Krull Jump

Version 1.0.2



This, it was given me to know: that many worlds have been enslaved by the Beast and his army, the Slayers. And this, too, was given to me to know: that the Beast would come to our world, the world of Krull, and his Black Fortress would be seen in the land. That the smoke of burning villages would darken the sky, and the cries of the dying echo through deserted valleys. But one thing I cannot know: whether the prophecy by true that a girl of ancient name shall become queen. That she shall choose a king, and that together they shall rule our world, and that their son shall rule the galaxy.

Krull was a 1983 fantasy adventure movie set in a medieval world of magic under assault by a dark Beast from outer space. It was not a movie with pretensions of greatness, or being anything more than a fun adventure story. And now it is the adventure story you are entering into. Whether you will attempt to avert the prophecy, help see it come true, or simply interact with the world as you see fit is your decision, but to help you in your goals have this:

+1000 CP

Location:

By default you begin at the castle of Lyssa's father as Colwyn and his remaining forces arrive after attacks from the slayer armies.

If you'd prefer to begin somewhere else, feel free to begin anywhere shown in the film other than the Black Fortress's current location. You will have to find that yourself.

Age and Gender:

Select an age and gender as you find appropriate.

Backgrounds:

Any background may be taken as a Drop-In.

Beast: You are the villain of the film, or somehow kin to it. An invader from the stars you possess terrible powers which make you a threat to this world.

Cyclops: Originally inhabitants of another world. They entered into a bargain with the Beast where they traded one of their eyes for the power to see the future, but they were betrayed and made only able to see their own deaths.

King: While you may not actually be the new king of two kingdoms, like Colwyn you possess the abilities needed to serve as the hero of the story.

Queen: Or perhaps you'd like to be the other half of the romance. Whether a sister, cousin, or unrelated you possess abilities to inspire love and devotion similar to those of Lyssa herself.

Sorcerer: Ynyr, the Emerald Seer, Ergo the Magnificent, the Widow of the Web… there are many sorcerously inclined figures in this tale and now you too count among them.

Warrior: Or maybe you prefer martial skill and might. Whether one of Colwyn's soldiers during the initial attack by the full force of slayers, one of the bandits he would later recruit, or simply someone living in this land besieged by the slayer army you are a skilled hand with a weapon.

Perks:

All discounted for the relevant background. 100 CP perks are instead free.

Beast

Many Worlds Were Enslaved by the Beast and his Armies (100 CP): It seems the Beast's coming is fairly well foretold on this world. While it was *probably a prophecy*, you will now find that your coming is foretold in new worlds when you desire it. At the start of a new jump you will find prophecies telling of your coming, and stories of your past deeds filtering into the world to presage your entrance. While you do not get to choose specific stories to enter a world, you may choose to deactivate this perk before the start of a jump.

In addition you find it somewhat easier to build and maintain an intimidating reputation.

The Beast Does Not Like Curious Seers Poking Into Their Affairs (200 CP): You possess the power to block attempts to observe you with supernatural means. Whether it's precognition, scrying, or even reading your mind, you may sense any attempt to observe you through supernatural means - including comic book science or other Clarketech observations - and can block them with your own power even turning your power against the would be snooper hitting them with mental backlash or destroying their tools of observation. Of course a sufficiently powerful seer may be too powerful for you to block, but they would have to possess notably more power than yourself.

I Could Assume Any Form I Wish (400 CP): The Beast has many powers, an uncertain list of them in fact, now you have one of his more well displayed powers. You are a skilled illusionist and shapeshifter. You are able to project images of your own design, or those of your senses, and assume the forms of others well enough to claim you can assume any form; though this is purely cosmetic and you gain no powers of the form.

Power of the Beast (600 CP): You now possess a truly bestial form. Standing many times the height of a man, you possess inhuman strength and durability - able to survive a legendary weapon plunging into your chest - and to spit balls of force about the size of a man's torso from your mouth. These force balls failed to kill a hero, but were able to deflect attacks from the glaive. Post-Jump this becomes an alt-form.

Also like the Beast you are able to project your power over vast distances. You may scry on far off locations with no focus or need for spells, communicate messages to your

followers, and even exert any magical powers you may possess through this distant awareness.

Cyclops

Cyclops (100 CP): You are a cyclops, possessing a single eye in your forehead and stature - and strength - greater than that of a man. You are not overly superhuman, but you are stronger and tougher than human. Post-Jump this becomes an alt-form.

Had That Been So You Would Now Be Dead (200 CP): Cyclopes are known for notable skill with thrown weapons. Now you possess such skill. You have exceptional aim with thrown weapons, and can propel them with more force than expected. Enough to penetrate a suit of full armor with a hand thrown spear, at least coupled with a cyclops's general strength, and if you are already stronger still…

I Have Been With You Since the Beginning (400 CP): For someone who stands head and shoulders over normal men you are surprisingly stealthy. You are capable of following a group of men for days through relatively barren terrain and remain unseen until you choose to aid them and reveal yourself. And this, again, as a particularly large person.

Born to Know the Day They Will Die (600 CP): You possess the curse common to the cyclopses of this world: you are able to see how you will die. Normally this would be a wretched fate, the opposition of which would see you suffer an agonizingly painful alternative fate and death. However you are somewhat outside of context for this world, and thus a little less held by fate than others. As such you always know the most likely way you are to die within your time in a jump, but unlike the cursed cyclopses you are able to change this fate without being punished with a worse one.

King

Nor Have I Become King On That Day (100 CP): You've lost your father and your bride on the same day to dark armies that have proven capable of completely overpowering any force in your world. It's only natural to be upset. But you will recover quickly. You have the courage, resolve, and willpower to face hardship head-on and quickly recover from loss and tragedy.

Would You Follow a King (200 CP): You have the bravado, and charisma needed so that you could convince a band of bandits who had you outnumbered ten to one to, instead of fighting you, join you on your quest to save the world. Of course this works best when you have the means to motivate them. Still you can create stirring speeches on the fly, even ones which will move men who have reason to be your enemies, and you are generally gifted at swaying the hearts of others.

My Talons Were a Heartbeat from Your Throat (400 CP): You're harder to kill than most. You could receive a blast from an energy weapon which was normally lethal to humans and merely be knocked out. This is not purely an increase in toughness, as much as a tendency for blows that would normally be fatal to be merely glancing blows, and the protection of fate making the worst injuries less likely.

In addition to this softening of injuries, you have some quality that makes your enemies less likely to desire your life. A monstrous assassin sent for your life might decide to spare you, even knowing that their master can kill them from afar. This is not an absolute effect, it will rely on your charisma and personality to sway such feelings, but coupled with the protection of fate should serve as a push in the direction that keeps you alive.

I'll Find Men On the Way (600 CP): Sometimes you have a quest you must complete and you just don't happen to have the resources needed to do it. Perhaps your kingdom's armies have fallen in battle against the forces which abducted your bride and slew your father. But when you find yourself faced with a quest and lacking resources you will also find yourself blessed, as allies seem to be drawn magnetically to your side, ancient relics of power put in your path, and clues to guide you towards the knowledge you need to complete your quest almost seem to fall in your path. This won't guarantee your success, unless fate has already done so, but it will certainly give you a leg up. The more help you need the more help this perk will provide, though even it has its limits.

Queen

Tis You Who Are Betrayed (100 CP): Machievelli said it is better to be feared than loved because fear better prevents betrayal than love. Machievelli did not know you it seems. You are gifted at inspiring loyalty in others through love. While not an absolute assurance, if you are faithful and true to another they are very likely to reciprocate in the same to levels best described as heroic. Of course the better you are at inspiring love in others the more effective this will be.

Only if We Are United Do We Stand a Chance Against Them (200 CP): You are actually a fairly skilled diplomat. You are capable of understanding what is needed to bring peaceful alliances between two people, and working towards these ends. This is most effective when there is powerful motivation - bringing two age old enemies to agree to join their kingdoms as one under the joint rule of their to be wedded children might require an existential threat to both kingdoms - but even without it you are a talented peacemaker able to find and discern the paths to it.

Would You Jump For Me (400 CP): You are exceptionally beautiful, it seems to be a prerequisite to be a princess after all. This beauty is enough to catch the eye of the influential, powerful, and even the otherworldly drawing their affection, lust, and potentially love. You will find it is particularly adept at attracting the *affection* of supernatural and alien horrors whether you want their lust or not.

Take the Fire From My Hand (600 CP): Those who fight beside you that truly love you, and you truly love, find their powers, capability, and competence rising to new heights becoming more talented, able, and all around better when by your side. Moreover when fighting beside one who you love, you may allow them to manifest the power of your shared love as mystical fire capable of overpowering and burning down even the Beast. This fire is stronger the more spiritually potent you are, and the greater your shared love, and is especially potent against dark supernatural forces.

Sorcerer

The Old Man (100 CP): Without Ynyr heading out to find the prophesied hero-king this whole adventure would never have gotten anywhere. Like him you have an eye for those who are narratively important, able to see those who have the weight of destiny upon them, and sense to some extent their location. This is not a perfect sense but only a vague awareness of the general direction you need to go.

It Is Known to Me (200 CP): You are well informed as to the more supernatural happenings of this world. You are aware of the locations of ancient relics waiting for the right wielder to claim them, the secret hermitages of fabled seers, the name of ancient sorceresses, and other such obscure mystical knowledge.

In future jumps you retain this sage-like knowledge of the occult and magical, your knowledge base updating each jump. This does not give you knowledge of how to perform magic yourself, but just lore surrounding magic.

Jumper the Magnificent (400): Like the hill person Ergo you have training in the magical arts. You are able to assume a variety of animal forms, and to launch yourself through the air in the form of a comet. Unlike Ergo the Magnificent, you have greater control of your powers, not needing to keep each spell written as notes, and actually able to aim your transportation or transform others into animals; though these transformations are not permanent, only lasting a short period.

This It Was Given Me to Know (600): There are many seers and prophecies in the world of Krull. The Emerald Seer, the Widow of the Web, the prophecy which guides the plot. Now you can be counted among those who can provide these prophecies. You are a capable seer, able to use magical aids and foci to see distant locations, the near future, or even on occasion the further future though such tends to be cryptic.

Warrior

Hill Bandit (100 CP): Thieves, bandits, fighters, and brawlers. You are now one of these. You have training and proficiency in battle, medieval weapons, and the sort of guerilla tactics expected of hill bandits able to set up an ambush, ride a horse, or serve as a medieval combat force.

Does One of Your Wives Live Around Here (200 CP): You are a charmer skilled at the art of seduction and wooing those of your preferred gender. Perhaps more than merely wooing you are skilled at juggling relationships with multiple partners. This works best when they are spatially separated and unaware of each other, but as a traveling bandit you could juggle seven or eight wives at once. And for you this isn't wholly ineffective when they are aware of each other.

He Can be Killed (400 CP): At least when it's you doing it. When you find yourself tasked with facing a seemingly invincible or immortal foe, you find yourself stumbling on means with which to kill them - their secret weakness or a weapon that can harm them - or perhaps simply being able to kill that which normally would not die.

The Key's Yours (600 CP): What's the point of an adventure without a reward? You find two things to be true. First, that when you work for another only the most untrustworthy will not find a way to suitably reward you for your service, and return your service with the favor and rewards it merits. If you served a king at great risk to your life, they **would** reward you handsomely, perhaps with a position of great authority in the kingdom. Second, when you go on an adventure you will always find some treasure or benefit commensurate with the risk that the adventure involves. If performing at the behest of another these may be the same reward, you don't automatically get paid twice, but even if adventuring on your own accord you will find some treasure in the monster's lair, or some other reward. The value of this reward will be related to the risk to yourself involved; an adventure that risked your life might see you made extremely wealthy and powerful, one which held no true danger to you beyond inconvenience would provide a much smaller reward.

Items:

No Discounts. Any item may be imported into by a similar item.

Slayer Weapon (100): On one end a bladed spike which creates sparks of red energy when it clashes against a sword, on the other an opening that shoots bolts of blue energy capable of killing a knight in armor.

Desperate Men (200 CP): This band of 10 bandits are each skilled warriors, and brave to the point of fearlessness. Perhaps importantly while they are around you, and those who are more narratively important, will be protected as if by fate, the attacks of enemies striking them down in your place. These are followers.

Fire Mare (200 CP/300 CP): Legendary horses of great speed able to travel a thousand leagues in a day. You have managed to somehow tame one of these wild horses, not merely capturing it for a day's ride, but keeping it as a personal mount which for you is as gentle as a baby.

This horse is able to travel a thousand leagues in a day's riding, running on the air with hooves of flames, unless you are yourself already faster where the horse will be at least twice as fast as you are while you ride it.

For **300 CP** instead you get a full herd of 9 of these horses and they will all scale to your speed should you be riding any of them.

The Glaive (300 CP): An ancient symbol, and a powerful weapon. This weapon takes the form of a 5 pointed star-shaped array of handles from which 5 blades may emerge. When thrown, you may guide it with your will by holding your hand extended, causing it to fly and spin as you will. This weapon is capable of sawing through walls of evil magical space fortresses, and bringing down the roofs of chambers, and is even powerful enough to wound the Beast though a stronger power was needed to defeat it.

The Widow's Web (300 CP): This item has 2 portions. The first is a great cave which belongs to you. In it is an expansive spider-web large enough for a man to walk across. At its center is a chamber woven from webs which is capable of serving as a living area for you. This chamber is a place of magical power for you, increasing the strength of your magical abilities somewhat while within it.

The second part is a giant spider larger than a man which (normally) lives in this cave. Unlike the canon spider this is not your curse for a sin, and the spider will obey you as a loyal pet.

Black Fortress (400 CP): This stone fortress moves each day with the rising of the sun, teleporting to another location on the same planet at dawn. As you're paying CP for this (and it's unclear how its new location is chosen) you can determine where it teleports to at each dawn. Beyond being able to teleport, this fortress may take off from the ground and fly up into the air and from there into space where it is capable of interstellar distances.

This fortress is also your place of power, granting you somewhat increased magical potency and might within it; this is greatest at its center, fading as you move further away from it. It is also full of various death traps and protective measures. Though it is somewhat lacking in living accommodations.

Slayer Army (400-900 CP): You gain 100 of the Beast's Slayers as your personal army. Strange worm-like monsters in human shaped armored suits which they somehow move from within the helmets, they are armed with **Slayer Weapon**s and absolutely loyal to you.

For an additional 100 CP you can increase this army's size by a full order of magnitude, to a maximum of 10,000,000 slayers (likely far more than the Beast possessed) for 900 CP.

Companions:

Companion Import (50 cp+): For 50 CP you can import a single companion with a background of choice and 600 CP to spend. For 100 CP you can import up to 3 companions as the above. For 200 CP you can import up to 8 companions.

If you desire more CP for a companion you may transfer CP to a companion, for every 1 CP transferred to a companion they will gain 1 CP. If you want to give multiple companions additional CP you must transfer CP to each companion individually (so giving 2 Companions 200 CP each would cost you 400 CP).

Companion Recruitment (50 CP+): For every 50 CP spend you may recruit a single canon character other than the Beast.

The Beast (300 CP): The Beast with all his nebulous powers is now yours to companion. He comes with the Dark Fortress and his entire army of slayers and his experience as a serial conqueror of worlds.

Drawbacks:

Self-Insert (Toggle): Maybe you don't want to just be similar to Colwyn or Lysette but you wish to take their place. Or maybe you want to be the Beast. Feel free to insert into an appropriate character based on your background, perk, and item purchases.

Short Stay (Toggle): So the movie takes place over the course of a few days, maybe a week. In case you don't want to stay longer than this you can reduce your stay to only until the end of the film, but if you do so you receive ½ CP from drawbacks.

Changelings (+100 CP): You will find the Beast's changeling servants - murderous shapechangers - to be a persistent annoyance to you and your goals even after the Beast is defeated.

Quicksand (+100 CP): You find yourself prone to encountering quicksand. Even in locations where you would not logically expect to encounter quicksand you will often encounter it.

Shackled (+100 CP): You are an escaped prisoner and it shows. A pair of shackles are bound around your wrists. They are not connected to each other, simply being uncomfortable metal bracelets, but you will be unable - or unwilling - to remove them by any means until the end of the jump.

Short of Stature, Tall in Power (+100 CP): While not necessarily truly arrogant, you find yourself with feelings of inadequacy which spur you towards unnecessary and excessive boasting and attempts to verbally elevate yourself above others.

You Are No Great Chooser of Roads (+100 CP): Whatever paths you take to travel seem to be more difficult, and more dangerous, than they otherwise would be.

And For That You See What I Could Have Done To You Were I A Vengeful Man (+200 CP): Your supernatural powers of all sorts - from this world or others - have a tendency to fail or comically backfire upon you. While they will still be unreliable and likely to fail, they will not actively backfire upon in dangerous situations, and these backfires will not cause permanent damage to you. You must have supernatural powers of some sort to take this drawback.

Blind (+200 CP): Like the Emerald Seer, you are blind.

Slayers Everywhere (+200 CP): The Beast's slayer army is supposed to hold every pass and road. We see some of that, but not *that* much of it. Now you will find that - even after

the Beast is defeated - you keep encountering the slayers seemingly everywhere and that they are ridiculously skilled at stealth, stepping out from behind trees, rocks, out of lakes, or even just out of the ground at inopportune moments.

I Have No Men (+200 CP): Do you have friends jumper? Allies? Lovers? Now you will find that you enter this world alone.

+**Love Will Betray You (+100 CP)**: *Requires I Have No Men*. You find yourself unlucky in allies and in love. During this jump no one will love you, and even if you normally would be emotionally self-sufficient enough to not need it you will find yourself craving another's love. In addition those allies you manage to make will have an unfortunate tendency to betray you; even those who should be under your direct mental control.

Damsel in Distress (+300 CP): The Beast has abducted you, keeping you in its Black Fortress well and thoroughly protected. You will be completely unable to escape on your own, forced to wait until someone comes to rescue you.

No Outside Powers (+300 CP): Your standard lock-down perk. You, and your companions, lose access to out of jump powers, perks, and items as well as the contents of your warehouse.

Sands of Your Life (+300 CP): There now exists an hourglass which contains the sands of your life. If this hourglass is ever more than a few hundred feet away from you, or if it should be broken, you will die at that moment.

Outro:

The world is saved or conquered. Your time here has come to an end. And now it is time for you to make the eternal decision:

Go Home: Return to your home and retire from jumping.

Stay Here: Perhaps it will be your son (or you yourself) who will rule the galaxy.

Continue: Or maybe you'd rather go on further jumps.

Notes:

Jump by Fafnir's Foe.

He Can be Killed was a bit of a stretch… and more based on Colwyn than the band of bandits including Liam Neeson, but I needed a perk.

No item discounts just because I really didn't have that many items. So I made them a little cheaper than I would have otherwise (except the slayer army) and just let you pick them up without discounts.

Jump is a little sparse, but it's a 2 hour film, and was made while rewatching the film and an hour or less of additional work/formatting.

Changelog:

Version 1: Published.

Version 1.0.1: Added changelog, noted who I am in case someone needs me, and finished sentence in **My talons were a heartbeat from your throat** so it didn't just end mid-sentence.

Version 1.0.2: Was reminded I left off the Self-Insert Toggle. Added it.