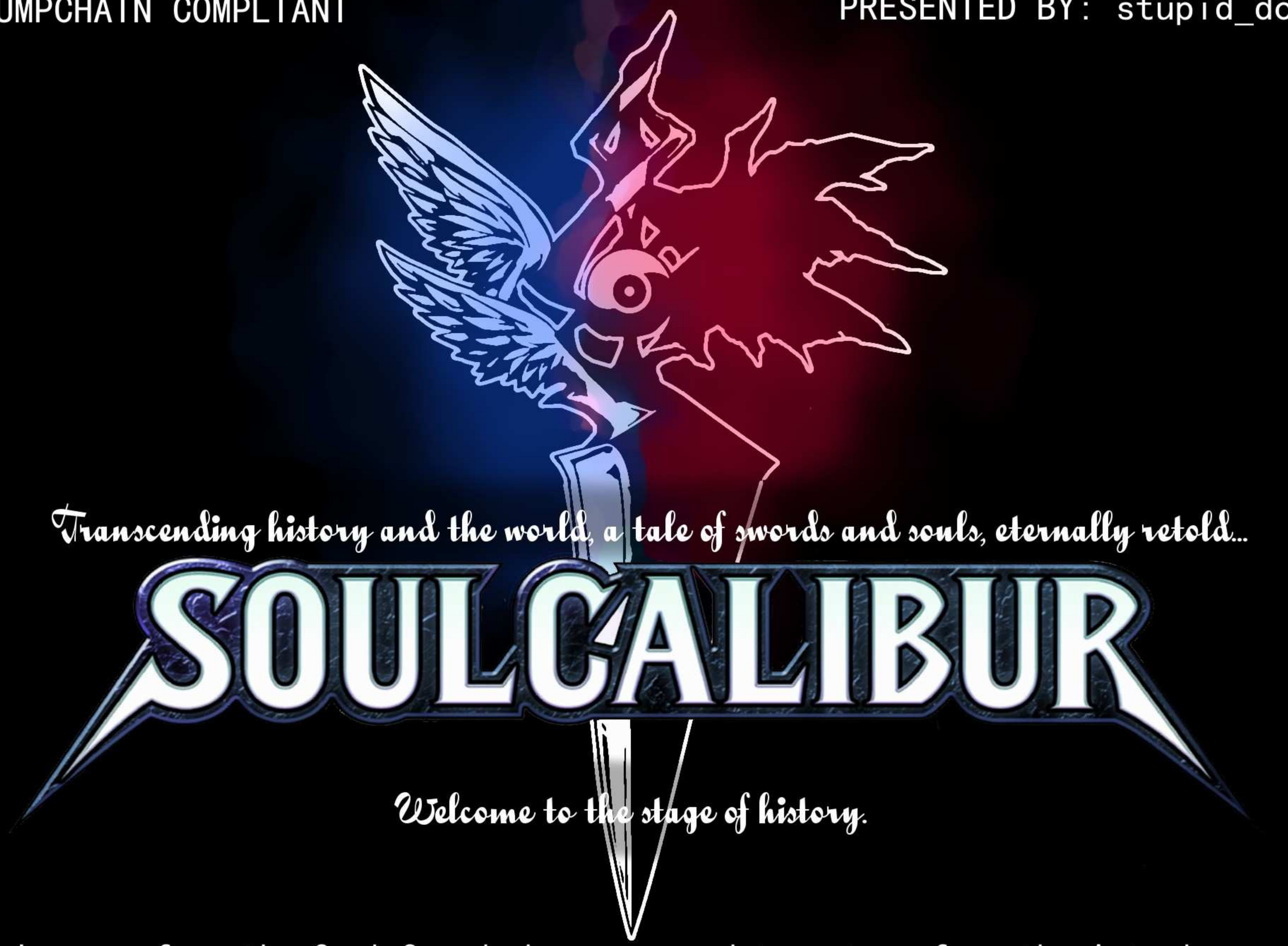
JUMPCHAIN COMPLIANT

PRESENTED BY: stupid_dog

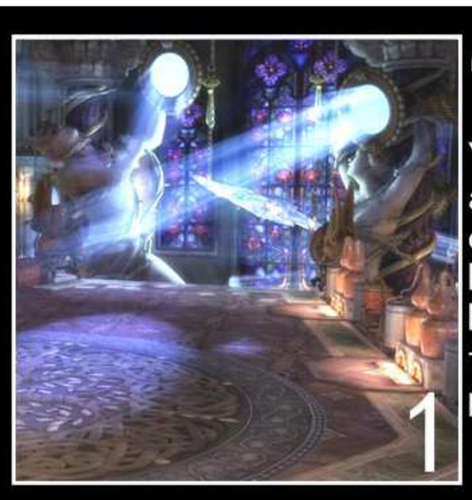


In some form the Soul Swords have managed to return from the Astral Chaos. Once again they've transformed this world into their personal battlefield. People continue to seek out the legendary Soul Edge for the sheer power it confers. Some may be unaware of its underlying evil and others are just wilfully ignorant, believing that they alone have the willpower to master it where others have failed. The cursed blade's influence is far reaching, corrupting people and making them malfested to serve its own dark purposes.

Soul Calibur and her servants strike at the malfested at every oppourtunity. Despite this the spirit sword should not be considered an ally of humanity. It is simply an enemy of Soul Edge, just as powerful, and seeks a world of perfect order - regardless of the costs. Will you seek out the blades for yourself or simply keep them from falling into the wrong hands?

You shant be sent into this world with nothing. You have been granted a budget of 1000 Choice Points (CP) to make the transition easier. These can be used to improve your starting conditions, by granting experiences, special powers, equipment, or just a better location.

Roll 1d8 to see where destiny will take you, or spend 100 CP to select any location.



Valentine Estate

You find yourself in the home of a wealthy, deadly aristocrat. You can choose to begin in either London, England or Prague, Bohemia. If you can justify your trespass, this location can provide good tools for alchemists.



Kaminoi Castle

A remote, abandoned mountain fortress in Japan. Rumours circulate about hauntings in the area. It is in surprisingly excellent condition.



Palgaea Shrine

Hidden beneath a desert in Persia, this is the home of an ancient evil order, the Fygul Cestemus. Here they worship the god Palgaea and offer sacrifices. The grand hall is always full of fiery lava. Intruders are killed.



Astral Chaos

A mysterious alternate world where the victims of Soul Edge are trapped. When defeated, Soul Edge hides here to regain strength. It is very difficult to leave. The terrain is alien and potentially endless.

Ostrheinsburg

A castle located east of the Rhine River. Once a proud, impregnable fortress, it has been reduced to ruin. It was formerlly the home of the Azure Knight, also known as Nightmare.



The Adrian

The mighty vessel of legendary pirate Cervantes de Leon. If you are discovered aboard the vessel pray that you are given the mercy of walking the plank.



Water Mills Valley

A valley lined with massive water mills. They have some access to power, excellent drinking water, and plentiful harvests. The people here live in harmony with nature.



Embrace of Destiny

You may begin anywhere on the world.



To determine your starting age, roll 1d8 and add 16.
Your gender remains unchanged.

You can spend 100 CP to specify both your starting age and gender.

Now that we've figured out where you are, it's time to decide who you are. By choosing any origin (other than Drop-In) you gain new memories and knowledge of this world. These memories can effect you personality and outlook, but you still ultimately control your decisions.

No need to roll this time, just select whichever origin most appeals to you!

Drop-In

0 CP

+/- no new memories or experiences
+/- alone in the world, with no connections to rely on.



There are no changes to your body or mind upon entering this world, but you don't gain any knowledge or connections either. This carries the benefit of knowing with certainty that your judgement isn't being impaired.

New Legend

150 CP

+ happy upbringing, strong values, weapon familiarity
- in unfamiliar lands, no surviving friends or family.



You come from an ancient, underdeveloped part of the world. It could be it the Americas, the unexplored north, or the unknown Africam interior. When the Evil Seed was unleashed your village was destroyed, but they left you with exceptional weapon skills and good morals. You were left alone to track down Soul Edge and seek retribution for you loved ones. You can come across as uncivilized.

Alchemist

300 CP

+ wealth and intelligence, familiarity with myth and magic
- limited combat training and less worldly experience



The study of alchemy is still very well respected, even if sorcery is scorned. You have a comfortable home and decent assets as a result of your study. Interested parties will continue to fund your lavish lifestyle if you continue to share results of your alchemy studies with them. Your mind is quite exceptional in academic matters, but your work offers little time for adventure.

Fu-ma Ninja

300 CP

+ tight-knit clan, you're a ninja, you get to fight demons
- strict social codes, you're expected to fight demons



Fu-Ma Ninja are capable fighters in both unarmed and armed combat. They specialize in demon hunting, some being excellent in creating equipment for anti-demon tasks and others in the art of fighting and sealing demons. Those that know of them will attest that beyond all else they are determined and honour-driven.

Golem

300 CP

+ powerful body, incredible strength, cultist allies
- lessened flexibility, inclined to obey your masters



You are an artificial person constructed for the benefit of another. You arrive in this world at the moment of your creation, but are already designed with a powerful body and gain a entire shadowy organization that will educate you on the area. Of course, they likely built you for a reason. Your body is quite excellently constructed, strong and tough - but you were built to follow orders.

Skills and Abilities

Discounts offer the same benefit at half the cost, for select origins.
A mark of **Free** means that the origin gets that ability at no cost!

Deliverance — 100 CP
Discount: Alchemist & New Legend
You can shake off the influence of corruption caused by the cursed sword with more efficiency than others.

'Til Fate Write My Epitaph
Discount: Drop-In
You are gifted with a number of dramatic taunts and boasts that will encourage others to do battle with you.
100 CP

Mind Over Matter — 200 CP
Free: Alchemist
You have a gift for combining the mundane forces of the earth into greater something greater than their individual parts. Your gain insight into the study of alchemy.

Enigma
Discount: New Legend & Drop-In
You intrigue and puzzle others, giving them cause to seek you out.
100 CP

Sleepless: An Untamed Beast
Free: New Legend
You require 1/3 less sleep to feel fully rested.
200 CP

Tiptoe — 200 CP
Free: Fu-Ma Ninja
Your acrobatic skills are nothing short of astounding. Flips, leaps, rolls, barely any of it slows you down. This assists significantly in moving silently. Falls will harm you much less than normal.

No Remorse, No Pain
Free: Golem & Discount: New Legend
You gain a huge improvement to pain tolerance and easily ignore minor to moderate injuries. You also become better at suppressing emotion. 200 CP

Eternal Wayfarer — 200 CP
Discount: Drop-In
When travelling on foot, you frequently stumble across shortcuts and marvellous scenic views. Travel becomes easier and you find yourself full of energy upon discovering new places.

Forever Onward — 200 CP
Discount: Drop-In
You become more resistant to weather that would otherwise impair your ability to travel. Strong winds, harsh sun, pouring rain, you'll be able to pass through with only a minor inconvenience.

Demon Hunter — 200 CP
Discount: Fu-Ma Ninja
You can sense the prescense of evil entities and those that feed on souls. The more powerful such a being is, the further you can detect it at.

Faster Than A Howling Wind — 300 CP
Discount: Fu-Ma Ninja
You are quick on your feet. Your reaction time and base land speed is noticeably improved.

Tempered Soul — 300 CP
Discount: Fu-Ma Ninja, Alchemist, Golem
You gain a innate gift for forging high-quality weaponry. The weapons you create do not appear crude in any sense of the word, and in time your skill might cause your functional weapons to be confused for elaborate display items.

Sacred Dawn — 300 CP
Discount: New Legend
Upon waking in the mornings you will be fully alert and aware. If you received enough sleep, you will be brimming with energy and ready to face the challenges of the day.

Chainless Disaster — 300 CP
Discount: Golem
Should you ever be bound or imprisoned, you can call upon a powerful reserve of strength to break free from all but the most ludicrous restraints.

Value of Tranquility
Discount: Drop-In
You can meditate to relieve any and all emotional distress. This ability can only be used in a calm, relatively quiet location. 300 CP

Ephemeral Dreams

Discount: New Legend

Your dreams are lucid and you can imagine things in vivid detail. Sleep seems to pass by quickly, if you wish it to.

Phantasmagoria 300 CP

Guided by Wind 400 CP

Discount: Drop-In, New Legend

You gain the ability to communicate empathetically with the wind and derive minor insight from it. You will very rarely be caught off guard outdoors.

Gigantesque 400 CP

Discount: Golem

You are able to wield two-handed weapons in one hand with relative ease. Choosing to wield such weapons with both hands grants increased finesse and manueverability.

Unblessed Soul 600 CP

Discount: Alchemist

You can breath false life into the inanimate, giving objects a form of sentience and the ability to move as you see fit. This requires a long ceremony where skill in summoning magic speeds up the process.

Lost in the Mirage 600 CP

Discount: Fu-Ma Ninja

Once every 24 hours, when moving in to strike a foe, you can temporarily materialize two additional copies of yourself to carry out a single three-pronged attack.

Youth Eternal 700 CP

Discount: Alchemist

You have discovered secrets that prevent aging altogether. Injury or illness may still end your life.

Seal Away Evil 600 CP

Discount: Fu-Ma Ninja

You can quickly produce sacred scrolls to seal away demons within enclosed areas by marking all exits. If demons vastly exceed your strenth or seals are tampered with they will be able to escape.

Evil Reborn 800 CP

Discount: Golem

You have a central core that is your energy source. For a human body or otherwise organic body, this will likely be a heart. Unless that core is destroyed you will not truly be killed. If removed skilfully, your essence can be implanted into another suitable body.

Combat Styles & Equipment

Ling Sheng Su

Discount: Drop-In

An very balanced martial art that specializes in dexterous combat using a quarterstaff for most of its attacks and blocks. It offers both excellent reach and a means to keep foes at a distance.



200 CP

Muso-Batto-ryu

Discount: Fu-Ma Ninja

You become skilled in a branch of eastern martial arts that specializes in deception and quickly drawing and sheathing of daggers for lightning-fast strikes.



200 CP

Gyulkus

Discount: Golem

You gain proficiency in a defensive fighting style that primarily focuses on wielding a giant, two-handed axe. It specializes in keeping enemies at a distance where they cannot harm you, but your axe can still strike them.



200 CP

Ars Animo

Discount: Alchemist

A rarely seen branch of combat excelling in the use of weapons that are given the ability to move unnaturally through use of alchemy or other unspeakable rituals. It can be utilized at a multitude of ranges.



300 CP

Shin Tenpu-Kosai-Ryu

Discount: Drop-In

A style of swordsmanship skilled in fast and decisive blows. It is used several stances and excellent close range grabs to catch opponents off-guard. It is ideally performed with a katana.



200 CP

Manji Ninjitsu

Discount: Fu-Ma Ninja

It could be said that this type of fighting is less about fighting and more about trickery. But if that was said you would have already been decieved. Sword techniques, disguises, poison, and theatrics are all important in this ninja art.



200 CP

Raise Thy Sword

Discount: Golem

A truly fearsome method of combat. Requiring a zweihander at least, it takes plenty of experience in killing to truly master. It features wide, surprisingly quick swings and a variety of multi-purpose stances. For nearby enemies, popular pankration is often incorporated.

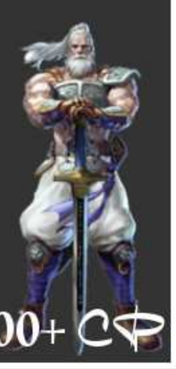


200 CP

Master of Edges

Discount: New Legend

You may select any singular style used by any character throughout the Soul Series. You are now proficient in that method of combat. If the fighting style relies on magic to any significant degree, you must pay an additional 100 CP.



300+ CP

Soul Edge Shard

100 CP

This is going to attract malfested and many others that want to destroy the cursed sword. However you may be able to use it to tract down Soul Edge and other shards. Corrupting influencce.

Fantastic Armour

100 CP

Discount: New Legend

You may obtain any one set of armour features during the series, so long it has no supernatural attributes.

Weapon

100 CP

Discount: New Legend

You may gain any one single weapon featured in the series (any weapon without magical or mechanical components)

Fine Clothes

50 CP

Though not intended for fighting in, these fine clothes don't restrict movement in a fight - regardless of how they might look. They are particularly well-suited for formal occasions where they're often stylish and exotic.

Born From Chaos

A giant axe or axe-like weapon built by a heretical sect and granted to their golem. It carries a curse that punishes non-members that attempt to wield it. A golem given life by the Fygul Cestemus will never suffer negative effects.

Discount: Golem — 200 CP

Demonfighting Gear

More than a mere skin-tight bodysuit, this gear comes with enchanted greaves, bracers, and pauldrons. All of which provide substantial protection against demon attacks. In addition you receive dual kodachi, these too are effective at slaying demons.

Discount: Fu-Ma Ninja — 200 CP

Maze of the Blade

On your travels you have acquired a potentially miraculous weapon: a Snake Sword. Perhaps a prototype forged by Ivy or something you built from her design, it nonetheless looks quite fearsome. Unfortunately there seems to be some sort of magical component missing.

Discount: Alchemist — 300 CP

Potential Drawbacks

Maximum Two

Malfested

Gives you frightening raw strength in your dominant arm, but it can only be used to wield weapons. It takes on a monstrous appearance. Most civilized folk will immediately treat you as a monster. You are much more susceptible to Soul Edge, but derive more power from its shards.

+50 CP

Mischevious Whispers

There's a voice in your ear, frequently giving you the worst kind of advice. It doesn't badger you constantly but is common enough to become a nuisance. The voice may distract you in battle or prevent you from getting sleep occasionally.

+50 CP

Impossible Combo

You cannot utilize abilities from multiple jumps simultaneously. Even something as simple as combining a martial arts style from different adventures will be beyond your grasp.

+100 CP

Fanservice

A woman who takes this drawback will discover that they have breasts to rival the great Isabella Valentine. A man who takes this perk will become ridiculously endowed. In either case, you will be required to wear outfits that leave nothing to the imagination.

+100 CP

Blind Loyalty

You enter the world completely subservient to one of the cast members. They will utilize you in whatever way they see fit. You will never question their judgement or orders. If they should disown you or die, your primary goal will still be to carry out their wishes.

+150 CP

Wardrobe Malfunction

To say your clothes are fragile would be an understatement. After simple scuffles your outfit will be on the verge of falling apart. Armour is not immune, expect clasps to open and have it fall away after taking a few blows. If it manages to stay on, you can expect it to break apart soon.

+200 CP

Frality, Thy Name Is...

You are weak, in every sense of the word. You cannot fight well or lift heavy tools. Even your strength of will is low, making you susceptible to the influence of the swords and the sinister magic of others.

+300 CP

Pavor Nocturnus

When you do manage to sleep, you will be plagued by vivid nightmares. This will disturb the sleep of any of your companions as well, as you will move, flail, and scream occasionally throughout the nights.

+300 CP

Destined Battle

A powerful enemies you've made in previous adventure has managed to follow you into this universe. It seems destiny desires another showdown between you. Fate will ensure your paths keep crossing so long as you draw breath. 100 CP per enemy chosen.

Up to +300 CP

After 10 years, you have to make one more choice...

Go Home

You are returned to your home to the same point in time you left it. You keep everything gained from your travels: abilites, powers, toys, and companions.

Stay Here

This world is the perfect place for you. Back home, it will be as though you simply disappeared one day. Here you can make your mark on history.

Continue

This world isn't quite for you, but you don't want to head home quite yet either. You may not know what the next world has in store, but you can expect a new adventure awaits.