprisoned, you will find fate conspiring to give you at least a chance at escape before the end.



Valkyrie:

We Have Warmth (100): You understand your own priorities and your own nature. When you have happiness you are able to recognize it, and value it for what it is. This will help you avoid losing yourself to revenge, or another path that ultimately is not worth it. You are able to take stock and evaluate what you have and what you need emotionally. You will always be able to figure out what, for you, is best in life.

I'll Spread Your Head Open (200): There is some wildness about you which helps you to project an attitude of intimidation. Even without words you are able to express how dangerous it might be to cross you, and how foolish an idea it would be. When you desire it, people will be able to get an instinctual sense for how likely they are to die if they should continue to cross you. They won't know any of your actual or specific abilities, but they will have a sense for how far above them you stand in power, and how likely you are to use that power to crush them if they don't back off.

Do You Want to Live Forever (400): Many would think that you do not. You have within you great courage, able to face fear without flinching and act despite it, even to the point of knowingly going to your death to save one you care deeply about. Beyond that you are bold and quick thinking, able to quickly take in a situation and come upon an idea on how to capitalize on it. These may not always be the smartest ideas, but you could figure out how to use a pulley and an enemy to quickly pull yourself up a rope to escape a group of enemies. This comes with generally enhanced situational awareness, being naturally good at taking in your environment and small details of what may be happening around you, and improved reflexes. You may not be the strongest in the group, but you're likely the quickest.

I'd Come Back from the Darkness … To Fight At Your Side (600): Love is a powerful force, and when you love someone all the gods won't be able to sever you. When you fight alongside or to protect someone you love you will find your love for them directly serving to boost your fighting skill and physical ability. This won't result in anything truly superhuman unless you were already capable of it, but a mother fighting her hardest to protect her son could be a threat to half a dozen armed and armored men with nothing more than a sword even as her son clings to her. Once per jump you may sacrifice your own life to save another; this could even be used to revive the recently fallen. You do not necessarily die immediately, but the cost of this power will be your life. However dying this way does not end your jump as long as the recipient of your sacrifice survives till the end of the jump (you will be alive again in your next jump). This sacrifice also seems to prejudice fate in their favor, giving them an edge of luck against things that might kill them, and to help it further you may on **rare** occasions briefly manifest from the afterlife to protect them like a guardian angel. These manifestations will be brief, typically no more than enough time to parry an attack and lend them a bit of an advantage against an attacker, but can be decisive in seeing them safe. If you should somehow 'die' while manifesting this way you will no longer be able to manifest until the end of the jump.

Capstone Boosted: You really do seem to be intent on coming back from the pit of Hell to fight by their side. Those rare and brief manifestations you had before are now far more common, and far longer. Should the recipient of your sacrifice be in danger you will now be able to manifest almost every time for several minutes at least, and sometimes for hours. More than that it would seem in death you truly did become a valkyrie like existence, because you will find yourself stronger, faster, and better than when you were alive, as if your new spiritual existence had made you partially divine. Finally should you 'die' while manifesting you will be able to manifest again within a year.



Wizard:

It Is I His Chronicler (100): You are an expert storyteller. You know how to improvise stories on the fly, how to use your voice to shape them, and how to select and tailor stories to your audience. More than that you have the memory skills of an oral historian, easily able to memorize long epic poems and legends, collecting them within your brain and retelling them as precisely - or imprecisely - as you choose to. It's not only poems you are skilled at remembering, but other details and facts, though this works best for language skills allowing you to pick up new languages (or ancient ones) quickly and easily.

Medical Arts (200): You have the knowledge to make you an excellent healer in these times. You are a skilled herbalist, able to make herbal healing salves to treat wounds and prevent infection, as well as make herbal potions and tinctures to treat diseases. This comes with basic knowledge of human anatomy, and how to perform first aid.

Wizardly Powers (400): Like Akiro you have a knowledge of certain magical arts. You can perform most of the spells shown on screen in Conan the Destroyer whether it's the queen's spell to force from Conan his deepest desire, Akiro's spells to open and close doors, or Thoth-Amon's spell to turn into a giant bird of smoke and cloud to carry off the princess. You can perform other spells of the same general scope and utility as these, but don't expect to be doing much combat sorcery with this, as spells in this world tend to be on the lower end and rather consuming in time and concentration (think low level D&D spells from pre-WotC D&D).

With **I Sing to Them** you can perform stronger rituals by invoking the spirits, but these will often have a cost. You might manage to replicate Akiro's spell to save Conan in Conan the Barbarian and keep the spirits of death from taking the life of someone but it'd probably cost the life of one of the participants of the ritual. You might also manage to replicate Thoth-Amon's spell in the mirror chamber, with a specially prepared chamber, or his construction of a solid castle from pure illusion. But these feats will require a fair deal of time, preparation, and effort.

I Sing to Them (600): You are a shaman, in touch with the spiritual worlds. You will find that spirits, gods minor or otherwise, ghosts, fairies, demons, and other similar beings are all naturally well inclined to you, and you have a certain instinctive sense for their desires and how rules of propriety you ought to behave around them. It's still possible for such a being to dislike you, especially if you're opposed to its desires, but you have the natural makings of a priest, able to charm the spiritual and divine. This includes knowledge of how to appease restless spirits, whether of the natural world or of the dead, and the ability to see such spirits. You are also able to communicate with spirits, asking for their guidance or gaining their advice.

Even in future worlds you will find that there are always minor spirits of the world willing to offer you advice and guidance, able to point your way - much like they guide Akiro to where the princess was abducted to in *Conan the Destroyer* - or give you warnings of coming events. These spirits are usually localized beings so do not expect knowledge of far distant places or the far future.

Capstone Boosted: The knowledge given to you by spirits is now substantially greater. Where before it would be minor and local spirits which would offer you advice, now you may expect contact from more far reaching beings. They may tell you of far distant locales and things happening there, or warn you of the destiny of others. Much like the wolf-witch they might tell you of the coming of a future king or great hero, and how to potentially profit from him, or feed you the answers to the questions he seeks, or you might be warned of what fate potentially has in store untold generations in the future so that you could write a warning to future generations. In short you are a full fledged oracle and prophet now. You are far from omniscient, but they will tell you many things.



Items:

More material boons, too, the spirits may provide you. Taken perhaps from the mounds I watch over, or simply woven into your destiny by the gods of the sky or Crom in the earth. There are no discounts on items, but you gain a 200 CP stipend to use on items (and only items).

You may import like items into any of the items listed here.

A Hut (100): This is a plain, simple Hyborian dwelling similar to that which the Wolf Witch or Akiro the Wizard lived in. It's large enough for a small family, though it'd be cramped. It is yours and in future jumps you can find it somewhere close to your starting location should you need it.

Grinning Statue (100): This statue, by default of a handsome youth with a scar on his forehead though you may choose another roughly human design, moves slightly on occasion when it is not being looked at closely. It has a tendency to wear an evil smile.



It's Worth a Fortune (100): At least a small one. You possess here a small collection of jewels. Enough to live for a year comfortably if sold, maybe much longer if you were frugal. You will get another similar collection of jewels at the start of each jump.

Legend of Jumper (100): A movie, with 80s effects and directing similar to your choice of *Conan the Barbarian* or *Conan the Destroyer*, adapting the events of your jump here. As well as a similar movie for each of your previous and future jumps. These will not be perfect adaptations, but similar to how *Conan the Barbarian* adapted Robert E. Howard's Conan stories.

Priestly Robe (100): This is the simple robe worn by the priestly members of the Children of Doom. It is enough to allow you to pass as one of his servants at a cursory glance, or if you play the role well, but will not stand up if you act suspiciously, or to heavy scrutiny. At the start of each future jump you may choose a faction and this will change to the basic requirements to dress and identify yourself in such a role… under light scrutiny.

Atlantean Sword (200): This sword represents an older people with secrets now lost to time. Old enough to be from a forgotten while its scabbard may have decayed, it remains seemingly untouched by time, undulled and unrusted. And it will remain so. The edge of this sword will never dull - even being used to cleave through thick iron chains -, it will never rust or need maintenance, and it will always be able to survive your strength and the force of your blows. Finally it seems to be not just perfectly balanced for you, but almost an extension of your arm; when you wield this sword you will find that you can almost feel where it is like it is a part of you, and moving it is as natural as moving your own body.

You may choose another melee weapon to gain equivalent benefits if you'd prefer an ax, spear, or a toothpick.



Giant Snake (200): This giant snake - thicker than an anaconda but about as long as one - comes in the coloration of your choice. It seems a little cleverer than usual for a snake, clever enough to recognize you, displaying trust in you and a protective tendency around you. It will also grow stronger and more durable as you do, enough that if someone could harm you in brute force combat it could at least harm them in the same, though would be unlikely to win (this does not scale it below the basic power of a 'very big snake').

Snake Arrows (200): You possess a quiver which whenever you reach for an arrow from it you can pull out a live snake instead. This snake will stiffen and paralyze into a straight 'arrow'. If launched from a bow you will find that this snake arrow seems to seek out your target, turning a bit in the air if needed to seek out your opponent.

Crystal Ball (300): This is a mostly spherical chunk of crystal similar to the one used by Thoth-Amon. By concentrating on an individual or location, and focusing on the ball you can cause it to display that individual or location, showing you what is happening to them in real time.

War Horse (300): This horse has been trained for riding into combat and is brave enough to ride wherever you direct it. No matter how fast you become when you are riding it it will always be able to charge faster than you run. No matter how powerful you become it will always be able to survive being in the presence of one of your battles though this will not protect it from direct attacks against it.

Ancient Mounds (400): These age old burial mounds are a place of the spirits of the dead and death. Should you cultivate their favor, keeping them entertained with stories - or battles to observe - these spirits can reveal to you knowledge of the world, hints of what is to come, and secrets known only to those on the other side. In addition they may boost your magical power for magic performed in this place.



Valkyrie Armor (400): This armor shouldn't really exist here. Made of shining, divine steel like that worn by Valeria when she appeared briefly after her death to save Conan once more, this armor is sturdier than normal steel should be and much lighter, making it easier to maneuver within it than one would ever expect. It seems to adapt to your powers, never being harmed by them and benefiting from them as if it was a part of your body while it is worn, even changing along with you if you change forms. More than that this armor will always be tougher and more resilient than your natural body, gaining any resistances and/or immunities to harm and damage you possess at a higher degree if possible. By default this will be the same, relatively light armor Valeria wore in her brief manifestation, but you may choose another design appropriate to the Hyborian age.



Cult (600): This is a source of real power. You have here followers. They are not trained or conditioned warriors, actually they seem disproportionately filled with rather attractive but physically soft women, but they have two things in their favor. One they are numerous, something like 5,000 people and more than willing to go forth and spread your name. Second they are fanatically loyal, seeing you as the mouthpiece for (the) God(s) if not an absolute God yourself, and are willing to do anything you tell them even if that is 'die for my amusement'. And unlike Thulsa Doom's this loyalty is not derived from hypnotic power meaning if you die they will remain loyal

Usurpation (600): Conan never gained his kingdom within the films, but we were told he would, and we also saw Osric the Usurper who had done so already. Now like Osric or Jehnna you are now the ruler of your own kingdom. This will only be a minor realm, really more of a city-state, but it will contain at least one major city, as well as some surrounding regions to support it. Whether you originally usurped it or inherited it you are recognized at this point as the rightful and legitimate ruler. That said while - barring grave mismanagement - you will not face rebellion or attempts at overthrowing you, the people are not fanatically loyal to you, and there will still be power blocs and politics to deal with. Thankfully to help with that this kingdom comes with a trustworthy and reliable vizier who can be left to perform the day to day tasks of ruling the kingdom in your name competently; he will not be exceptional, but the kingdom will not go to ruin if you turn your back on it for a decade or two barring an outside threat.



Companions:

Companion Import (50+ CP): For 50 CP you can import or create 1 companion with 600 CP; they gain a background as normal. For 100 CP you can import or create 3 companions with 600 CP. For 200 CP you can import or create up to 8 companions with 600 CP. If you want more than 8 companions you can pay an additional 50 CP per companion to give them 600 CP (and ability to get an origin). You may pay 150 CP to import 4 companions if needed.

If you desire to give a companion more CP you may transfer CP to a companion at a 1 to 1 ratio. Each companion is given CP this way separately.

Canon Companion (50+ CP): For every 50 CP you pay you may recruit 1 character who appeared in either of these films even if they died during the events of the film (or the jump), or if you did not enter the timeline of the film. If you recruit Dagoth the Sleeping God is limited to its powers shown with the failed ritual.



Drawbacks:

You may take drawbacks for additional CP. These drawbacks all end at the end of the jump, fading away as if they never were. There is no drawback limit.

Another Telling (Toggle): Want to go to the original stories? Or maybe the 2011 film? Maybe Marvel's Conan? There's a lot of versions of Conan and most don't have jumps. Feel free to use this toggle to change the world you go to to that of the original stories, or another adaptation of them that does not already have its own jump.

Red Sonja? (Toggle): Originally planned to be a sequel to Conan the Destroyer, they made it its own separate film with Arnold playing a character who is explicitly not Conan. Still Red Sonja is a character from Conan, and the references are to places in the Hyborian age. You may select to have it take place in this same universe.

Conan the Musical (100): Well that one is good. This one isn't. This world has become an amateur musical. You will find that the people of this world - yourself included - have an odd tendency to burst into song and dance. This will never hinder anyone other than yourself and your companions/followers, everyone else seemingly able to sing and dance while doing other things without difficulty, and even for you it will never really endanger you. But you will have to deal with Conan singing in Arnold's accent, and the people of this world will not have any more vocal training than they did already so a lot of the music will be bad.

Does It Always Smell Like This (100): Cities were not traditionally nice smelling places. Now you will find yourself encountering horrible smells more often than you normally would, especially whenever you are around other humans and human civilization.

Melted Face (100): One side of your face has been melted as if to mark you as a villain. Besides rendering you rather hideous to gaze upon, this melted face limits your vision by blocking off one of your eyes.

Somebody Should Stay to Watch the Horses (100): You are a coward. Whatever bravery and fortitude of spirit you have has fled you, leaving you a craven. Like Malak you can still engage in adventures, but expect to find yourself falling back from battles you could help win, and unwilling to go face dangers alone.

Quest for Vengeance (100): It was decided to change Conan's motivation and background to give him a more sympathetic character arc than the freewheeling adventurer of Howard's stories. Now your origin story has been changed similarly. Some great wrong was committed against you, and you will not rest until you have avenged it. This should be doable, but like Conan and Thulsa Doom it will likely require difficulty and a quest.

With Her Virginity Intact (100): Maybe you're a eunuch, maybe you're an innocent princess, maybe you're just unlucky. Whatever the reason you are unable to have sexual relationships during this jump.

Annoying Replacements (200): Your companions, your followers, and any other beings that follow you on your chain have been replaced with incompetent and annoying charicatures of them. They will look different, and have different names, but they will reference past events as if they had shared in them. And even though you can recognize them for the irritating doppelgangers they are you cannot stop yourself from treating them like the individuals they replaced. And they will be much much less competent and useful than they normally would be.

And to make things worse, and this drawback meaningful if you don't have companions, those allies, friends, and family you find or possess here will slowly be swapped out one after another with these annoying replacements.

Fools Who Laugh at Death (200): You are not one for planning, but for action. You can still think on your feet, and adapt to situations, but you will find yourself acting without thinking, deciding on a whim to climb and rob a heavily guarded tower without a rope to scale it with, or simply wandering into an enemy's camp along the easiest method that presents itself.

I Think We Made the Merchant Angry (200): You have a relatively powerful enemy. Someone who can and will send mercenaries and warriors out to hunt you down and potentially kill you. If you deal with this enemy in a permanent manner you will find yourself only having a brief respite before somehow earning yourself another such enemy.

Not a Warrior (200): Like Akiro you are not a warrior. You lose the benefits of the Hyborian and any physical fitness you'd have above an average modern human's as well as any combat skills you possess. You retain other powers and abilities you possess, but you will never during this jump be able to reach the levels of strength and fitness or combat skill which Hyborian would have given you for free.

A Jumper Born With a Certain Mark (300): You are destined to unleash an ancient being or force of great power. Those who seek to claim this power will seek to force you to do so. Those who seek to prevent it will seek to kill you. This destiny is not unavoidable or insurmountable, but the world will seem to conspire to see you unleash the ancient power or die for denying your fate. Unfortunately if you unleash the ancient power you will fail this jump losing all benefits you would have gained from it.

The Sleeping God Awakened (300): Dagoth has been revived, and they managed to kill the proper sacrifice restoring him in his full power. This means the end of the world, but this end is not instant. Instead a mad god now rules this world, and Lovecraftian entities are stirring and awakening in the Hyborian Age. This brings in all the more Lovecraftian elements of Howard's work, and where normally the Hyborian Age would be a time where they were rare, now you will see them crawling out of the woodwork everywhere, and should you go against them too much you will draw the attention and ire of ancient and horrid gods such as Dagoth.

Outro:

It would seem the final choice you will have, Adventurer, in this world is what is to come after it.

Let someone else pass by in the night: *You have decided that what you want is an end to these adventurers. To finally settle down and live a peaceful, normal life. So be it. You will return to the world you initially came from, but you will keep the spoils and favors of the gods you have acquired on your journeys.*

The Legend of Jumper: *But perhaps your destiny in this world is **not** yet completed. Possibly you have trampled the jeweled crowns, but now you must wear your own. You will stay in this world, your journeys between them ended, your time here lasting until your time ends entirely.*

This story also shall be told: *Or the journey calls you onwards. Your destiny does not lie in this world. For you it is but a point to pass by and visit on a longer road. Go nw, Adventurer, and see what awaits you beyond the lands of the Hyborian age.*



Notes:

Jump by Fafnir's Foe.

In theory Conan and Thulsa Doom have the Capstone Boosted perks, or at least the boosted form was intended to represent what they have. The other characters would not have their capstone boost, and was intended to represent a version that left them Conan's equal instead of his side-kick. In the case of the Wizard (Akiro) it folded in the Wolf Witch's powers, though probably ends up better than hers (she did attack Conan after all).

The Thief (Subotai) and Valkyrie (Valeria) perks felt like I was stretching a bit more than I'd like even ignoring the Capstone Booster. Valkyrie Armor I just wanted to include, but given no real feats other than briefly blinding someone when it appeared from nowhere I had to make things up.

I honestly think that the prophecy with Jehnna and Dagoth was more of an 'if X then Y' with X being never destined to happen, but a fate/destiny resistance perk felt thematically appropriate to the films. As much as Conan is destined to be king, it's because he will keep going until he becomes king and not let anything stop him. Even if he does have a lot of luck on his side, the setting doesn't seem to treat destiny as truly set in stone.

If you have **Wizardly Powers** and **I Sing to Them** you could probably turn into a creature like the Wolf Witch did or turn into a ball of fire to fly around. Might not need I Sing to Them. You do not however get any of Thulsa Doom's abilities.

Changelog:

Version 1.0.0: Posted jump.