

Wargroove Jumpchain
Double Trouble Update

Welcome, traveler, to the world of Aurania. Thousands of years ago, the continent was split between two rival kingdoms: Cacophony in the west, and Silmor in the east. After a long and bloody war called the Great Dissonance, Cacophony finally triumphed over Silmor in a battle in what is now known as the Quagmarsh, but ruined itself in the process. Since then, four nations have risen on Aurania: the Cherrystone Kingdom, the Felheim Legion, the Floran Tribes and the Heavensong Empire. These nations live together in relative peace, but that will all be changed when an ancient Vampire from Felheim, Sigrid, slays the current king of Cherrystone, Mercival, causing political ripples that threaten the entire continent.

Take 1000CP, and set off into the world of Wargroove!

Origins:

Drop-In: You wake up in the territory of your chosen faction, with utterly no memories to speak of. Unless you actively avoid it, you will eventually meet the leader of your faction, who, sensing a strange aura about you, will offer you a job formulating battle strategies. Age is anywhere between 10 to 29.

Commander: You're a rising star in your country's army. You've just been assigned partial command of it, in fact- you're a commander. There's war brewing on the horizon- don't screw things up and you have a golden future ahead of you. Age is anywhere between 10 to 29.

Veteran: You've got a lot of experience in combat, having experience with lances, mounts, siege machinery and, if you're part of Heavensong, even some familiarity with mighty constructs such as the Oni and the Ryuu. Age is anywhere between 10 to 43.

Faction: You will find yourself working with one of the factions of this world. Roll a D6 to determine which one.

1. **Cherrystone:** A peaceful place, where pastoral grasslands give way to lush meadows and cool, emerald forests. While the Cherrystone Kingdom is caught between the harsh snowscapes of Felheim to the west and the hazardous wilds of the Gloomwoods to the east, the kingdom, for the most part, manages to exist in its own tranquil state.
2. **Felheim:** Splintered fjords and rimy forests; broad, empty tundra and jagged snow-capped mountains. This is Felheim. It's a quiet place, all sound muffled by the fathomless snow. Sometimes the wind will pick up, and howl a mournful, bitter song across the icy plains, but otherwise, silence reigns. Here, the undead walk. The chill can't reach their weathered bones. Perhaps they look frail to you? They're not. They're held together by more than rotting sinew - they exist by sheer force of will. Free undead alt-form.
3. **Heavensong:** Heavensong has many territories beyond the seas that circle Aurania, but the heart of the empire beats within these shores. It's a land of shining golden sands striped with fertile valleys of desert flora, of awesome mountain ranges speckled with shimmering diamond mines, of sparkling oases and endless azure coastal waters. It's a country of craftsmen, artisans and inventors, as well as a country of beauty, honour and intellect.
4. **Floran:** Around 900 years ago, give or take a day, a comet smashed into the north coast of central Aurania. The impact caused a minor tremor, and a great amount of inconvenience to a group of local fishermen, who lost several rods and a tackle box to the burning debris. When humanoid figures emerged from the wreckage, the fishermen thought to give these reckless hooligans a piece of their minds. Unfortunately, they ended up giving the figures much more than that, as three of the fishermen were eaten on the spot. Though this is all we know of that fateful day, one need not take a huge mental leap to infer that this was the Floran's genesis in Aurania, especially as shortly after the comet's collision with the fishermen, rumors and reports of 'tree people' began to spread across the continent. Free Floran alt-form
5. **Outlaws:** There are outlaws everywhere. Really. Just, all over the place. Why are there so many? Is it due to geopolitical issues? There must be some kind of socio-economic cause, surely. Maybe there's some sort of global anarchic political movement going on? Whatever the case may be, they are, literally, a law unto themselves. They band into clans, and you happen to be with the largest ones. Outlaws use the same units as Cherrystone, but they wear black instead of red.
6. **Free Choice:** You may take your pick of any of the factions available to you.

Perks:

50CP Jukebox: You have the soundtrack to Wargroove, which you can play at any time. You can choose whether or not others near you can hear the music as well.

100CP Amphibious: Whether you are a deepfolk or a kappa, you are one of the species of humanoids that are capable of breathing both water and air. For the duration of this jump, this power is limited to the altform this perk gives you, but afterwards, it is a power inherent to you, not this form's biology.

Drop In:

100CP Basic Strategies: You have a comprehensive grasp of military strategy, and how to correctly apply it. This will be pretty useful, especially against certain commanders who don't seem to grasp the intricacies of war.

200CP Made From The Greatest Warriors: You have a gift for exploiting the weaknesses of your enemies. From hard-earned experience, you know what works best against what kind of unit, what conditions are needed for each unit to get critical hits and how best to take advantage of the enemy commander's blind spots.

400CP Quick Learner: You adapt very quickly to the fighting style of your opponents in battle. After having fought a single battle against an opponent, it seems simplicity itself for you to come up with a counter for their typical tactics. After you've fought them a few times, you can even come up with a passable imitation of their general strategy. The skill of this mimicry increases with the amount of times you fight the opponent.

600CP Tactical Genius: At any point during a battle, you can enter a state where your mind works so fast, time itself seems, from your perspective, to freeze entirely. You can take as much time as you'd like to consider your strategy and how your opponent might respond to it, and just generally think about the battle that you face.

Commander:

100CP Skills For Peacetime: Being a commander, you are technically supposed to be a ruler of your people, and more to the point, you are supposed to be good at the parts of being a leader that don't involve having your guys kill the other guys. As such, this perk gives you a level of basic competency at running a medieval nation. You aren't exactly anything special, but you know enough that your people will be content with your rule, and won't be trying to stage a coup or anything.

200CP Don't Give Up: Leadership comes very easily to you. You can inspire people you are in charge of to new heights, increasing their loyalty and sometimes even their abilities.

400CP The Art Of War: You're the best there is at what you do. You gain a flair for fighting and a tactical sense that is near peerless, allowing you to effortlessly spot the glaring vulnerability your enemy has to your cavalry, for example..

600CP In The Groove: Over the course of a battle, you feel a strange energy building up, with speed depending on how well you fight, as well as how much damage you take. When this energy reaches full power, you can release it to cause a special effect to happen, based on who you are as a person, and this is called a Groove.

Grooves have different charge times, based on how difficult they are to pull off. Examples of Grooves are Valder's ability to raise undead soldiers from the ground, Ceaser's ability to inspire his troops to keep fighting past the point of exhaustion or Empress Tenri's ability to manipulate the wind to reposition her enemies.

Veteran:

100CP Combat Experience: You're well trained in the arts of combat- both command and more personal fighting. You know how to handle yourself in a fight, you know how to ride a horse and you understand the intricacies involved in archery, being able to calculate the effect that the wind speed will have on your arrow, amongst other things..

200CP Feels Like Magic: Whether through genuine magic, strange plants or the glory of science, you've discovered how to do multiple different, although related, things. First, you can cause a broomstick to rise up into the air and fly. Secondly, you can call down lightning bolts down from the sky, as well as launch electric projectiles at your enemies. Third, you can release a burst of healing energy that restores a small amount of your troops vitality. Fourthly, you can weave illusions in order to disguise yourself as the enemy. Finally, you can choose, instead, to cast a hex, draining all foes within the radius of this malediction of a tenth of their total vitality. Though Heavensong's Stormowls cannot actually fly upon brooms, you will still gain the knowledge needed to craft your own flying stave to compensate.

400CP Endless Confidence: During battle, you gain a very weak healing factor, that every minute, restores a tenth of your total combat strength and vitality, allowing you to ignore minor wounds and scratches until the battle is over, and you can recieve more immediate medical treatment.

600CP Just Rush Golems And Hope For The Best: Stuck in a rough spot? It looks like you're going to lose? It doesn't matter. Your enemy is weak, and your troops are strong- you'll get through this. You get a boost to both military competence and luck when your back is to the

wall. You can often grab victory out the jaws of defeat, and even punish your opponent for overextending their forces.

Items

50CP Wargroove: You get a copy of Wargroove, with an appropriate system to play it on. Have fun practicing.

50CP Stylish Outfit: A cool signature outfit, perfect for commanding during a battle.

100CP Bow And Arrows: You get a relatively sturdy bow, as well as a quiver. The quiver never seems to run out of arrows, so you can shoot to your heart's content.

100CP Rifle: This is a rather early form of firearm appropriate to your faction, only being able to hold three shots before needing to be reloaded, however, it has an incredible amount of range to it, and strangely enough, the final bullet seems to have an uncanny ability to deal more damage than normal. You may import a rifle to grant it both a new form and a new ability.

300CP Portable Base: This appears, at first, to be basic camping equipment. However, everything in this pack seems to have some level of minor enchantment-the sleeping bags provide a great slumber, the fires started with the lighter (a Heavensong invention) providing just the right amount of warmth and coziness and the food cooked in the frying pan tasting all the greater than normal.

300CP Giant Unit: This is a copy of one of the giant units of your faction, which are about twelve feet tall. It seems sturdier than typical instances of giant units, and assuming you aren't Heavensong, in which case this would apply anyway, it seems to have been modified so that you can use it as a mobile suit of armour, safe from any attacks. It will never run out of energy. Counts as a mech, but isn't airtight. Curiously, it seems to be light and agile enough that you can still use transport vehicles whilst inside.

300CP Heavensong Blueprints: These blueprints detail how one would go about crafting many of the Heavensong Empire's mighty machines, from the simple Cogshell to the mighty Oni and Ryuu. Annoyingly, someone seems to have spilt something on the page detailing how to build flying staves, leaving it an unreadable mess.

300CP Stronghold: This large structure is very well-defended, and when trying to convince others to fight under your banner, if they know you have this, they will be more easily swayed to join your cause. You own the deed to this, in worlds where that would matter.

300CP Army: Well now. It seems that you are capable of bringing your troops along with you and your eternal journey. Refer to the Army-Builder for details on how this works. Free with band of brothers drawback.

Companions

50-400CP A War On Many Fronts: You may import one to eight of your companions, grating them 600CP to spend on whatever they wish.

100CP Canon Companion: This ensures that you have many favourable meetings with a canon commander in this world and take them as a companion along your adventures, assuming that they agree, although you will have to ensure that Sedge doesn't meet his just end by the hands of Ryota if you want to take him along. Mercival isn't an option, since he's dead. Erla and Orla count as a single companion.

100CP Can Love Bloom On A Battlefield: This cute warrior isn't a commander or anything , but she's certainly attractive. She has the same level of competence that you would have gotten from taking the Veteran origin, knowing her way around most weapons available to your army and how to properly operate siege equipment.

Army Builder

So, you have taken the option to have an army follow along your chain. Right then! Here's how this will work. Your army is composed of followers; meaning that they do not gain any CP when entering a realm, or even any free perks or items. They literally just follow you from world to world, doing their own thing. However, they do not take up a companion slot, and can follow you even if you didn't pay for any companions to enter this world. Any fallen soldiers will respawn after a year. You will also be provided with enough rations and other supplies to be able to support your army for the full duration of your jump. You also gain appropriate facilities as warehouse attachments; most land units are in a barracks, air units are in a tower, sea units grant a port and thieves and riflemen use a hideout.

That being said, you now have 20 Tac Points to spend on recruiting your very own army. The name of each unit varies based on the faction you are aligned with, whether they are Cherrystone, Felheim, Heavensong or the Florans, and each unit costs exactly one Tac Point, regardless of their strength or numbers, although stronger units come in less numbers. It's up to you whether you want to focus on quality of troops, or quantity of troops. You can spend 50CP to get an additional tac-point, and you can do it as many times as you like.

Swordsman/Dreadsword/Lionblade/Slasher
200 of the most basic unit type available, these basic warriors are armed with a sword, a shield, and not much else.

Battlepup/Dreadhound/Shiba Inu/Quagmutt
500 trained wardogs. These good boys are not hindered by forests, and have a rather incredible sight range. They also do not die, rather, they simply run away. You'll still need to wait a year for them to come back, though.

Pikeman/Dreadspear/Heronguard/Slasher
100 spear-wielding warriors. These guys are tougher than the typical soldier, and excel at fighting beasts such as dogs and the mounts of cavalry.

Wagon
100 transport wagons, these cannot attack, but are good at transporting any troops that can fit inside to where they need to go.

Ranger/Dreadbow/Hawkbow/Shooter
100 bowmen, these troops are similar to soldiers, except they use bows for range attacks, not swords for melee.

Alchemist/Warlock/Thunderbear/Shaman
150 mages, these troops can call lightning down from the sky, as well as being versed in ways to heal up their fellow countrymen.

Knight/Dreadknight/Tigerlance/Greenguard
150 knights, these troops have great mobility and great strength atop their noble steeds.

Ballista
50 ballistas, as well as the crew to man them. They're heavy to move, and thus rather slow, but they're very powerful, especially against air units.

Trebuchet/Treebuchet
25 trebuchets, as well as the crew to man them. They are rather slow to move, but they are very powerful.

Golem/Revenant/Oni/Gloom Giant
10 powerful constructs, slow and cumbersome, but incredibly strong against both infantry and structures.

Rogue/Prowler/Fleetfoot/Sneaker
300 stealthy infiltrators, these units cannot fight at all, however, they are able to stealthily infiltrate enemy territory in order to rob them blind, to the point where the enemy will be forced to abandon that territory. That said, after they have stolen all that money, they will be slower, due to being weighed down by the money that they are carrying.

Marksman/Dreadeye/Eagle-Eye/Gunner

100 men armed with early rifles, these units can shoot an enemy from incredible distances, however, they can only load three rounds into their rifle at a time.

Balloon/Floaty Thing
150 transport balloons, these cannot attack, but are good at transporting any troops that can fit inside to where they need to go.

Harpy/Vampire/Tengu/Leafwing
150 flying troops. These warriors can attack enemies who are airborne and those who are on the ground, throwing sharp feathers, knives or leaves at ground troops and striking fellow fliers with their taloned feet.

Witch/Wraith/Stormowl/Swooper
150 anti-air troops, unlike mages, these warriors are specialised in their role, flying on broomsticks and firing powerful bolts of electricity at their fellow air units. They cannot actually attack ground units in a traditional manner, but they do possess the ability to drain a tenth of their total vitality with a hex, which will also affect their fellow air units.

Emberwing/Fellbat/Ryuu/Bloom Dragon
10 battle-ready dragon units, their powerful breath attacks will decimate any ground or water troops unlucky enough to get in their way. It should be noted, however, that these mighty beasts cannot actually do anything to fight their fellow fliers.

Barge
100 transport boats, these cannot attack, but are good at transporting any troops that can fit inside to where they need to go.

Merfolk/Deepfolk/Kappa/Splasher
150 bident-wielding aquatic soldiers, these troops can move upon the land, but are quicker when in water.

Turtle/Bone Turtle/Cogshell/Mudsnapper
100 large turtles, as well as aquatic soldiers to ride them, these are great counters to enemy warships and aquatic soldiers.

Harpoon Ship
50 ships equipped with harpoons, the intended use of which is the fight against turtles, but they do happen to be effective against turtles as well. Crewed by aquatic soldiers.

Warship
50 powerful ships, armed with cannons for destruction of your enemies buildings and annihilation of their troops.

Drawbacks:

Drawbacks give CP. There is a 600CP limit. You can take further drawbacks, but will not be rewarded.

0CP Waifu Wars: Anon, really? All of your units just *happen* to be waifus? I could understand the ground infantry and the sky riders, but why are the giants, amphibians and dragons cute monster girls? The Heavensong dragons aren't even supposed to be real dragons, but they're monster girls too now! I hope you're happy with yourself.

100CP Man's Best Friend: Rather than being a human, you seem to have entered this world as a large dog or, if you are allied with the Florans, a quagmutt. Your presence is majestic enough that this isn't a huge hindrance to your ability to lead an army, but you still can't really communicate well with others, only being able to bark. At the end of the jump, you gain your dog body as an alt-form. You won't die of old age.

100CP Stop Helping Me: People show you how to do things. Repeatedly. You'll be treated as a fool no matter how long you've been a commander, and will be forced to learn the simplest concepts over and over again over your time here.

100CP Sorry, I Don't Speak Poor: Your enemy gets twice as much income from their buildings as you do.

200CP Rebellious Troops: Your troops don't like you initially. In fact, they downright hate you. They think you're incompetent and weak. Expect less effectiveness in combat and a rare mutiny. You can eventually win them over, but it will take serious time and effort.

200CP How'd You Get There: You're nearly always at a tactical disadvantage in combat. This could come from being outnumbered, outfunded, ambushed, or simply outplanned. There's usually a way to win, but it's a lot more difficult.

200CP Fog of War: Most of your battles will be fought in the blight known as the Fog of War. You'll have to rely on your soldiers' vision to see the battlefield, often getting ambushed by enemies hiding in forests or the like. To make matters worse, it seems like only your side is hampered by it- your enemies know exactly where you are.

300CP Dark And Gritty War: The cartoonishness of war in this world is gone now. The world is much more grimdark- war is awful and near-constant, your soldiers brutally die instead of simply being unable to fight, and your siege weapons and soldiers must be built/recruited from the populace of your country. They don't come from nowhere, after all- not now, anyway. Not even the dogs will be spared from this carnage.

300CP Never Played A Strategy Game In Your Life: Oh dear. You're completely clueless on how to fight battles in this world. Your knowledge of strategy simply doesn't apply here, every tactic and mechanic seeming to be completely alien. When you become a CO, you'll be completely out of your depth. You'll have to learn how to do everything the hard way- and trust me, it will be hard.

600CP A Band Of Brothers Against The Whole World: You are alone with only a small army against the full armed forces of all five factions. They will coordinate intelligently with each other and hunt you to the ends of the Earth. They won't negotiate and they won't stop until you are dead and your army is crushed. By the way, your powers and items from other jumps? Locked away until you defeat and conquer them all. Good luck, jumper.

600CP The Other Ruin: The ancient and powerful artifact, Requiem, has risen from where it was sealed and possessed the queen of Cherrystone, Mercia! Quickly laying waste to her former allies, Mercia has dominated their minds completely, as well as the mind of Empress Tenri's most trusted subordinate, Ryota. Unlike the previous drawback, you will have some allies in this fight; Greenfinger Zawan, Empress Tenri and the formidable Ragna, as well as the outlaws Wulfar, Erla and Orla, and it is possible that you could find a way to break Requiem's hold on the former commanders, but it will be a difficult fight, given how Requiem's power seems to enhance the strength of even the lowest soldier ten-fold.

If Mercia is still under Requiem's spell by jump end, you fail your chain.

Ending:

Go Home

Stay Here

Continue Jumping

Notes:

For the purposes of anything that cares, the extra damage from the rifles last shot is a critical hit.