Stealth Symphony



Welcome, jumper, to the world of “Stealth Symphony”, a strange land filled with all kinds of beings, living skeletons, witches, lamias, zombies, vampires and who knows how many more. Regardless, all of them gather in the city of Jinbocho, a metropolitan big city created over the ruins where the dragons used to live. These dragons ruled the world, with the black dragon as their head, that’s until the hero Mimerond defeated them and vanquished them from the place, or at least, that’s how the fairytale goes.

You arrive a week before Jig comes to the city, and you are for a wild time here. Have this little present, you will need it:

+1000cp

Background

Drop In:
The vanilla option, without memories to help you nor tie you down, a stranger to the world, but no more than anyone else new to the city. In this place even someone like you will pass as normal.

V&V Security:
Virtue & Vice, a company whose motto is to protect the future of their clients, no matter if they're good or evil, as long they have the money. The head of the company is actually the legendary hero Maimrondo, but even with him and the loose morals, they're not the top dog in the city.

Cyborg Soldiers School:
Cyborgs are people who replaced parts of their body with mechanical ones, for various reasons, they're generally frowned upon in public since the mechanical parts tend to be also hidden weapons. This used to be a school for them to learn the basics of mechanization, but since most of them became mercenaries, the place started to hire them and now is a whole different organization.

Assassins Guild:
Allowed to function as a weapon against outside forces for the city, the assassin's guild takes pride in being trustworthy, efficient and powerful. Some of the members are not even killers, and they're normally tasked with the capture and restraining of certain targets.

Location

You start in Jinbou-chou, a big metropolitan city built on top of the ruins of where the Dragons used to live. The Dragons left behind heirlooms which drew many people from all over the world to Jinbou-chou. These heirlooms are magical items that can come in many different shapes, whether it be rings, bracelets, or medicines. With heirlooms still being unearthed, many people gather here. Jinbō Town survives off these heirlooms, good or bad. According to Fairy Tales, it's the place where the hero, Mimerond drove out the tyrannical dragons.

Age & Gender

Feel free to change your gender and select you age to something you deem appropriate. Or keep the age and gender you have now. Believe when I say that it won't matter that much in a place like this.

Perks

(100 one free to origin, the rest discounted)

Drop In:

Open Path (100):
Somehow, when arriving to new places, the city itself seems to welcome you with open arms, simple actions gain you the favor of people, and friends are made quickly. Arriving to a new city gives you a nice boost of luck at least, and trying your hand in new workplaces will give you some sweet opportunities perfectly tailored for your abilities. Of course, the effect is greater when you're new to the place, so don't expect much from being in the same place for years.

All is not lost (200):
Sometimes, you get to butt heads with some powerful beings and just raw power won't do the trick, thankfully, you have comprehended this very well, and honed it into the ability to plan in matter of seconds a decent enough strategy to, at the very least, escape alive in a pinch. Have in mind that while this could help you defeat a stronger opponent with the use of cunning, it will only serve to give you an escape route shall you bite more than you can chew.

Untamed & Unaware (400):
Someone as distinguished as you will probably found himself being in the ploys and plans of various parties, that's probably inevitable. That's why this was designed. A strong luck that work in mysterious ways, more specifically, its function is to derail all types of detrimental plans of which you are unaware of. Those trying to kidnap you or copy your powers are presented with multitude of obstacles that obstruct their goals, for example. This won't work is those schemes are actually to your benefic or if you are aware of them.

Empty Inside (600)
One of the signatures perks of the "Invisible Dragon" is his way of taking the power of others around him, gather it, and blast it directly to his enemies. Now this is the same, giving you the option of gather the power around you or taking from others nearby and use it in a myriad of ways. Take in account that even when you can energy-dry someone to a near-death state, this alone actually doesn't give you a way to store more power than you normally can hold.

V&V Security

Rouge Charms (100):
Looking good while in the work have never being that easy, your hairstyle maintains itself even during the fiercest of battles, your clothes look perfect no matter the amount of acrobatics you try and even the wounds inflicted upon you tend to look nice. In short, you will always look like you were preparing yourself for hours.

Different Talents (200):
You weren't hired for nothing, possessing some talent or ability to make yourself useful is a must in both the industry and the city. You got a minor boon for you to make yourself an asset instead of a load in this business. This could range from telekinesis, power over an element or increased physical abilities. Nothing too fancy, but you have a good control over it.

Corporate CEO (400):
Of course, not everything in this place can be reduced to bash others with your fists until they give in. Some degree of investigation and management is necessary to run a business like this, especially in this city. That's where you shine, making good deals and a nice profit for your services or those of your company, along with all the paperwork necessary.

Soul Picker (600)
Upon consuming the blood of your target you can gain a replica of their signature ability. Drinking the blood of someone with the power of "Hypnosis" would grant you a copy of it and drinking it from a Fire Dragon would grant you Pyrokinesis. Of course, you don't gain any skill in using it, and the original wielder also won't lose their power this way. Remember it have to be a power from the person, not granted or born from an item.

Cyborg Soldiers School

Augmentation (100):
What divide Cyborgs from "normal" people are the mechanical replacements they possess for a part of their natural body. In your case, it not only works a lot better than the original fleshy part, but also gives you a compatibility boost at the moment of getting new extra parts. Every extra mechanical part that you add to yourself always work at full, unless broken or such.

Mechanic Knowledge (200):
This was originally a school, and still teaches the basics of bio-engineering, suffice to maintain your mechanical parts, and even enough to create others of varying degrees of powers and versatility, from mechanical limbs that switch forms up to parts controlled at distance by a wireless connection.

Synchronization (400):
Using your brain to control robots and the like can be difficult and dangerous, this boosts a great deal your brain power, letting you do so it in a safe manner, even control over a hundred drones, without losing the ability to use your own body in the meantime, and without the risk of damaging yourself or your brain. Also makes you really good at multitasking.

Money Spirit (600):
They say everything has a price, but you took it to the next level and then some. You possess the unusual ability to convert all non-lethal damage dealt to you into gold coins, in the same degree of the damage the attacks should have made. A couple of punches from weak thugs won't give you more than some coins, but resisting a hurricane would grant you enough to buy a dozen mansions. Remember that this won't make you any tougher so don't be reckless.

Assassin Guild:

With a wide Smile (100):
Sure, you work killing people for money, but that doesn't mean you can't make friends with others in your free time. As long as they aren't your targets, I mean. Now, as long as you don't make the first move, you will be able to interact with others without any kind of prejudice from them. This only works when you aren't fighting, so take note.

Assassination Skills (200):
The basic skills of everyone in the business of killing for profit. How to end other's life with knives, guns, axes and other kinds of weapons, no necessarily physical. As well as a good repertoire of how the anatomy of various races here work, mostly the vital points and such. For some reason it also gives you a small talent for less… deadly things, like cooking or baking.

Path Of The Assassin (400):
Not going to lie, this place is a little bit mad, and your profession is even crazier. It could drive all kind of men to the brink of sanity and then push them to the abyss. But not you. Nothing here could faze you, let alone break you. This grants you a major boost, making your mental and emotional resistance up to almost immunity. Letting you face traumas and PTSDs with ease and never lose your personality be bent by external stimuli.

Stealth Symphony (600):
The unspoken rule of the city "Stealth Symphony", it refers to their acceptance of doing their business and battles outside the public eye and never attack innocent bystanders. It's a rule that you have mastered outside anyone expectations, and it has given you a powerful control over your own powers. Letting you perfectly control the area of effect of your attacks and avoid all collateral damage, as well as letting you use your abilities in complete silence and avoiding all those flashy effects if you want so. You are one prime assassin, jumper.

Legacies

Dragon Legacies are objects of great power crafted by the dragons of the past, in truth those dragons were really only humans from another world altered by magic, the legacies however remain as powerful weapons, mixing superior technology and magic. They are ranked from E to A, depending of their power. Each rank has some example of the general level of each tier, you don't need to have an exact copy of it, since it's only a reference. You get a discount in the first legacy you purchase.

E-Rank (100)

The weakest of the legacies, still, they can be really useful in the hands of someone creative, if not, they can always be sold, since even the weakest of legacies is valued in the millions. The artifacts here are mostly ones that grant small boons or have some big demerit to their effects. For example, of this rank:

>Summoning Ring: an artifact that summons 100 demonic beasts, but they aren't very powerful and doesn't give the user any control over them. Apparently, the dragons made it because they liked hunting a lot.

D-Rank (200)

Useful and versatile, the legacies in this rank are mostly things whose utility depends in the circumstances presented. They don't usually present any kind of demerit, but aren't very powerful, so the user will need to get creative if they intent to use them for anything but their specific intended purpose. They could make one really rich if used correctly. Examples of this ranks are:

>Livestream: A small bottle that contains a never-ending supply of water. The water is perfect for human consumption. The user of this legacy used it to create a kingdom in the desert and make himself a king.

>Beholder: A multipurpose, but still battle capable, satellite. Is fueled by its solar panels and mostly self-repairing. It possesses various laser beams that can pinpoint small targets in earth, from space. Also possess a great data bank and a more powerful main laser, that can potentially destroy mountains.

C-Rank (400)

At this rank the legacies start shining as the powerful items they are. Not only the effects of the artifacts from this tier are powerful, but also boast great versatility in all kind of situations. They are highly sought in various circles and having one can open lots of doors in this city.

>Seajack: This legacy lets the owner freely manipulates all the liquids dissolved in their blood, making for a great offensive and defensive weapon if used right. One could use it to manipulate water, or any other liquid dissolved in the user's bloodstream.

>Backpack: A big backpack that gets attached to the back of the wielder, it's power lets it transform to deflect all kind of attacks towards the user, as long malicious intent was detected, as a passive power. It can even transform at will or reflect those attacks if the user wills it.

B-Rank (600)

Powerful legacies, entering in the big leagues now. Just the most dangerous or influential individuals in this city possess one of these, and even in those circles is something rare. Their powers are both mysterious and difficult to gauge.

>Pocked Cube: A dangerous legacy in the hands of some assassin's guild member. It can open a portal to a self-custom pocket dimension, where their will is law and have creatures controlled by the user residing in there. It can be used for torture enemies if that's what the user desires.

A-Rank (800)

The highest level. Just a bunch of legacies exist in this rank, and all of them are miles ahead any other legacy, both in terms of power and gains for the users. For example:

>McGuffin: A powerful took that can control other legacies in a 50 meters' radius around it, with the level of control over them depending on wielder. One with enough mastery over it could expand the control radius and perfectly use any legacy in its range.

>ARK: A ship designated to carry the dragons to their original world, one very much like the original earth you know of, and even other worlds or dimensions shall the user desire to do so.

>Eggshell: The true identity of Jig's legacy, that slowly turns the user in a Black Dragon, one that is immune to magic and physical attacks unless inflicted by another black dragon, or a part of one. The original Black Dragon was able to reign over the world with ease until one of his descendants attacked him.

Items

100cp items free to origin, rest is discounted.

Drop In:

Wardrobe (100)

Well jumper, you will see that people here tend to dress rather… flashy, even when outside work. This is a room full of clothes. Varying from formal, to casual, to military ones and even some uniforms. They all look great on you and are extremely resistant.

Money (200)

One needs to eat and get some nice things, you know? This is a monthly stipend, equivalent to 50,000 american dollars, converted to the local currency of the world you are in. Not very much, but enough to cover the basic expenses. Get a job if you want more.

Blueprints (400)

These are the blueprints of some unnamed legacy that never got to be completed. It's almost a legacy itself, but so far is only a bunch of gibberish. If you manage to decipher the contents of this and construct the artifact, you will find yourself with the equivalent of an A-Tier legacy and the way to make even more of those.

V&V Security

Contract (100)

Papers, lots of papers that sign you up as an official mercenary with everything that such entails. It a place like this, it also doubles as an ID and license for lots of things, It will work in other world, though it will awkward to explain being a mercenary in a place without them.

Dirty Deeds Done Cheap (200)

This is a list, full of names of influential people in the city, as well as miscellaneous information of them and blackmail if they happen to have something like it. It will update every jump for your starting city/country. You can sell the information for a good sum or risk yourself and go directly to the sources.

EMETH (400)

A copy of the super computer and A.I. owned by one of the best mercenary companies around. It even got a personality that is indistinguishable from an actual person (and is rather fond of you). It can run a lot by itself, more than great for those with big companies and in need of a good helping (and virtual) hand.

Cyborg Soldiers School:

Mechanical Limb (100)

An extra limb (or a replacement for one you already have). Completely mechanical and superior to its flesh counterpart, about 5 times better than the original, in fact. It's also very receptive to upgrades and will repair itself if damaged.

Wolfborgs (200)

This is a group of 20 wolfborgs connected to you. All the loyalty of a canine with all the firepower of modern weaponry. Extremely resistant to damage, if destroyed beyond repair, you will find the replacements in a week, in your warehouse (or any other of your properties).

Mercenary School (400)

Just like the CSS, this is your own school to teach your students about basically everything you want. It will get the staff and students by itself, but your direct involvement will speed up things. It will follow you through jumps.

Assassins Guild:

Mask (100)

At first sight, this is but a simple mask. But it does have a great effect. When used, people won't recognize the user, no matter how many clues are left, like voice or physical characteristics. Great for those assassination mission in which you have to hide your identity.

Bakery Hideout (200)

A bakery. It can follow you through jumps after this or become a warehouse attachment if you want. It will provide steady income, as well as being a great hideout in case you ever want one. This place also has a soothing effect to it, so working here in your spare time can prove relaxing from your usual adventures.

Black Sword (400)

Not necessarily a sword, can be any kind of melee weapon. It was forged from the corpse of a Black Dragon and so it can damage and kill those. In addition, it can nullify magic and won't break from normal attacks. If you want, you can import a weapon you have into this role.

Companions

Build Up (100/400):

This place shouldn't be confronted by a single man. For 100cp you can import or create a companion, or use 400cp and bring or make up to 8 for a full roaster. They get 600cp to spent in perks, items and can take drawbacks if they wish so.

Canon Companion (100):

Took a fancy to someone here? Not a problem, for 100cp they can join you if you can convince them and they are alive by the end of the jump. I will give you plenty of chances for a good relationship to form between you.

Drawbacks

Take as much as you want.

Bad Luck (+100)
Failing from the stairs, losing your keys, getting the wrong order of pizza in the delivery. For the next ten years, lady luck will give her back to you. It will be difficult to go around without even tiniest bit of luck.

No Money (+100)
There's no two ways about it, you suck at handling money. No matter how much you gain, you will spend or use it in useless shit. Hope you have someone trusty to handle your finances, because you aren't good at it.

Slice Hates You (+200)
Seems like our resident rich boy (and one of the richest people in the world) has taken personal offence with you. He will track you down with the same hate and fervor he will go for Alice. And believe me, his money can buy a lot of things.

Depowered (+200)
Well, so much for fun and games. All your powers, items and even the warehouse are now sealed for the duration of your jump. Hope you are prepared to face all the dangers in this place with only what you got in here.

Assassination Guild Wanted (+300)
It seems someone wanted you dead, like really dead. So they went to the Assassination Guild and gave the greatest bounty ever for your head. All the members of the organization are now in a career to see who's the one that kills you first. Have fun.

Tied to Legacy (+400)
All your powers are now tied to a legacy. To access them you need to use it and you won't be able to use all of them until you master it. Not only that, but now everyone seems aware of the power of such item and are in the hunt for it.

Enemy of the city (+600)
I don't know what, or why or even how. But you managed to do something that pissed the entire city with you. They are all for your head and won't stop until you are dead. Even the dragons have started working with the people to hunt you down. Try to not die.

Final Choice

Go Back Home

Tired already? Well, this place does have more than a fair share of adventures and fights. Indeed, it was a fun ride, jumper. Go back home with everything you have gained until now. Just don't forget about me.

Stay Here

You want to stay here? I suppose this place seduced your adventurer heart, it's unexpected. But then again, it's probably because of that trait that I selected you. Go on your merry way. I will take care of your business at earth. As a last gift to a good friend.

Keep Going On

Duh' Of course you want to keep going! Let's prepare for the next adventure!

Notes

About Legacies

Livestrean isn't actually the name of the relic. It was just passed as a footnote, so I fluffed that.

Backpack is actually the legacy people confused Eggshell at first. The powers shown should be the same, I think.

Made By Ricrod