Di-Gata Defenders



By Je4sse

Welcome to Rados jumper! This world is pretty unique with its ties to runic symbols known as sigils and the powers held within them. You see, magical energy was locked within the very bedrock on Rados; the first Di-Gata stones were forged from this living rock and engraved with the eight sigils of power. Nazmul, an evil wizard, wanted the power of the stones for himself. Only the Di-Gata Defenders, legendary protectors of Rados, stood in his way. And even they could not stop the Megalith, all seemed lost until a spell was cast, binding the beast within four sigil stones known forevermore as the Pure Stones. This defeat came with great sacrifice, fearing evil would rise again, the children of the defenders were hidden away to train for the day when Rados would call upon them to defend them once more. This is the setting you are entering jumper; you'll start your journey just after the defenders leave their home for the first time. This is a strange and dangerous world jumper, filled with magic and various sentient species. Take 1000 CP and stay safe, who knows what will become of you should the Megalith be unleashed.

Origins

Di-Gata Defender: Maybe you're a descendant of one of the original defenders, maybe you found and joined them later on their journey. It doesn't really matter, what matters is that you are one of the heroes of this story, you will be targeted by the Order of Infinus and if you don't stop them, they will conquer and rule Rados with an iron fist, the Megalith will destroy you as it did the first generation of defenders. You begin at the monastery that the defenders were raised in. You may roll 1d8 + 13 for your age or choose 17.

Order of Infinus: I see you want to join the villains of the story this time around. Maybe you serve Nazmul and expect to be given immortality for your efforts, or perhaps you're loyal to Brakkus expecting a position of power. Regardless, you start in Nazmul's keep and will be assigned to Flinch and Malco or your own team with your companions. You must find the pure stones before the defenders and use them to unleash the Megalith upon Rados. You may roll 1d8 + 20 for your age or choose 24.

Perks

General:

- (Free) Surrounding Sigils: In future worlds you can take the aesthetics of this one with you, having sigils appear in nature, on the ground, plants, rocks, and animals. New ones will pop up in every jump as appropriate. You may decide if these runes are real or if they're just there for aesthetics.
- (Free) Facial Tattoos: Facial tattoos are oddly common on Rados, it's not a ubiquitous trait but even children seem to be able to get them done. As such no one will ever judge you for any tattoos or markings regardless of your age, if you want to get a tattoo at age 3 you'll be able to.
- (100 CP) Sigil Knowledge: You are a veritable master when it comes to sigils. You know the meanings and powers each one of them has, as well as how to harness their power for a variety of uses. If you took Surrounding Sigils, this knowledge will update with each new sigil you find.
- (200 CP) Sigil Combat: You know the basics of sigil stone combat. You know how to cast a shield, which stones to use to form spells, and you're not bad when it comes to battle strategy either.
- (400 CP) Tech-Knowledge-y: Holograms, powered prosthetics, robots, Sigil powered elevators, portable energy dampening fields, and machines able to cast spells through the use of sigils. This is not all the technology present within the series but it is an example of things you know how to build. You are at least as smart as Eric and Flinch when it comes to the technology of this world.

Di-Gata Defender:

- (100 CP) Sigil Specialization: Choose one sigil from Rados, you now specialize in spells using it, any spells using your chosen sigil will be 20% more powerful. You may buy this perk multiple times, If you take Surrounding Sigils, you may buy this perk for sigils found in new jumps for the same price. Specializing in the Vitus sigil will cost an extra 100 CP as it was considered a myth.
- (200 CP) The People's Hero: You are a defender through and through, and the people of the land know and understand this. You will always be treated with respect and kindness wherever you go by the common people. They will do you small favors that will help you along your journeys, provided that you don't screw them over that is. It's always nice to have support when you're fighting the good fight.

- (400 CP) Channeler: Your body has become perfect for channeling sigil energy. What this means for you is that you can absorb and unleash vast amounts of magical power, as well as act as a conductor for magical energy. Because of this you are also the perfect host for magical entities, so be careful around those with the ability to possess you.
- (600 CP) Wizard Of Yan: You know the truth, you see beyond what is in front of you. You know that the sigil stones are not magic, they are naught but a vessel for true power, power that you now wield. You can access the world's magic without the use of the stones and increase the power of your spells by chanting the names of the sigils involved in each spell. Using this method will summon stones that you don't have or don't even exist in order to multiply the power of your spells.

Order of Infinus:

- (100 CP) Friend of Bandits: Not only do bandits and other criminals not target you, you also seem to have some kind of understanding with them. If you can provide them with something they want, no matter how minor, they will do your bidding and follow your orders for the next seven days.
- (200 CP) Shapeshifting: Normally this isn't something humans can do, but the races aligned with Infinus have been known to possess the talent. Like them you too may change your appearance, including clothes and physical features. The only thing you can't change is your shadow, there is no size you cannot shift into, and all of your equipment is shifted alongside you.
- (400 CP) Malco's Integrated Defense: Are you a gargoyle? Well you'll seem like one now, you have massive sigil stones attached to your body, mostly on your arms and back, these sigils act as a nearly impenetrable defensive forcefield. Even using the nova stone wouldn't see you dead, your shields would be gone but they will regenerate within ten minutes.
- (600 CP) Body Transferral: Like Nazmul himself you can extend your life past your body's expiration date. Your willpower need only be strong enough. Eventually your body will degrade however and due to that, you have learned the body transferral ritual, which allows you to transfer your spirit and all non-mechanical augmentations made to your original body, to a new one.

Items

General:

- (First Free/50 CP) Sigil Stone Set: All sigil stones act as magical power batteries that regenerate over time. When thrown they cast magic spells or combine to cast more powerful spells. Unless there is a large magical surge destroying the stones, they will simply return to you once the spell is finished, drained of magical power. You have received a 15 stone set of basic combat and shield stones; you may purchase this again to obtain more.
- (100 CP) Power Boots/Gauntlet: These boots will let you walk even if you're paralyzed from the waist down, they also enhance your speed and jumping ability. Be careful though their power is limited and you'll be crippled again if they run out. Alternatively you could have a power gauntlet, this device launches your stones and when overclocked can grant you short bursts of superstrength, though it will fire off an explosive after a five second window, I suggest you aim up as it makes a lovely firework display.
- (200 CP) Unique Stones: There's all kinds of sigil stones throughout the series. Purchasing this allows you to take 5 new stones, or convert 5 stones you already have into a new type, whether that be aqua stones or something else entirely. You may alternatively use this to buy a secondary guardian if you purchased the Fusion power in the guardian section..
- (400 CP) Thief's Cloak: A cloak worn by thieves of the region, it is a green cloak that will change to gray when the hood is pulled up, when closed around the body it makes the wearer invisible.
- (600 CP) Nova Stone: A powerful stone made from a combination of Nega and Ogama sigils, when cast it releases a blast equivalent to a magical mini-nuke.

Di-Gata Defender:

- (100 CP) Sigil Stormer: A magitech hoverbike by another name would be just as awesome. They're maneuverable and powered by sigil stones, allowing you to drop one into the engine for a speed boost. They can also be used to channel sigil spells through.
- (200 CP) Inner Nexus: You have been given access to the inner nexus, a room featuring a pool and various plants. It has been used to heal all kinds of illnesses and curses over the centuries by the defenders, and now you may use it in the future to recuperate and heal yourself and others. While within the nexus all disabilities are rendered null, if you cannot walk, you can in the nexus, if you cannot see, you can in the nexus.

- (400 CP) Dome of Concealment: A set of pillars with floating stones and carved sigils, you have enough to space them out equally around any property you own no matter the size. These pillars create a dome around a property that makes the property invisible and unfindable by mystical or regular means. Animal, air, and various natural resources may pass through the dome but anything that would harm those within the dome may not pass. Do note that if the pillars become unaligned through outside forces whether they be a catapult hitting a pillar, or an earthquake moving it, the dome will fall.
- (600 CP) Vitus Stone: The ninth sigil, a powerful stone that can be used to end possession, heal, and purify everything and everyone within a 5 mile radius when cast. It can break curses and destroy whatever is corrupted and evil within its radius when cast.

Order of Infinus:

- (100 CP) Spy Flock: You have a flock of robotic birds that have cameras for eyes.You may choose what species of bird these robots resemble, though they default to crows. When they return they can project a holographic screen from their eyes replaying everything they saw.
- (200 CP) Crystalline Gun: A work of genius designed by Flinch, this turret-like gun can change any crystal or stone substance into an obedient automaton. These automatons take the shape of various creatures and can be quite formidable should they be composed of the right materials.
- (400 CP) Ogama Machine: Is this a human rights violation or a war crime? It's probably both somehow. What you have is General Hod's machine that allows him to turn prisoners into Di Gata stones. These stones can be used as power sources for machinery and spells, each prisoner turns into a different kind of stone, so you can use this to create all kinds of spells powered through a cleaner version of human sacrifice.
- (600 CP) Dakonauts: Well I'm not sure how you got this but you have four very powerful robotic bodyguards now. The Dakonauts can fly and shoot lasers from their hands, presumably made from Dakocite; they are so incredibly durable that it took the combined might of the Wizards of Yan to destroy them. Their lasers are so powerful that they can demolish magical shields and physical ones without any effort.

Guardian

Your Guardian is a creature of pure energy that has been bound in a sigil stone to serve you loyally. It's a powerful ally and can become a good friend as well. They may question orders given to them but will carry them out regardless of any reservations they themselves may hold. Comes with free mini alt-form for non-combat use. You may choose any kind of form for your Guardian to take from the mundane to the mythical, despite their usefulness they won't be entirely sentient. Take 1000 Guardian Points to customize your guardian.

Form: This is what your guardian will look like, the classifications are just for ease of explanation, your guardian can be anything you desire really. Cannon examples include dragons, golems, robots, foxes, scarecrows, eldritch abominations, rats, snakes, etc.

- (Free) Aquatic: This covers any water based guardians you might find, you know things like sea serpents or the kraken. It's unknown how they'll fare against land based opponents.
- (50 GP) Terrestrial: This covers most ground based animal guardians you may obtain. Things like Lions, Tigers, Bears, you know things that'll make your enemies say, "Oh My!"
- (100 GP) Aerial: This covers any guardians who's main gimmick is the ability to fly. It doesn't matter how they fly, just that it's their main method of transport.
- (200 GP) Humanoid: Any guardians with a vaguely humanoid body plan, so golems and robots are fair game, as are scarecrows and the like.
- (200) Swarm (Requires small size): Your guardian is actually a hivemind swarm of identical guardians of the same type. This allows for a quantity over quality approach unlike how most guardians approach combat. You may take this in addition to another form.

Size: Your guardian's size can range from small to large. Their form has no bearing on their size, you could have a giant rideable dragonfly, or a bird sized dragon. This will be their size when they are summoned for combat.

- (Free) Small: The largest a Guardian of this size can become would be around the size of a fully grown husky. The smallest this size can be would be the size of a parakeet, however if your combat form is that small, you won't receive a mini utility form. Guardians of this size are low on defensive abilities, but are much faster than others.
- (50 GP) Medium: Medium size ranges from a large dog to about the size of a fully grown horse. Guardians of this size are good all around combatants but don't stand out in any way when it comes to their physicality.

- (100 GP) Large: Large sized guardians can grow up to be the size of a fully grown elephant. They have a lot of defense and physical power and will tank a few shots for you if your shield goes down, however they're incredibly slow and somewhat bulky.

Summoning: Every guardian has a unique way of being summoned; Kragus bursts from the nearest ground, Dracor appears from a necklace, still others come directly from their stones.

- (Free) Stone: Sigil Stone summoning is the most common form of summoning guardians, you summon them like you would cast any other spell by throwing your stone and calling for your guardians name. They will appear in a flash of light.

- (100 GP) Environment: Choosing the environmental summoning makes your guardian like Kragus, choose an environmental feature for your guardian to appear out of, maybe they get summoned in a whirlwind, regardless their summoning will affect the environment around them.

- (100 GP) Object: Choosing object summoning binds your guardian to an item you have in your possession, it is less obvious to any captors and is unlikely to be stolen, allowing you to summon your guardian so long as you have the item with you.

- (100 GP) Growth: Growth summoning isn't exactly summoning, it's more like using your guardian stone to affect a creature you already have with you in order to transform it into your guardian, so like Kara's V-Moth you can have your small guardian/pet and enlarge it to an actually useful combative size, determined by your size choice earlier.

Powers: Every guardian has a series of powers and uses, you can take as many powers as you'd like for your guardian.

- (50 GP) Hollow: Your guardian has a space for storing things inside it, it can manifest an opening for placing and removing these items at will. This hollow inside makes them no less durable.

- (100 GP) Flight (Free for aerial form): Your guardian can fly, whether it has wings, or a jet pack, it can fly at least as fast as 100km/h, they're also incredibly maneuverable in the air no matter their form.

- (100 GP) Elemental Attacks: Choose a common element from fantasy series, your guardian can now produce ranged and melee attacks with that elemental typing.

- (100 GP) Guardian Spells: You may channel your spells through your guardian, whether this takes the form of empowering your guardian or your guardian using magic depends on the type of spell cast.

- (200) Transformation: Your guardian is like a transformer! It can take on a number of pre-set forms equal to the number of times you buy this upgrade, each purchase is 50 GP more.

- (200 GP) Elemental: Taking the elemental angle further I see, your guardian is now made up of your chosen element, this doesn't need to make sense, you could make a robot out of an air element if you really wanted, how that works is up to you.
- (200 GP) Absorption (environmental summoning only): When you summon your guardian in a location with a special kind of flora, fauna, mineral, or other property, your guardian will absorb that property into themselves. Only one property per environment, unless you pay to buy this again. May be bought multiple times.
- (300 GP) Intelligence: This isn't exactly a power but it'd be perceived as such by the guardians in much the same way as super intelligence is for us. Your guardian is now entirely sapient, it can reason, feel, and plan.
- (400 GP) Fusion: Your guardian stone was broken through some accident, the pieces of the stone fused with either a second guardian's body, or your own. You may choose to apply any of the Guardian powers to yourself or fuse your guardian with a second one you've purchased.

Companions

(300 CP) Companion Import: You may import eight of your companions to be Defenders or Order members, they will receive 600 CP each, along with their own Guardian stone with half the GP for customization. You may import another companion for 50 CP each.

(100 CP) Sigil Spirit: A small, flying, bubbly spirit with the Alto sign on its head. Friendly creatures, these spirits can show you what others are seeing, whether they are in a trance, seeing the future, or have sight beyond your own. They will allow you to interpret what others are seeing in a way you can comprehend.

(300 CP) Yinicorn: A T-Rex like creature with the gaze of medusa. It can shoot beams from its visor like eyes that turn people to stone. The beams have a wide ray and can only be stopped by a solid object, so it doesn't need to be very accurate. I'd be careful with your new pet jumper.

(100 CP) Maya: A young girl with brown hair and special eyes with the Sum sigil within them. She can see the souls of others and the sigils that best represent them as people.

Scenario

Search For The Pure Stones: You are on a quest to obtain the Key, find the four Pure Stones scattered across the land, and recast the spell of binding upon the Megalith. Or maybe you want to find the Pure Stones so that you can free the Megalith and conquer Rados? Whatever your end goal is, you will have to obtain the Key, use it to locate the Pure Stones, and find the Megalith's resting place. You will be targeted by the Order of Infinus or the Di-Gata defenders depending upon your allegiance and end goal. Make no mistake they will do everything in their power to stop you. The Order has bounty hunters and powerful sigil users at their disposal, the Defenders have been trained from birth and have access to the resources of countless monastic warriors.

> Megalithic Binding: For once more binding the Megalith you shall be rewarded with your own four Pure Stones, using these you may cast the spell that sealed the Megalith and seal a single entity in a future jump. Hide the stones well jumper, there are those who would do anything to unleash evil upon the world.
>
> Megalithic Destruction: For playing a role in unleashing the Megalith upon this world you are granted the ability to break any kind of mystic binding that you desire. On top of this you may replace your guardian with the Megalith itself. See your enemies tremble and flee before the might of the Megalith!

Drawbacks

(50) Only Villains Have Noses: Got Your Nose! You can have it back later, don't worry I'll keep it safe. An oddity of the setting, none of the Di Gata Defenders seem to have noses, and now neither do you, even if you're part of the Order of Infinus. This will remove your sense of smell for the duration of your time here, I hope you didn't rely on it too much.

(50) Miscasts: Your spells have an annoying habit of misfiring. When you want to create one effect you end up creating another randomly. You might want to make sure you cast your spells with your allies out of the way.

(100) Adamic Love: You'll end up falling for someone this jump. They aren't necessarily a bad person but they're reckless and their actions cause problems for you constantly. Like Adam they'll lie and cheat and steal from you and their apologies will always work on you no matter what they've done.

(100) Awkward: You have absolutely no social graces, no matter your social or charisma perks you'll always be seen as awkward and a kid. Your perks will still work but you'll never get the full respect you deserve. Being kicked out of bars and coffee shops will be a regular thing for you, small towns will not like you.

(200) Encounters: You will regularly be attacked by bandits and criminals regardless of what you do. For 200 they'll just try to take everything you have, including the clothes on your back, for another 100 they'll be hit squads trying to kill you, and for an extra 100 this can extend to monsters as well. These will not be the guardians of various criminal groups but separate beings, it will up the ratio of encounters drastically.

(300) Sabopen Venom: You've been stung by the much feared Sabopen, better move fast. It's a scorpion from the desert whose venom is so deadly you'll have a mere six hours to live, and the only cure is deep within the swamps that are half a nation away. Moreover the cure is found in being swarmed and covered in spiders, allowing them to bite you again and again. I hope you don't have arachnophobia, although you just might after this.

(400) Clash of Attainment: Well looks like you've been captured by a bunch of warrior cultists. You're starting the jump as their prisoner, you'll be forced to compete in the clash of attainment and fight your way to the position of champion, or die trying. I hope you can reach some stones before you get killed because you're starting without your stones on you too.

(600) Corrupted & Unstable: It appears that all of your Di Gata Stones are either unstable or have been corrupted by some strange force. I do hope you have some strong damage resistance jumper because every one of your Di Gata Stones will be incredibly powerful, however from now until the end of the jump each one you use will target yourself. Not only will your own stones target you, but ones found and used against you will behave the same. You'll

find it more difficult to throw off illusions, attacks, and even your shields will force you into a box. Your guardian will see you as an enemy to target until the end of the jump.

Notes:

Post-jump all sigils may become synonymous/interchangeable with runes or other written magics, all references to sigil energy, di-gata energy, or similar purely refer to magical energy or mana (up to you if that's interchangeable).

Surrounding Sigils: You may toggle this in any future jump, whether the sigils are magic or not is also togglable. There will be hidden sigils in future jumps if this perk is active, much like the Vitus sigil from Rados it will take effort to find and master.

Combining the Wizard of Yan & Tech-Knowledge-y perks will allow you to do things like create your own Di Gata Stones and the Dakonauts as they're essentially Magi-tech from this setting.

Sigil Specialization:

- Altas: The Sigil of Balance, helps balance the magical energies and opposite elements in your spells thus allowing you to use wildly different spells to compliment each other.
- Dako: The Sigil of Chaos, introduces unpredictability to your spells, making them harder to counter.
- Infinis: The Sigil of Eternity, allows spells to last longer and introduces permanence to the outcomes of spells.
- Nega: The Sigil of Force, pushes more magical power into a spell while getting around any elemental defenses.
- Ogama: The Sigil of Order, helps align the various energies in a spell to work in concert together, allowing you to treat magic more like programming.
- Sum: The Sigil of Peace, increases the effectiveness of mental spells while also making uncontrollable spells easier to control by instilling peace into them.
- Vitus: The Legendary Sigil of Renewal, specializing in this sigil will increase your healing abilities and allow you to recover magic much faster, your spells will try and reuse the magic put into them.
- Yan: The Sigil of Wisdom, allows you to use your knowledge of spells to supplement their power and precision allowing you to cast spells you otherwise couldn't.
  Yin: The Sigil of Youth, while specializing in this will not make your spells last longer, any effects they have will not die down, instead ending abruptly, they will be as strong as when they were first cast throughout the length of the spell.