Forsaken Sword Legacies Jumpchain V0.2



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Welcome to the world of Forsaken Sword Legacies. This is set in a medieval kingdom off the coast of some fantasy world where there are two main forces. The armies of Overlord Drakus, and the heroes of Christina, the Chosen Angel. Drakus seeks to destroy the kingdom, kill Christina and murder the heroes, for posession of the Forsaken Sword. It is unknown who Christina serves, however they are the good guys in this setting. Your goal is to live in this setting for 10 years. However, if you chose Forsaken Sword Legacies 2, 3, or 4 the setting may depend. Christina and the armies of Drakus are around for all 4 games, so you don't have to worry about too much. Take **+1000 CP** for your troubles.

You can have your skills and abilities, as this setting has some high tier characters and powers to obtain.

Roll 1d8 + 6 for your age. Or alternatively, pick between 11 and 18.

You can roll 1d4 to determine your location, you can choose a sub location within there.

Forsaken Sword Legacies 1: You are in a kingdom ruined by war between Drakus and Christina, and Drakus has obtained even more dark power. You can start in the Home Village, The Snowlands, The Swamplands, The Flame World, or Fort Drakus. In Fort Drakus, there is a task to collect four legendary gems to assemble the Hero's Gladius, capable of striking down Drakus. However in order to defeat Drakus, you need to get past his commanders. All of them are male, but can be genderbent to your liking. His commanders are Jedaffi, Frostano, Surlatin and Bloodrus, who hold the four orbs.

Forsaken Sword Legacies 2: You are in a new kingdom ruled by the fair King Darrek, with aid from Christina for rebuilding after the attack at FSL 1. There are four new commanders that work for Drakus, including a former knight of the kingdom you live in. Drakus' four commanders are: Allaciar (♂), Castalah (♂), Freightus (♂), Furriza (♀) The former knight is Di'Lahn (Male) who has turned against your kingdom for unknown reasons. Four gems are needed, dropped from the commanders to assemble the Heroes' Gladius to strike him down once again. You can start either in the Lightning Village, Home Village, Quanja Desert, or Ice Hills, or the Forest.

Forsaken Sword Legacies 3: You are in a new kingdom, after the heavy war on Drakus versus heaven, Christina has been sealed away by Drakus in an effort to win the war and finally conquer the Continent. However, this was when Sukard, the female second in command of his, finally stood up, and she aims to revive Drakus at his full power. She has four new commanders, who are Sarahliss (♀), Magmus (♂), Geminith (♂), and Venimon. Those four hold the orbs needed to summon Christina and obtain the angelic blade, the only thing capable of striking and wounding, maybe even killing the beautiful but deadly Sukard. You can start in the Black Woods, the domain of Sarahliss or the Home Village. The other zones are too dangerous to go in.

Forsaken Sword Legacies 4: An underground cave is your main base after you and the others fought Sukard. Four new commanders of Kraidrus, a relative of Sukard have arisen. Fyrus (♂), Tartarus ((♂)), Slavaki (♂) and Blizzara. (♀) Those 4 drop the orbs to obtain the Heavenly Sword, needed to defeat him as his full power.

End Jump Scenario:

In order to stop jumping and obtain your spark you must either:

- Defeat Christina the Chosen Angel at her full power, and convince her to save the world
  Or
    - Defeat all four Drakus Empire leaders, all at the same time, at full power.

You will be given time to prepare, as the commanders of all four leaders are quite honorable.

Origins (Pick One)

Chosen of Christina (Free): You were entirely chosen to lead and were summoned here into this world to defeat Drakus, Sukard, Farrok, or Drakkard. (Drakus is for FSL 1 and 2, Sukard and Farrok, AND DRAKUS for FSL 3, and Drakkard for FSL 4). The reward for this would be an angels blessing, and a legendary weapon called the Forsaken Sword. However, it seems that you are going to ask for other things. (If you are doing an NSFW jump)

Drop In (Free): You just dropped in, into one of the four zones in four separate eras. (Refer above). You can have your skills and abilities and you have a cool shortsword as well.

Citizen (Free): Your just a regular citizen with no weapons, but you could certainly get one. Some rumors say that Jedaffi and the others hate citizens.

Drakus Empire Commander (200 CP): Your pretty big in the Drakus Empire, and are pretty noticed for it. Some say that your here to destroy, others to be like Sukard and the ones before you. Or if you want to go ahead and fight them all that's okay too.

Perks

Chosen of Christina

Mysterious Shortsword (-100 CP): You have a shortsword that keeps showing up near your adventures, and is the first item that you start with. It is a simple shortsword made of iron, but

Bluesteel Armor (-200 CP): Very durable armor that is the most durable armor next to divine armor. Can be bought from a merchant or made by yourself. This armor, like other items gets stronger each jump.

Holy Potion (-500 CP): This potion has been blessed from Christina the Angel. This, recovers all of your health, gives you extra and allows you to run faster. Best used against dangerous foes. It also tastes like the best drink you've ever tasted. This also applies across jumps.

Hero's Gladius (-300 CP): The Heros' Gladius is the only weapon (Other than the Forsaken Sword) that can cut through Drakus's armor. This weapon also upgrades overtime, and over jumps as well, and is twice as affective from creatures of darkness. You also can attack twice with this weapon.

Heavenly Broadsword and Shield (-700 CP): The absolute best weapon other than FSL 4's Forsaken Sword. This thing is made from the Four Orbs of either game, and does much more damage than any other weapon. Combined with an indestructible heavy shield, you are more than ready and equipped to fight. Like the other gear in this jump, you can upgrade it with other materials.

Drop In

Samurai Armor (-250 CP): A quick and light armor that is made from the

Boss Skills (-100 CP each): Want a specific boss skill? Jedaffi's Huge Slash? Furriza's Lightning Bolt? Bloodrus' Healing Slash? The Jump Heal? You can take the skills for 100 CP each.

Bloodlust Blade (-500 CP): You can obtain this blade out of the blood of your enemies.

Forsaken Wil (-150 CP)l: Your charisma is able to convince even the toughest of foes to join you. You can try convincing one of the commanders of the Drakus Empire to join you, and help Christina in making the world better.

Forsaken Wings (-800 CP): With these wings of angelic dynasty sprouting on your back, you can fly up as fast as you can, and how high as you want, and this grans you breathing in space and in water as well, able to survive lots of conditions, and is able to help you survive cold and heat, and you can teleport out once per day.

Citizen

Smithing (-50 CP): Smithing is good. You can make weapons up to the Bluesteel tier, and to defend yourself, you can make shields and armor, from any material you find.

Extra Durability (-200 CP): You can resist bullets, dragonfire, other weapons and have superhuman strength and durability. Radiation has a lessened effect on you and diseases aren't as lethal.

Orb Collector (-400 CP): You can collect more orbs and more items to add the power onto the Heavenly weapons given to you by Christina. Once you collect any heavenly weapon, you can re-challenge the commanders for a stronger and stronger experience.
If you choose FSL 4, you obtain their weapon.

Granite Piercing Blade (-600 CP): You don't have a super angel sword of light, destruction, and all of those cool things, however you have a sword that can cut through anything, even mountains and tall rocks. You can only get stronger and stronger.

Drakus Empire Commander

Basic Weaponry (0 CP): You can take this for free and you obtain an iron shortsword, and a shield. You can also have basic dark magic and elemental magic.

Big Four's Aid (300 CP): For this, you can call on the Big Four Commanders for their help. Soon enough, they all notice you if you have bought this. You may ask for many favors, and asking them as a companion can only be done if you convince them.

Dark Forsaken Sword (400 CP): For Drakus' empire, this sword is imbued with the power of infinite darkness, and it can cut through anything just like the cutting granite sword.
This sword also cuts through big buildings and can call upon the creatures and powers of darkness to aid you.

Armor of Drakus (600 CP): This armor is given to someone by Drakus himself, and is made of the strongest materials in the world, even beyond Adamantine. You are immune to so much, only heavenly and other strong weapons can harm you. Guns nor Nukes have NOTHING on you now.

General

Level System (Free/Mandatory for All): There is a level system that requires XP to level up.

Items

Tier 3 Healing Potion (100 CP): Unlimited stack of potions that heal all your HP/life points. They also allow you to gain some extra speed. They give extra power as well.

Skill/Stamina Hybrid Potion (Varies): Recovers your skill bar and allows you to use powerful techniques and skills, such as the Overhead slash. Costs:

- 100 CP for Tier 1
- 200 CP for Tier 2
- 300 CP for Tier 3
- 500 CP for Holy Tier

Magmus' Stave (200 CP): Is a very powerful staff of fire that has control over the flames, lava and also gives you the power to summon a giant damaging fireball that is right above your enemy, and homing.
It's pretty, *spicy* if you ask me.

Chainmail Armor (100 CP): A weaker set of chainmail armor. Nothing too special about this, other than it gives you lessened speed for more durability. You can turn this into a stronger armor if you manage to get some divine fragments.

Hellbound Darkheart (350 CP): A powerful dual set of swords that allow you to use the powers of fire and darkness respectively. They get stronger each jump, and subtract 2% of the enemy's HP each strike. This darkheart looks like a single sword.

Power Ring(300 CP): Gives 2 extra powers, usually 2 boss skills of your choice.

Jumper's Armor (200 CP): A specific suit of armor that upgrades across jumps. It can look like anything that you wish for it to be, as long as you are wearing a part of the armor. Its innate abilities are 5 main powers and HP and MP recovery. Your HP for this starts at 200 unless it would be higher from previous jumps.
It also gives +3000 HP.

Kingdom Crown (450 CP): Allows you to own a kingdom nearby the FSL Kingdom. You can also get a kingdom, and this when you complete a scenario.
It also grows across jumps. Also comes with a Category SS forcefield.

Orb Sash (50 CP): An easier place to store your collectibles and can be hidden easily.

Invitation of Drakus (200 CP): An invitation that allows you to see any of the commanders of Drakus in a non hostile encounter. This item can be taken up to 4 times, depending on which setting you pick between the four FSL games. Its honestly one of the best items in this jump, and can get you even more power than before.

Ship and Hull (Varies/500): A classic ship and hull, with everything that you need for a sea trip to travel to other continents. It is also a rowboat that can get upgraded. Every time the ship is upgraded, an extra 50 CP is added to your budget.

- Rowboat and Hull cost 50 CP
- Sailboat and Hull cost 100 CP
- Caravel and Hull cost 200 CP
- Frigate and Hull cost 300 CP
- Ketch and Hull cost 400 CP
- Skiff and Hull cost 500 CP

Companions

Companion Import: Spend 50 CP for each companion, or 300 for 8 companions from other jumps or your Cosmic Warehouse that you bring in. They each get 800 CP, origins of their choice, and other things only within this jump.

FSL Party (300 CP): Not enough to have a kingdom of your own? Well you can bring many friends, and companions with the rules of *Companion Import*. Want many people to be fighting Drakus at once? Perhaps everyone is turning on Christina? Multiple champions? Well, now you can have a little party of your own! (This is like the MGQ Jumpchain's Paradox Party)

Canon Companion (100 CP each): Want to take someone, perhaps an NPC into your little cosmic group of people? Or perhaps one of the four commanders of the Drakus Empire? Drakus himself?

Christina herself? Enjoy fighting your favorite FSL bosses? Well now you can take them with you! You cannot take Drakus, Kraidrus, Sukard, or Farrok unless you complete the scenario. You can take Christina as a companion if you complete her scenario. You cannot take anyone that you have killed, unless you have revival magic. They also have a completely custom personality, or their canon one.

Christina or Drakus, or both. (300 CP): You can take them both as a companion if you either complete their scenarios or convince them with the upmost charisma, such as with the Perk Forsaken Will, then you can take them as companions. Christina, is the Chosen Angel and through out the FSL games, has forged the one and only legendary weapon capable of defeating the Drakus Empire. Drakus is the supreme leader of the Drakus Empire, and they have risen time and time again to try to take over the kingdom, and failed by an ancient hero.

The Ancient Heroine (400 CP): This ancient hero (for the sake of the jump) can be taken as a companion for 400 CP. Time and time again she is the heroine who has defeated the Drakus empire, if you are going to aid her she will most likely join you in all your endeavors. The effects of any perks also extend to these companions. Depending on she has defeated Drakus, she will have either the Forsaken Sword or: The Heros Gladius, Angelic Sword or the Heavenly Sword, depending on the setting. She also has weapons from other FSL 2 challenges.

Tier 4 Commander (200 CP): Want to have Jedaffi, Sarahliss or Blizzara from the games be your companion? With some convincing, you could have them follow you and be your companions across your multiversal adventures.

Generic NPC (50 CP for level 1-10, 100 CP for level 11-20, 150 cp for level 21-30, and 180 CP for level 30-50): Like any of the foes from FSL 1, 2, 3, or 4? You can take them (Provided you have CP leftover) on your adventures with you!

Shopkeepers (100 CP): You can take one of the shopkeepers from any of the FSL games with you, provided you can convince them.

Personal Commanding Army (500 CP): You essentially have an army of people you could use, their numbers are 200,000 strong and normally are armed with medieval weapons and tools and have all sorts of roles, such as the warrior, spy and so on. But for your jumps if you have taken other gear, they can be armed with sci-fi gear if you have sci-fi jumps.

Drawbacks

(You can take up to 2000 CP)

Goddess Hunted (+500 CP): You are hunted by Christina's goddess. They will try to turn you into their own little angel and will be hunted by the others. You cannot take Christina nor the Heroine as companions, but you can take anyone else unless you convince them to stop.

You also can take them as your own if you win.

Drakus Hunted (+600 CP): The whole army of Drakus is after you, hunting you down. You've made them mad, and it is going to show. This means that you cannot take the Big Four, nor the four main leaders as companions unless you prove yourself, or convince them to stop attacking and going after you. This could require trial by combat.

Damned (+300 CP): It seems that bad luck follows you everywhere, and everyone is incredibly either mad, or unfriendly at first sight. You also are hated by angels and celestial beings unless you can erase the mark of the Damned by defeating Drakus, or his equivalent in the setting that you jump in.

Hard Mode (+900 CP): Everything, from enemies got 10 times tougher, and their stats (even HP and level) are multiplied by 10. You also have a harder time convincing enemies to stop, but this does give you an extra 900 CP.

Your Not Punny (+250 CP): You will be forced to make unfunny puns whenever you speak, and people now are going to judge you for it. People *will* judge you, friend or foe.

Unholy Smell (+50 CP): You smell unholy, and people will be more inclined to be hostile towards you...you smell awful Jumper, at least try to clean!

Scenarios

Ah Dear Jumper (Cannot be taken if you are an Drakus Empire Commander): In this scenario, you are going to have to (Depending on your setting) go through the exact hero's journey that the Heroine went in. You will have to obtain the four orbs from the commanders, craft the angelic weapon and defeat the overlord, as well as fight the liutentants of those four commanders. It will be a tall tale of woe and of power, but in the end if you can complete this scenario, you get the Forsaken Sword and 500 CP. You also gain any perk that you wish for half the CP cost. Well if you do FSL 1, you get a bonus weapon and armor of your choice, an extra 100 CP and you unlock the End Jump Scenario. (Applies for all scenarios)

Conquering the Kingdom, Like Always: You can't take this scenario if you are not a Drakus Empire Commander. This scenario is conquering the kingdom, using the help of the four commanders, defeating the King, Christina and the Heroine or taking them as your companions to help you conquer. This requires you to defeat them, and take over the kingdom and no resistance. You can take the Ah Dear Jumper scenario instead of this scenario. As a reward, you get anyone in the series as your companion and 600 CP, with the Dark Forsaken Sword. This also allows you to become the angel of Drakus if you wish. If you take this scenario during your End Jump scenario, you will fight Christina.

Kingdom's New King: This is a shorter scenario and can be done on any path. In retrospect, you just get a kingdom, and 800 CP for completing it. The goal is to help the King Darrek restore his kingdom to its former glory among the continent. This also involves dealing with bandit outposts, assassins and Drakus Empire knights, but I'm pretty sure you can handle that. You get the kingdom to yourself, and completing this counts as the scenario to move onto the next world, on your jumpchain.

Queen of the Forest: The goal of this scenario is quite simple. Help Sarahliss overthrow Sukard, provided you will not be able to take Sukard as a companion however you WILL be able to spare her. Sarahliss if you help her, is a free companion on your jump, and you obtain 900 CP, and you get your own Personal Forest/Grotto as well.