


By: Tyr Alexander
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Welcome to the world of Battle Realms. On this world, the people lived in fear of a demonic horde. To save the people, a great hero used the tremendous power of the Serpent's Orb to destroy the horde. The Serpent's Orb also caused a great cataclysm that ravaged the land. Four great clans survived and thrived in this new world.

The Dragon Clan. They hold to high ideals and honor and put the good of the clan and its people before the individual.

The Serpent Clan. The complete opposite of the Dragon Clan. Valuing personal strength and cunning, members of the Serpent Clan are more individualistic than the Dragon Clan and some, less honorable, members choose to dabble in the necromantic arts.

The Lotus Clan. Vile and sadistic. Each member of the clan leadership is an accomplished wizard, each perfecting one of the myriad dark arts.

The Wolf Clan. Previously enslaved and forced to work in the shale mines by the Lotus Clan, they were subjected to horrific treatment and experiments. However, a massive revolt gained them their freedom. The Wolf Clan exist alongside nature. Stone is their primary building material with wooden accents.

These four clans are locked in an eternal struggle for supremacy and control, each looking out for their own interests. This is where you come in. You can join them their struggle or reject them. Aid or hinder the clan leadership as you see fit.

Here, take these:

# 1000CP

And embark on your quest.

## Timeline

Roll 1d8. Or pay 50CP to choose.

1. The Demonic Hordes Rampage: the ancient days where the demonic forces rampage around the world. The Dragon Clan is still in control of the shogunate and preparing for war against the demon horde. The Lotus Clan is still a clan of peaceful wizards and magic users that shuns the forbidden path as evil. The Wolf Clan is still as feral and simple as always.
2. After the Great Cataclysm: the legendary leader of the Dragon Clan, Tarrant the Elder, gave his life to protect his clan and destroy the horde. Leadership passed to Tarrant the Younger. All the members and leaders of the Lotus Clan that shunned the Forbidden Path as evil have been killed by the demon hordes or their more radical brethren, leaving alive only those that embrace the Forbidden Path.
3. Formation of the Serpent Clan: under Tarrant the Younger's leadership, the Dragon Clan was reborn as the Serpent Clan after fleeing from their homeland.
4. Dragon In Exile: Kenji, the successor to the Oja Clan, leader of the Serpent Clan and descendant of Tarrant the Elder, has killed his father and gone into exile, leaving the throne and Clan leaderless.
5. The One Year War: a mining dispute between the Wolf and Lotus Clans turns into an all out war between the two Clans. The Serpent Clan allies themselves with the Lotus Clan and defeats the Wolf Clan, enslaving them.
6. The Great Revolt: thirty years after their defeat and enslavement in their own Shale Mines, the Wolf Clan finally revolts. Led by their new chieftain Grayback, the Wolf Clan uses the tools of their labor as weapons against the Lotus masters.
7. The Dragon Returns: Kenji, after forty years of exile, has returned to right past wrongs including to find his father's and brother's killer. He now seeks to restore the Serpent Clan by reforming the Dragon Clan and leading it to power.
8. Free Pick

**Background**

Roll 2d8+16 to be your age or pay 50CP to choose. Keep your same gender from the previous jump or pay 50CP to change it.

**Clanless (Drop-In)**

You are a stranger in a strange land. You have no ties to the people, no connection to the culture. This is both a blessing and a curse.

**Kabuki Warrior**
There are two yous. Not literally. There is you-the-actor, who retells the history of your clan each night in your grandfather's theatre. Then there is you-the-warrior, who blends the Kabuki arts and combat into a spiral of beautiful death. Your loyalty to the Dragon Clan is unchallenged.

**Bandit**
You grew up alongside the bandits of the Serpent Clan. Your mother, a clan geisha, let her brothers show you what it meant to be a Serpent. By the time you were a teenager, peasants fled at the sound of your name. Now that you are an adult, people use tales about you to inspire or frighten children. You know no life other than that of Serpent Clan.

**Blade Acolyte**
A novice on the Forbidden Path, you have chosen to follow after Lythis, the dark bladesman. Like him, you met your Rite of Initiation with anger and struggle. Now you are a member of the Lotus Clan and a practitioner of their forbidden magic. You have yet to completely master your powers and go through all the rites to become a true master warlock.

**Hurler**
Since you were a child, you were the one of the best wolfball players around. As you grew up, your skills came to match some of the older players. Your skills have served you best in combat. With your two pronged fork and iron ball, you and your teammates crippled rivals and foes alike. No one among the Wolf Clan doubts your prowess on and off the court.

# Perks

## General Perks
General perks are free unless stated otherwise.

Yin-Yang Magic (Free/100CP)
Magic is divided into two principles. Yin promotes chaos and decay, while Yang promotes growth and vitality. During this jump, you can only use one or the other. Typically Dragon and Wolf Clans use Yang Magic while Serpent and Lotus Clans use Yin Magic, but you can choose which one you use. However, if you do choose to use the opposite of your clan you must take the Ostracized drawback for no points. With Yin Magic, you could spread a virulent disease, cause an opponent's wound to fester with maggots or rot beyond repair, cause minor mutations in living beings, or revive the dead as mindless husks to do your bidding. With Yang Magic, you could empower wood to become as strong as iron, commune with nature for aid and protection, heal near-fatal wounds, or strengthen your body and limbs to be able to move large rocks with

ease. If you paid 100CP then post-jump, you have access to both kinds. Both magics will evolve and become more complex with each jump.

**Clanless**

These perks are discounted for the Clanless background by half. The Clanless receive Way of the Warrior for free.

Way of The Warrior (100CP)
You have basic knowledge and understanding of the ways of warfare, and mastery over a chosen weapon. Post-jump this knowledge extends to every weapon or combat style found in the setting of each jump afterwards.

Never Truly Alone (200CP)
Despite being clanless, you are never truly alone. You can visually see the connections and bonds shared by people. You also find it easier to create those bonds with others; whether they are antagonistic or beneficial is up to you.

Sever the Strands of Fate (400CP)
Not only can you create bonds, but now you can cut them away and subtly insert yourself in place. You can even cut the bonds of destiny and fate. If a legend or prophecy has a particular person to fill that role you can remove them and give yourself that destiny, without needing to otherwise meet the criteria.

Clan Adoption (600CP)
You find that joining a clan is rather easy for you. Where others have to go through some dangerous and often fatal initiations, you need only declare your intentions to the proper person and you are in. Once you join a major faction or organization any rival or hostile will bar you from entry until you leave that faction. You can join as many as allied factions or organization as you like but once their relationship sours, you must choose between them. Indecision will cause them both to kick you out. Members will treat you as if you have done the necessary work and earned your place. Post-jump, this perk works for any organization that allows membership. This also works with organizations that wouldn't normally allow you membership and those for which you don't meet the prerequisites to be eligible to join.

**Kabuki Warrior**

These perks are discounted for the Kabuki Warrior background by half. Kabuki Warriors receive Way of the Kabuki for free.

Way of the Kabuki (100CP)
Not only you are now a world class actor, you can easily remember long lines of dialogue after only a single reading. You can memorize complex and complicated gestures and dances after only one viewing. You can also memorize the mannerisms and vocal patterns of a person as

long as you have heard or seen them, either directly or indirectly, for the amount of time that would be considered a lengthy conversation.

Stagehands (200CP)
By placing your hands behind your back, you can retrieve an object you own, even objects that are in your warehouse, as only as the object can rest comfortably in your hands and is no bigger than a two handed sword. This works as long as your hands can't be seen or perceived by others.

Kabuki Magic (400CP)
Whenever you apply a bit of white makeup to your face, you can disguise yourself. People will be clueless to your identity. Any attempts to describe you will become muddled. Especially from person to person. With the application of dramatic lines and accents to your face, you can appear to the observer as another person. All observers will see or perceive you a single individual sans makeup.

Pale Imitation (600CP)
Sometimes you don't have time to learn powerful techniques and skills so you can counter them. Now you can observe someone using a technique, a skill, or power and use it against them. While it won't be as powerful as the original, you don't have to meet any of the prerequisites to be able to use it. You can use a technique, a skill, or a power for as long as can see or perceive the original user. Post-jump, as long as you can remember either the steps needed to activate the power or the feel of power, you can use it.

**Bandit**
These perks are discounted for the Bandit background by half. Bandits receive Way of the Highwayman for free.

Way of The Highwayman (100CP)
You are good at inspiring fear and terror in those that face you. Your mere presence can cause those that lack true resolve to flee. Your name is said in hushed whispers and told to rowdy children to improve their behavior. People randomly offer you things in hopes to appease and placate you.

Geisha Arts (200CP)
When brute force fails, diplomacy is the best option. At least that is what your mother told you. You know how to wine and dine an opponent into contentedness. Or at the very least lull them into a stupor making them easier to either bargain with or kill. Your mother was fuzzy about which was more her style.

Ambushed! (400CP)
You instinctively know the best locations to setup an ambush to cause maximum damage. You also know the best time to strike with said ambush. Your ambush will never be spotted before it

is too late to escape it. Your plans are so supernaturally perfect that allies also know exactly when they should act and assist and they won't forget the plan even if they are prone to forgetting things.

The Serpent Among Us (600CP)
Betrayal and deception is the bread and butter of the Serpent Clan. You are extremely good at betrayal and deception. So good, in fact, that if you were to be outed by a co-conspirator or an investigator, no one would believe it and people would turn against them for smearing your good character. Even with the most damning of evidence and you caught in the middle of the act, no one will believe nor react to it. Post-jump, you can openly accuse someone else of your actions and have them branded a traitor as long as you can manipulate or produce supporting evidence enough cast at least a minor doubt on their loyalty.

**Blade Acolyte**
These perks are discounted for the Blade Acolyte background by half. Blade Acolytes receive Way of the Lotus for free.

Way of the Lotus (100CP)
You can draw sustenance from decaying and rotten food in addition to normal foods. In fact you are no longer repulsed by such foods and raw foods do more to fill your belly than cooked foods. Eating something rotten or decaying raw will keep you full longer.

Path of Thorns (200CP)
If you can't escape the hunter, you can make his path difficult and dangerous. Whenever you are followed, being hunted or tracked, you can make the tracker's journey difficult. If they are following you through a forest, roots may rise up to trip them or thick brush may slow them down as they cut their way. In an urban environment, traffic may become heavy or an accident may force them to find an alternative route to you.

Mutation (400CP)
Like only a handful members of the Lotus Clan, you are adept in the art of mutating living matter. You are able to cause mutations ranging from something as minor as a freckle to as major as an extra, fully functional head growing out of the subject. Your beasts are called chimera and are completely loyal. In the beginning you can only mutate lesser beings or beasts with a few minor effects but as you grow you will find that mutating human beings is possible. To start with, you can only mutate lesser beings such as animals and plants and you can only grant them rudimentary intelligence. These changes are temporary. The subject will revert back after a week or so. Post-jump you can mutate higher level beings, you can reduce their intelligence or increase at your whim, all creatures mutated by you are fanatically loyal to you and you can also make your changes permanent.

The Forbidden Path (600CP)

In the end, death is the only true constant. You are now a master of death. You can raise the dead with a mere motion of your hands. You can restore yourself by absorbing the death of others. This leaves them in a hellish state, not dead and not alive. Stuck in a decaying body and trapped inside a broken shell. They still feel pain and will never know the sweet release that is true death. And this isn't even the pinnacle of potential power. With time and effort, you will no longer be a master; you will be death incarnate. You also gain a necromancer form. In this form, your necromantic powers are increased three-fold, but it is extremely tiring. You can only sustain this form for an hour unless you drain the death of others, but the longer you remain in this form, the more energy is required. At the end of this time, you revert back to normal. Post-jump, the time limit is lifted and you can toggle this secondary form on and off at will.

**Hurler**

These perks are discounted for the Hurler background by half. Hurlers receive Way of the Player for free.

Way of the Player (100CP)

You are naturally athletic. You instantly understand any physical sport you encounter. You will be also be considered a top player in any and all rankings for all sports.

Flesh of Stone (200CP)

Working in the shale mines has turned your flesh to stone. Blunt weapons and blunt force trauma is nothing to you. You can shrug off falling from great heights and having heavy objects dropped on you. You also have mild regeneration; minor cuts and bruises heal in second, serious wounds take a few hours. Limb regeneration takes a few days.

Will to Survive (400CP)

No matter how harsh the terrain or how desolate, you can find drinkable water, edible food and warm, dry shelter. You also now require less food, water, and sleep to function at peak proficiency. You have an internal warning that protects you from threats while you are sleeping. This warning instantly wakes you up.

Hunter's Mien (600CP)

If you designate someone your prey, you not only know their location, but they can't hide from you by any means short of escaping to a different plane of existence. Even then you have a vague awareness that they have left the plane. Your prey slowly grows either more fearful, jumping at every shadow or something similar, or more paranoid, lashing out at everyone and everything, as the hunt goes on. You must see your target to brand them prey. You can only name a single person prey at a time. You can take back the brand at anytime. Post-jump you can lay this brand on multiple people.

# Items

Serpent Orb (300CP) Discounted for Kabuki Warriors and Bandits
The legendary orb that destroyed the demonic hordes. With this orb you can call down a powerful blast of heavenly energy. It could be used to destroy hordes of foes.

Kabuki Theatre (200CP) Discounted for Kabuki Warrior
You are the proud owner of a Kabuki Theatre. Here you can watch, direct, produce and act; or any combination of these. You will always have a packed house. Not only will it feature kabuki plays but also European plays, operas and concerts. Each jump you can collect plays or productions as well as actors or actresses. At the beginning of each calendar month or jump equivalent, you will get a stipend of 1 million of jump equivalent cash. More if reviews are good. You will also receive the next month's playbill. You will always be able to get the best seats in the house and tickets for free. People interested in culture or music from past jumps may appear as either actors, producers, directors or audience.

Wolfball Court (200CP) Discount for Hurler
To outsiders, you could mistake a game of wolfball for organized civil war. Imagine the full contactness of rugby with a two pronged fork to catch a ball made of stone or iron, played with no protective gear at all. Oh and no referee. Wolfball! Now you have your own regulation legal court. Each jump you find least one professional team and one amateur team. At most three for both. After five or so jumps, you will be invited to join either a professional or amateur league. You can change your league choice at anytime, though your record resets. Standings and stats will change each week as matches are played out. A standard season is six to seventeen weeks at the same time each year, depending on the number of teams, and a four week preseason with games that don't count. You are always considered the owner of your team. You can choose to be a player and/or a general manager. Otherwise these roles will be automatically filled. You always get first draft pick during pre-season draft. You will find a random stadium dedicated to Wolfball in every jump. You will make $15 million, if you have a bad season, or $30 million, if you a good season, after each Multiversal Championship at the end of the season. $45 Million if your team plays in the Multiversal Championship Game. $70 Million if you are the Multiverse Champs. Characters from past jumps associated with sports or athletics may appear as owners, general managers, players or spectators. You will receive sport news about the goings on of your chosen league.

Bathhouse (200CP) Discounted for Bandit
Half spa. Half brothel. A den of pleasure run by the Serpent Clan. Here you can indulge all you pleasures and vices. No matter how obscure, vile or sick you can find it here. Because you own the Bathhouse, you get priority treatment, and access to the vault where all the bribe, extortion and blackmail money is housed. You get a cut after every month or so, about $100 thousand. Characters from past jumps associated with criminal enterprises may appear as entertainers, *entertainment,* guests or guards.

Warlock Tower (200CP) Discounted for Blade Acolytes

Two parts laboratory, three parts library, three parts magical college. You are the dean/headmaster of this tower. All the students and teachers are loyal and subservient to you. This isn't a place for the weak of heart or the kind. Dark magic is a popular area of study and experiments on living subjects are encouraged, just not on fellow students. Slaves handle day to day clean up and upkeep. Instead of generating an income, possessing the tower increases the rate at which you learn and research things by a factor of four. If that knowledge is researched in stages it decreases the amount needed to progress to the next stage by half, on top of instantly grant you the first for free. Characters from past jumps with an interest in dark magic may appear as students, researchers, professors or guests.

Issyl's Hourglass (100CP)
An oversized hourglass. Nothing special. Nothing. No. Fine! This allows you force someone else to begin aging backwards. They will retain their knowledge but their body will get younger and younger, until you use the hourglass on them again to halt their regression.

# Companions

Canon Companion (200CP)
Pay 200CP and either create a new character or take a canon character with you on your journey. This gives them a background and 500CP to spend of perks or items.

Import Companion (50CP For One 200CP For Eight)
For 200CP you can import a companion into this jump. This gives them a background and 500CP to spend on perks or items.

Clan of the Jumper (300CP)
You can either create or import a civilization from a previous jump. If you import one, you can set whether they have settings appropriate level of technology or not, if they have preexisting history and what that history is and what their relations with the other clans are. If you create one your clan background is decided by your choice of drawbacks. The clan will follow you throughout jump chain as either a warehouse attachment or you can choose to manifest them in jump. You can choose to make them homogeneous or heterogeneous with the races found in jump settings. They will take over previously uninhabited lands or territory. You can upgrade them culturally and technologically. If you make the heterogeneous, you will find races and cultural elements seamlessly blended into the clan from every jump.

# Drawbacks

Ostracized (200CP)
Whether you are a rare member of the lotus with a heart or wolf clan member that uses yin magic, you are Ostracized from the clan. You are not allowed to live amongst them and are easy prey for all manner of things. Nothing you do will ever allow you back in the good grace of the clan.

Framed (200CP)
Pick two clans. One clan has framed you for the murder of an important member of the clan of the second clan. You are hated by the second clan until you prove the involvement of the first clan. Clan of the Jumper: Your clan will have a negative relationship with the first clan. The second will have animosity toward your clan.

Infection (300CP)
A Lotus Clan wizard has used you to test a virulent plague. Your body has been wrecked with pain and boils. You repulse everyone that encounters you, except for members of the Lotus Clan. They welcome you with open arms and smiles. Clan of the Jumper: Your clan was wrecked by a plague that left your people deformed and your clan was on the verge of dying.

Organizational Mess (100CP) Requires Clan of the Jumper
Each clan has a niche or role they fill in the land. Dragons are all about honor. Wolves are all about nature. Serpents are all about greed. Lotus are all about power. Your clan has a role too, they just are shit at it. You need to whip them, and whip them good, into shape. That is if you want them to properly fill their role.

For the reward (200CP) Requires Clan of the Jumper
Your clanmates aren't really keen on your leadership. In fact they only listen to you because you have been generous with the spoils and rewards. But once the rewards stop, don't expect much out of them.

+For the throne (200CP) Requires Clan of the Jumper
You aren't really liked. In fact your clan honestly hates your guts. They follow you out a sense of tradition and nothing more. They resist you are every turn. And if you do something that breaks tradition such as ignoring an important holiday, acting sacreligious toward the gods or try to make peace with a hated foe, you will have a full scale rebellion. Don't worry, you have supporters... not many but you do have them.

Chieftain? You? (100CP) Requires Clan of the Jumper
You are head of your clan in name only. In practice you are the lowest man on the totem pole. You may have to assert your position physically on a near constant basis.

Envoy Problem (200CP) Requires Clan of the Jumper
Never, under any circumstances, should you give any member of your clan a message to be delivered. By the time it gets there it will be the exact opposite of what you said. Don’t send any of them as an envoy to another clan either, unless you want a war.

Conclusion

After ten years here you will be offered a choice

You can give up. You will be returned to your home with all you have collected.

You can choose to stay here. You will be considered dead in all the other worlds you have visited.

You can continue on. You can continue to play the game.