

RWBY: KINGDOMS OF REMNANT

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Though the world may be covered in darkness, mindless monsters ever eager to tear down man and all their creations, there are lights in the dark, shining beacons of civilization and hope, where people can live in relative safety. The kingdoms of Remnant stand in defiance, sturdy bulwarks against the endless tides of the Creatures of Grimm.

On the continent of Sanus, two of these Kingdoms reside. To the east, the Kingdom of Vale is surrounded by a green landscape, while the Kingdom of Vacuo is an ever lawless desert oasis. The frozen continent of Solitas lays claim to the Kingdom of Atlas, ever vigilant and pushing towards the future. The continent of Anima is home to the Kingdom of Mistral, where art and beauty hides much from prying eyes. The lone continent of Menagerie, though not an official kingdom, is the largest settlement of faunus on all of Remnant, given to them after the events of the Great War.

You may start your time here at any point since the founding of these Kingdoms, and will receive **1000 cp** to help you survive this world of bloody evolution.

KINGDOMS:

What Kingdom do you call home?

Kingdom of Atlas: The northernmost kingdom, Atlas has long been recognized as the most technologically advanced of all the kingdoms, regularly utilizing drones and robotic combatants. As such, its military is perhaps the best in the world, which is also helped by how patriotic the citizens typically are, eager to do their part for their kingdom. Such burning passion does well in a land this cold.

Kingdom of Mistral: The kingdom of Mistral is the only kingdom on the continent of Anima, and contains many diverse lifestyles and cultures within its borders, though all hold respect towards nature, from whose bounty makes their existence possible. Broken up into two classes, the upper class are known for their contributions like architecture and fashion, while the low-class are known for more infamous reasons.

Kingdom of Vacuo: Set within a great desert in western Saunus, Vacuo was built around a thriving oasis that was ravaged during the Great War. Not a lot of the citizens here hold much respect for authority, being free spirits down to their core. Somehow, though, this has worked out well for them, allowing Vacuo to keep standing as one of the kingdoms despite the harsh conditions they live in.

Kingdom of Vale: Bordered to the northwest by water and the southeast by steep mountains, Vale has long been a safe haven for all against the hordes of Grimm. Surrounded on all sides by lush greenery and coastal cities, it can easily provide for all of their citizen’s needs. It is the gold standard of what a kingdom should be, and a beacon of what all should strive to be.

Menagerie: Though it is not a kingdom on its own, it is the safe haven of the faunus, given to them after the events of the Great War. Two-thirds of the continent is covered in desert, forcing the population to congregate on smaller areas resulting in small and dense settlements such as Kuo Kuana, the largest settlement and capital. Above all else, it is a land filled with people that just want to be left alone.

RACES:

Age and gender may be chosen freely.

Human: The most prolific race on Remnant, humans are something you are quite familiar with at this point. Though they may not be the strongest or toughest, they have proven themselves mighty when united. It is only when that unity shatters that they fall, division leading to cracks that the Creatures of Grimm are all too eager to exploit.

Faunus: The race known as faunus are not really that different from humans, except for a few differences. They possess some animalistic feature on their body, such as an extra set of ears, horns, tails, or maybe even scaly skin. Additionally, they possess adapted eyes, allowing them to see in the dark.



GENERAL PERKS:

Light of the Soul [Free/100/200/400]: There are many things that separates people from the Creatures of Grimm, but above all else is the soul, and its manifestation known as Aura. You have managed to unlock your Aura, which acts as an invisible force field that can protect your body from even the most fatal of wounds, and even reinforce your physicality to superhuman levels. You have also managed to unlock your Semblance, an ability that is unique from person to person. With time and training, or through extreme emotions, a Semblance is capable of evolving, growing in power or developing new abilities. Keep in mind, though, that too much use of your Aura will lead to it breaking, leaving you vulnerable until it recharges.

For **[Free]**, your Semblance would start off comparable to that of Lie Ren, situationally useful but not typically suited for combat. For **[100]**, it could instead be compared to Nora Valkyrie or Qrow Branwen, definitely useful but not exactly counted among the best of them. For **[200]**, your Semblance would be comparable to Glynda Goodwitch or the Schnee family's, offering a great amount of versatility and power, especially if you were to be creative with how you use it. And finally, paying **[400]** would see you possessing a Semblance on par with the powers of a Maiden, nearly unmatched in potency and versatility.

Sounds of Remnant [50]: Of all the various ways to express the soul and one's emotions, few have been as widespread and beloved as music. No matter the time or place, one can hear the beats of music being enjoyed from all walks of life. If you never wish to part with this artistic expression of humanity, then you may possess a mental playlist of music from the RWBY series that you can pull up at any time, as well as acquiring new songs and remixes as time goes on.

Work of Art [50]: Huntsmen are meant to be the modern heroes of Remnant, paragons of humanity that fight against the forces of darkness that desire to tear down all they love in an ocean of blood and death. Many desire to grow up to be just like them, which is only helped by how so many of them are simply that good looking. Like many of these warriors, your beauty could rival and surpass those of super models, and your hair never gets dirty or falls out of whatever style you place it in.

Musical Talent [100]: It is not enough for you to simply limit yourself to listen to music, your soul pushing you towards creating your own, to sing out and let you express yourself in your own way. You are a truly gifted singer, hitting each vocal note with perfect precision. Additionally, you are quite skilled with three instruments of your choosing, as though you've been practicing with them all your life. No matter what genre you prefer, if it's a private hobby or something you turn into a career, music will always be a part of your life.

Natural Warrior [100]: Everybody has something they're good at, and for Huntsmen it's being able to kill a lot of Grimm. To do that, they each have their own handcrafted weapons, typically unique to each Huntsmen and their preferred style of combat. Some, though, are better than others. You find that you have a natural talent with some type of weapon, be it scythes, gauntlets, rifles or weirder, and will quickly master them in record time. This option may be taken multiple times for multiple weapon affinities.

Free Bird [200]: Perhaps you have gained the favor of a certain wizard, and have gained the smallest remnant of ancient magics long forgotten by man. With but a thought, you are capable of taking on the form of a bird of your choice, be it a raven or eagle. While in this form, not only are you capable of flight, but you won't be sensed by the Creatures of Grimm. It also makes for an amazing disguise, after all, who would suspect the crow by the window to be listening in on your conversation?

Next Generation [200]: Life is a fleeting thing, as what lives must one day perish and fade to dust. As such, it is important to pass down the lessons we learned onto those who come after us, who would carry on our legacy into the future. You are an amazing educator, more than capable of creating lesson plans for whole classes of students and making sure they actually remember what you teach them. Your students seem to learn much quicker than under anyone else, and quickly master what you have to teach them.

Remnant of Magic [400]: When one thinks of the fairy tale 'The Four Maidens,' many would not think of it as a mythologised recounting of an actual event. Though the common person scoffs at the idea of an old man giving four girls the gift of magic, you know better, for you carry on their legacy. You now bear the power of one of the four Maidens, which give you the power to command the elements with a wave of your hand, and in no way draining to use. From fire, lightning, wind, ice, and so much more, it may not compare to the magic once available to humanity, but it will make you one of the most powerful people on Remnant.

Silver Eyes [400]: According to legend, those born with silver eyes are said to be destined to lead the life of a warrior, and are believed to be a gift from the God of Light. Whether that is true or not is irrelevant, as what does matter is the fact that you now possess those eyes of legend. They are powered by the desire to preserve life, causing them to manifest a radiant light that is anathema to the Creatures of Grimm, creatures of darkness and destruction. With mastery, one could smite hundreds of Grimm with just a glance.

Curse of Reincarnation [600]: A curse from the gods, something that only one other is burdened with. You have a very unfortunate form of immortality, as every time you die, be it from strife or old age, your mind and soul will move onto another's body, typically with another like-minded person, and the two will meld into one. When you do so, you will receive all of the original inhabitant's memories and skills, though never at the cost of overwriting your own mind or personality. It is only through the complete destruction of your soul that you would truly die. Until you complete your Jumpchain, this can only be used once per decade.



KINGDOM OF ATLAS:

Discounts for Atlas are 50% off, with the [100] perks being free.

Cold Demeanor [100]: Atlas can be an exceptionally cold place, and that is not just referring to the environment. The people are often cold and pragmatic, trying their best to mask the emotions that the Grimm are so attracted to. Living in this kingdom has made you quite skilled at hiding your emotions, becoming an almost unbreakable poker face. You will still possess those emotions, but it won't seem that way to others.

Greatest Kingdom [100]: No matter where you go, there will always be those that wear their patriotic spirits on their sleeves, entirely convinced that their home is simply the best there is. Whether or not you hold a similar belief, the sheer confidence you display could almost be mistaken for hubris. Though you may be all talk, this confidence will easily allow you to overcome any doubts or concerns you may have about yourself.

Iron Mettle [200]: Untested metal is all well and good, shining brightly in the sun, but is worthless if it dents and breaks at the first sign of stress. Quality steel is that which has been quenched in many battles, proven its worth a dozen times over. Your spirit is like the ideal metal, unbending and unbreaking, a bastion of willpower that will never shatter no matter how bleak the situation you're in. You will continue moving forward until your dying breath.

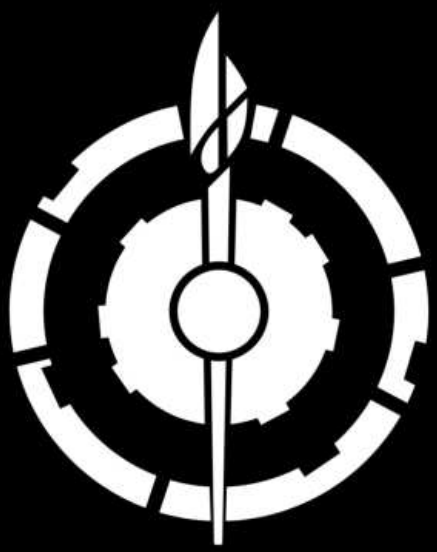
Tin Soldiers [200]: Why should we throw good men to die against an unending black tide, when we can allow our creations to do it for us? Atlas is infamous for its robotic soldiers, and few can match you when it comes to their design. Whether it be drones, robots, or prosthetic limbs, your designs may not be the most advanced or deadly, but are instead highly efficient, both in terms of material cost and power. Yours only need a third of the resources your contemporaries would need, all while being just as effective.

Business Acumen [400]: No kingdom is truly an island, incapable of surviving on its own, and so they turn to trade. After all, everyone has something another person wants. Yet when it comes to making profits, you're sure to be one of the first names mentioned. You have a sixth sense for what will turn out profitable and where, even if you aren't aware of how just yet. Dust may be a necessity for all walks of life, but having a surplus of water Dust in an area experiencing a drought is obviously going to net in a tidy sum. This also lets you know when it would be good to let go of your assets, before they can turn into liabilities that harm your bottom line.

Man of Dust [400]: With steel and Dust, humanity was able to carve out the kingdoms, places where they and their descendants could thrive. As such, it was only natural that the two would be combined into one. When it comes to metallurgy, none are as skilled with the combination of dust and metal into one as you, allowing it to hold onto the elemental properties without end. You could apply this with other supernatural resources as well, if you were to get your hands on them.

Gift of Creation [600]: One of the Gifts the Gods gave to man was that of Creation, to make something out of the world around them in ways previously unheard of. Like many of the brilliant people of Atlas, such as Pietro Polendina and Arthur Watts, your intellect is simply marvelous. Be it engineering or programming, robotics or vehicles, the speed at which you learn new forms of technology is only matched by your ability to rapidly innovate and invent. With your designs, time and resources, you're more than capable of changing the world, and the countless lives of those that live in it.

Real Girl [600]: Atlas is by far the most advanced Kingdom in all of Remnant, and much like a certain girl are living proof of the wonders possible when man puts his mind to it. You are no longer a being of flesh and blood, but a highly advanced android that is almost indistinguishable from a normal person, at least at a first glance. The dust enhanced steel and wiring that makes up your body gives you greatly enhanced strength, as well as boosters in your feet capable of flight and weapons built into your person. Not only are you very receptive to any upgrades applied to you, but are also immune to all attempts to upload a virus or hack into your programming. But even if your body is steel and your blood is oil, the light of your soul proves that you are a real person, no matter what they tell you.



KINGDOM OF MISTRAL:

Discounts for Mistral are 50% off, with the [100] perks being free.

Crafty Artisan [100]: It is through art that we express ourselves, our culture and our beliefs. When you look at a painting, you are not looking at dried chemicals, but a representation of an aspect of the creator. You are a master when it comes to creating a certain type of art, shining more brightly than anyone else. Whether you turn your artistic ability towards painting, weaving, writing, or sculpting, it is sure to bring a tear to most people's eye, as well as bring you in a tidy sum of lien when sold.

Sticky Fingers [100]: For all that Mistral attempts to look more bright and colorful than the other kingdoms, it is a thin coating on the corruption that lies underneath. You know all too well how pervasive crime can be, since you're part of it. You are an expert when it comes to pickpocketing, snatching a thick wallet out of tight jeans without anyone noticing, as well as putting it back, if you're so inclined. So long as they don't have a chain connecting the two, you're liable to make off with a bit of extra spending lien.

Dust Seamstress [200]: Dust is not only used in its crystalized form, or worked into steel weaponry, but also the very clothing that keeps us warm. It isn't used as often anymore, due to the skill needed and niche market, but it hasn't died out, not when people like you are around. You can imbue clothing and fabric with Dust, allowing you to use their elemental properties as though you had a refined crystal in your hand. This property will last so long as the cloth itself does.

Eyes and Ears [200]: Everyone knows that when dealing with truly dangerous enemies, strength and power are less important than information. What their behavior is like, their goals and ideals, and what they're actually capable of. You may not know, but someone else most assuredly does, and could be willing to tell you. No matter where you go, you're capable of building a network of reliable informants, keeping you posted on anything you need to know at any given time.

Living Shadow [400]: The enemy that does not know you are present is one that is not capable of protecting themselves when you inevitably strike. Like the legendary ninjas of past and fiction, you are a master when it comes to moving stealthily, your noises muffled and undetected by most. You could break into a building with some of the most advanced surveillance systems and leave the other side without being noticed. So long as there aren't any surprises, such as someone's Semblance, you should have no problem living up to the shinobi reputation.

Undercover [400]: To survive this world of bloody evolution, law enforcement plays a crucial part, keeping people in line and preserving the peace. Yet there are those that strain under the control of these governments, looking to either break away or tear it all down. When it comes to staying out of sight of law enforcement, be they police or Huntsmen, you're one of the best, and can quickly lose them if it does turn into a chase. Additionally, you're quite skilled at creating fake identities and keeping up the act over long periods of time.

Crime Lord [600]: Wherever there are rules, there are those who seek to break them, whether out of maliciousness or simply because they can. Standing above the common thugs and rabble rousers are people like you, who can take the chaos of mankind's sins and turn it towards something more. With just a little effort, you could easily create and manage a kingdom-spanning criminal empire, your fingers in so many pies that you're spoiled for choice. You underlings also benefit from this, as any members of your organization receive less severe punishments from the law, or are outright ignored.

Gift of Knowledge [600]: One of the Gifts the Gods gave to man was that of Knowledge, to look at the world around them and comprehend it. Knowledge is not usually something given, instead having to be earned. For you, though, acquiring it is especially easy, as you can accurately infer and extrapolate incredible amounts of information from the smallest pieces of data. So long as you have a starting off point, you can quickly fill in the gaps, figuring out computer passwords, profile people and make predictions about the most likely outcomes. This is not foolproof, and it is ultimately up to you to decide what to do with the information, which your improved memory will keep safe and secure in your head without outside interference.



KINGDOM OF VACUO:

Discounts for Vacuo are 50% off, with the [100] perks being free.

If You Can Survive [100]: The lands surrounding Vacuo are not the most hospitable, where every day can easily turn into a struggle for survival without the threat of the Creatures of Grimm. You don't need to worry much about it, though, as you are a master of survival, knowing all the tips and tricks to better survive in any environment, gathering the food and water necessary to continue forward, especially when it comes to deserts.

You're Welcome Here [100]: No matter who you are or from what walk of life you came from, so long as you do your part, anyone can be pretty easily accepted by the people of Vacuo. So long as you help others in difficult situations or share in their struggles, at least to some extent, you'll be just as easily accepted. Not just the people in the kingdom, but for all groups and organizations. So long as you put in the effort, you'll always have those willing to back you up.

Last Oasis [200]: No matter how you look at it, a desert just isn't the best place to build a thriving civilization, what with the lack of readily available food and water. Yet when pushed against a wall, humanity will buckle down and make even the most inhospitable places into something they can call home. You can quite easily find usable resources in even the most barren of places, as well as an intuition of how to utilize them in a way to immediately benefit yourself.

Nomad Family [200]: It takes a rare few to actually thrive by themselves, those sensationalized lone wolves with no one to rely on in their time of need. There is a reason why Huntsmen and Huntresses work in teams, after all, and you are no exception. You are excellent when it comes to working with others, the synergy between all of you becoming greater the more you trust each other, the more you see each other as family. With your family there to shore up your weaknesses and bring out the best of your strengths, there's nothing you can't overcome.

No Laws, No Order [400]: The people of Vacuo have spirits as free as the desert winds, unable to be contained forever by the bindings of humanity. As one might assume, this leads to some friction between those who wish to enforce any lasting order, and people like you. When you work to defy authority, from new systems to centuries old dictatorships, you're by far one of the worst thorns in their sides, stoking the flames of rebellion and uprising with ease. Amazingly, though, your revolutions won't turn into complete anarchy, the lack of any real government working out despite everything pointing to the contrary, so long as you're the one that ignited the spark.

Piercing Gaze [400]: Sometimes, though, there are people who don't have the best of intentions, who would drag you down in order to keep going just one more day. Thankfully, you can avoid such people better than anyone, as with but a glance you can determine the true character of someone, whether they're an earnest and kind soul or a duplicitous backstabbing weasel. This will also help you determine just how much of an actual threat they are to you.

Desert Struggler [600]: On Remnant, there are few places as challenging and imposing as Vacuo, only the Grimm infested wastelands able to hold a candle to the hostility these people face in their own Kingdom. But it is said that adversity makes them a Kingdom of Warriors, and you are the prime example of that title. When faced with conflict and struggle, you will rise to the challenge, growing in strength until you can either match or overcome whatever stands in your way, the rate of improvement increasing with how severe the gap between you is.

Gift of Destruction [600]: One of the Gifts the Gods gave to man was that of Destruction, to tear down all that stood in the way of their progress. Perhaps it is a remnant of the magic humanity once held, but when you go into battle, the very environment will stand by you. Terrain will trip up your foes, the wind will always be in your favor, and the effects will continue to ramp up the longer you're in combat, until you're eventually surrounded by a deadly desert storm, lightning striking at your foes as fierce winds carry them off to their doom. These effects will quickly fade after the fighting is done, and will never harm you or your allies.



KINGDOM OF VALE:

Discounts for Vale are 50% off, with the [100] perks being free.

Living Their Lives [100]: As a dusty old crow once put it, Vale isn't half-bad in the grand scheme of things. Regular climate, natural barriers and some good border defense and the people can focus more on living than just surviving. This is something you can really agree with, as you can easily make room in your hectic and deadly life for all the little, domestic things, like baking cookies and raising a family in between all the chaos. You need to fight for something, after all, and home is a pretty good reason.

Valiant Morality [100]: Some people may argue about how they are justified in their actions, about how the crimes they commit only affect the deserving. No matter what they say, it's all a load of bologna. Right is right, and wrong is wrong, no two ways about it. Your sense of morality is iron clad, well aware of when you're committing good or evil actions, as well possessing the guts needed to call others out on their hypocrisy. Whether they actually listen or not is up to them, sadly.

Natural Defense [200]: All of the kingdoms are situated in strategic areas, places that make sieges difficult, be it by man or Grimm, and Vale is perhaps the best situated of them all, with their natural bounty to draw from. Like the ancient founders, you have quite the knack when it comes to finding natural defenses and how best to utilize them, eventually turning them into places where you could eventually settle down. Defending something is a hell of a lot easier than attacking.

One Against Ten Thousand [200]: It is always unfortunate when one is forced to fight on their own, with no team to back them up. But sometimes, life is cruel and doesn't allow you a choice in the matter. You aren't going to be complaining, though, as when you don't have to worry about keeping your teammates alive, you can really let loose, becoming more powerful when you fight on your own. In the end, though, strength will not bring one victory.

Against the World [400]: Ever since the dawn of recorded history, it has always been humanity against an uncaring world, filled with all manner of threats, from the Creatures of Grimm to the very land itself. But they continued to survive, to thrive against a world that would crush them into nothing, forgotten upon the sands of time. Within you lies that same undaunted spirit, as when you are outnumbered, you will find your capabilities boosted comparable to the amount of foes you face. The boost gained from taking on a team of Huntresses in training won't be as effective as if you were facing entire hordes of Grimm, for example.

Beacon of Hope [400]: To be a Huntsman is to be a hero, someone to aspire to, a warrior that pushes back against the forces of darkness and destruction. If you can live up to that legacy, then you've more than earned the right to the title. The more widespread and influential your fame is, you will find others will attempt to emulate all of your best qualities. This is especially potent for those you've personally helped, seeing you as their savior and wanting to make sure your actions weren't meaningless. A person may die, but their ideals can live on long after even they are forgotten.

Gift of Choice [600]: One of the Gifts the Gods gave to man was that of Choice, to make an impact upon the world through their own will and individualism. When faced with choices, you have a sense for what would be the most beneficial to you, both in the short term and in the long run. What may seem like a questionable decision to weaken your kingdom now will eventually see a powerful alliance with another based on trust and mutual support. With just a bit of thought, you can also come up with logical and precise reasonings for these choices, meant to sway all but the most stubborn of detractors.

Hero of Legend [600]: Many remember the last King of Vale as a peerless warrior, someone that could not be defeated on the field of battle, no matter the odds they faced. Many strive to a similar level of strength, but none have the sheer potential to reach it like you do. You will find yourself learning and improving at a rapid rate, enough to match warriors training for years in just under a year, if you really work for it. This isn't limited to just combat skills, either, affecting any skill or talent you put the effort into mastering. It doesn't even seem like there's a limit to how much you can grow, though admittedly the greater your mastery the slower improvement will be.



MENAGERIE PERKS:

Discounts for Menagerie are 50% off, with the [100] perks being free.

Left Alone [100]: After all they have suffered at the hands of humans, is it any wonder that when the faunus were given their own land to call home, they simply preferred to be left alone? So do you, as you now give off a sort of feeling that makes it clear you aren't someone that wants to be spoken to and left to their own devices. Not everyone may pick up on this, but it's perfect for the many introverts out there.

What's Inside [100]: Really, what separates humans from faunus, beyond just a few extra features. Nothing really noteworthy, if we're to be completely honest, but humanity always wants to have an 'other' to face off against. You seem to be the exception to that rule, however, being based on only your actions and the content of your character, rather than by your race, gender, or appearance. The bigoted will always be bigots, but for everyone else, you can place your best foot forward.

Down Under [200]: The continent of Menagerie is not the most hospitable of areas, considering that most of the landmass is a Grimm infested desert, making it a very dangerous place to travel through if one isn't careful. You seem to have a sense for the most dangerous of these areas, instinctively knowing where they are and how best you can avoid them. Of course, knowing where they are could be especially useful if you want to lose anyone trailing you, or where to set up traps.

Unusual Biology [200]: It is no small secret that some of the appendages granted to various faunus can make life a little more difficult than it has to be, such as unwieldy horns or awkward tails. But you have to make the most with what you've got, and you're more than capable of making the most out of these situations. No matter what your body is shaped like or what additions it has, be it a tail or extra long tongue, you can seamlessly incorporate it into your fighting style. Strike at a foe with your scorpion tail, or keep them at a distance with those massive wings of yours. It's your body, so make it work for you.

Out of Sight [400]: Most of the other kingdoms don't really pay Menagerie any mind beyond simple trade, content to let the faunus do their own thing. You have really come to embrace this, as any unwanted attention simply seems to slip away, them content on ignoring you and yours. Groups wanting to exploit your people for cheap labor will completely ignore you, while a shipping company wanting to make a deal with you will be just fine, so long as they actually intend to keep up their side of the bargain.

Wild Spirit [400]: To refer to a faunus as merely a wild animal is one of the most offensive things you could possibly say, though according to one myth, they are something greater than man or animal, made from the reconciliation between the two. Whether or not this holds any truth is irrelevant, but what isn't is your connection to the animal kingdom, them not being afraid of you or actively going out of their way to attack. This will also make it much easier to tame and control them, regardless of what species it is. This has the additional benefit of making Grimm less likely to notice you.

Uncaged Beast [600]: Even decades after the Great War and gaining a home of their own, many faunus are still persecuted by the other kingdoms, with the standout being Atlas and the Schnee Dust Company. These injustices will not stand, not so long as you still draw breath. While you may not be able to match them in military power, you are an expert at guerilla warfare, masterfully orchestrating a world-wide network of assets that can match those many times more powerful than they. Your very presence also inspired dread in your foes, seeing you as a true monster. One that they had a hand in creating.

Gift of Freedom [600]: When the Gods left this world, they granted humanity one last gift, or perhaps a curse; Freedom. Most importantly, you have gained freedom from fate, possibly the only person truly unshackled from that inscrutable force, and not tied down to any predetermined future. Even your mind rebels against the idea of outside control, making you immune to mind control and illusions alike, finding no purchase upon your indomitable spirit.



ITEMS:

You will receive an additional **[300]** *to spend in this section only. You may discount two items from each price tier, with discounted* **[50]** *and* **[100]** *items becoming free. You may freely import any related items you own at your discretion.*

Starting Gear [Free]: It would be more than cruel to cast you out into this dangerous world with nothing, so feel free to accept this gift. You will receive a set of clothes that are entirely designed by you, as well as an ID and a thousand lien to get yourself started. It may not be much, but larger tales have been told from humbler origins.

Colorful Wardrobe [50]: The people of this world, especially those who choose to become Huntsmen and Huntresses, often have very distinct styles that are just as good as they are variable. You don't have to miss out on the fun at all, as you now have an absolutely massive wardrobe dedicated solely to clothes, with enough outfits to wear a new one for each day of the year, to say nothing if you were to mix and match. Amongst them are certain iconic outfits, those you may recognise.

Kingdom Aesthetics [50]: The many kingdoms of Remnant have embraced color and personal styles, but each of the kingdoms may as well be their own character, each one possessing a distinct look from the others. Should any of them catch your fancy, you can now change the looks of your Warehouse and other properties to match any of the kingdoms. You could even mix and match, utilizing the chrome look of Atlas while also embracing the tropical look of Menagerie.

Guide to Remnant [50]: It's always helpful to know about a place before visiting it, and Remnant is no different. This book is meant to help you get a feel for the places here, from the kingdoms to the major villages that are still around. It details all of the important facts, like their histories, cultures, notable landmarks, and much more. The maps included with this are also highly detailed, though get less accurate the farther out you go.

Modern Fairy Tale [50]: All cultures have their own stories, whether that's heroic epics, local legends or beloved fairy tales, it's hard to find a place that doesn't put some emphasis on stories. This world may have futuristic tech and real tragedies, but it is a story unfolding anyways. By purchasing this option, not only will you get the entire RWBY series, but all of the spin-off materials, books, games, and official merchandise.

Personal Emblem [50]: Every Huntsman and Huntress have their own emblem, something meant to mark them as unique. Whether it's a stylized rose, a jack-o-lantern face, a trio of arcs passed down for generations, or something else entirely, it's enough for many to really personalize both their outfits and gear. You now have one of these emblems, which you can put onto any of your belongings to mark them as yours.

Scroll [50]: The modern day has become so used to instantaneous communication, being able to connect with others from across the other side of the planet. This piece of technology can be used for any number of purposes, primarily being to contact others. It can also connect to the CCTS, monitor one's aura, play games, and a large number of other uses that one may find helpful, especially since it will never run out of energy.

Red Cloak [50]: A hooded cloak that clasps onto your shoulders, stitched with love and smelling faintly of roses. This cotton cloak is just as stylish as it is useful, seeing as it will keep you warm and cozy no matter the environment you go to, though extremes are always a danger. Most interestingly, it never seems to get in the way of combat, regardless of how erratically you move. The cloak can be whatever color you want, not limited to just red.

White Card [50]: A white plastic credit card, marked with a snowflake and cold to the touch. Money can solve a lot of problems, but it can be difficult to use that money if they don't recognise the currency and its value. This card can solve all those problems, as it can convert all of your money into any currency that the locals use. After all, how much is a million lien worth if the shop you're in only accepts rubles?

Black Ribbon [50]: A long ribbon made of silk, holding onto it brings one a sense of comfort, no matter how small. Some people have things they wish to hide, even some faunus wanting to hide their own race from the humans they share this world with. This can be used to hide some minor part of you, like an extra pair of ears or a mark on your face. It doesn't necessarily have to be a ribbon, instead something like a hat.

Yellow Shades [50]: A pair of aviator sunglasses, made to hide your eyes from sight. When you want to look cool, there are few options better than a pair of shades, and these are the best around. They never slip or fall off your face regardless of what you do, and regulate the light levels for any occasion, be it under the midday sun or deep in some dimly lit cavern.

Bottomless Bag [100]: While you're out traveling in between the kingdoms, you're going to need a place to keep all of your gear. Well worry not, for this will solve that particular issue. This backpack is quite literally bottomless, holding onto everything and anything with no extra weight, so long as it can fit through the opening. In order to retrieve a certain object, simply put your hand in and think of what you want.

Contact List [100]: Sometimes, it's not about what you can do, but rather who you know, and you most certainly know some people. This rolodex has the contact information of some of the most influential people in your kingdom, both on the right side of the law and otherwise, as well as a base summary of their character and skills. Sure, you may have to be asked some uncomfortable questions, but it's well worth the price to be as connected as you are.

Extra Ammo [100]: With all of the weapons running around that are also guns, you'd be forgiven for worrying about having enough ammo to fit in, or at least have enough when you really need it. This bag is sure to help ease that burden, as it contains a replenishing amount of Dust ammunition that is fitted for any handheld weapon you've got, of varying types of Dust but overall excellent quality. It will replenish this ammo every day when used up or destroyed.

Forged Papers [100]: Sometimes, you may not actually be the most qualified, or have prepared properly, but you'll be damned if you didn't dream of entering that perfect school. These papers are meant to help you enter any school of your choice, though they can typically only be used once per setting. It also doesn't guarantee you staying in the school, so do try not to get kicked out, yeah?

Grimm Mask [100]: It is in especially poor taste to wear masks similar to those of the Creatures of Grimm, but that doesn't stop some people from doing so, much like yourself. Modeled after a species of Grimm of your choosing, this mask is not only surprisingly durable, but it works well to hide your identity. It also has the added benefit of being slightly unnerving to look at, especially for those native to Remnant.

Huntsman Guide [100]: The life of a Huntsman is to face off against the deadliest creatures known to man, a career choice with high fatality rates. In order to combat these depressing rates, it would be best to know just what exactly you're facing. This encyclopedia can help you with that, as it contains entries on all known types of Grimm, containing data on their capabilities, habits, variants, and more. In the future, it will be updated to include information on all monsters that inhabit whatever world you enter.

Living Wages [100]: It isn't exactly cheap being a Huntsman, what with the ludicrous amounts of ammo and weapon maintenance you need, just at a bare minimum. Such poverty won't befall you for long, as you now have a stipend of 10,000 Lien that will replenish weekly. So long as you're frugal, or find other sources of income, you're sure to be set for life.

Provisions Bag [100]: Depending on your work ethic, you could be spending days, maybe even weeks away from civilization. If you're worried about packing enough to survive so long on your own, then this should take care of that problem. This satchel is filled with a variety of foods and water, as well as a tent for those long tracks across Remnant. Everything within will replenish each morning if used or destroyed.

Sweet Ride [100]: When you're going out on those long travels between the kingdoms, you can't very well be expected to walk all the way, no can you? You're much too cool for something like that, and there's no better way of showing that off than with a motorcycle. It never needs to be refueled, and you'll never become uncomfortable no matter how long you spend riding it.

Trusty Flask [100]: Life can be a bit rough at times, something you unfortunately know all too well. Thankfully, there's one friend you can always turn to in those troubled times. Booze! Well, maybe not, but this flask is always there for you, constantly refilling whatever drink you want as soon as it's emptied. You can change this drink after an hour, going from liquor to water to soda as you need.

Bullhead [200]: If you and your team need to get somewhere fast, the best option is typically by using a Bullhead, an aerial vehicle meant to transport cargo and troops. Thanks to its design as a VTOL tiltjet aircraft, it can hover, take off and land vertically, tilt or turn sharply while still in the air. This one will never run out of fuel as well as possessing thick armor, making it the ideal choice for traveling over long distances.

Family Farm [200]: No matter how advanced technology becomes or how powerful the military is, there will always be a need for those to grow food. After all, what good is protecting yourself from the Grimm if you end up starving to death anyway? This massive farm could easily feed a small village just on its own, especially as anything planted here will grow hearty and hale in just a few weeks. You'll have to occasionally go out and make sure that there's no Grimm, but a good wall should do the trick.

Home Sweet Home [200]: A fine place to raise a family, if I do say so myself. This two story house has all of the amenities one would expect from a five bedroom, three bathroom home. Not only does the electricity never run out, but you'll find the pantry, fridge, and freezer replenishing themselves whenever you're getting low. You will have to go out and purchase some special stuff, but all of the classics should be found there. There's also the basement to consider, which can be locked up tight in order to keep the nosy kids out of there.

Knightly Armor [200]: A beautiful set of white armor, glistening in the sunlight like snow itself. It is similar to the armor once worn by the founder of the SDC, one Nicolas Schnee, and offers decent protection and full range of movement. What makes it unique is that it has been infused with a Dust type of your choice, and is excellent for channeling one's Aura through it.

Mechashift Weapon [200]: In order to combat the Creature of Grimm, many have taken up arms, though over time the weapons they use have become more advanced and customized to suit the wielder. You are no different, and now own one of these transforming weapons built to your own specifications. As a general rule, you may combine a melee weapon and a firearm, though there are definitely stranger examples.

Night Club [200]: Not everything can be doom and gloom, especially since that's what draws in the Grimm in the first place. As such, venues such as this have become invaluable, giving all manner of young folk a place to have a night of fun and questionable decisions while being a discreet place to meet up with others. You won't have to worry about running out of drinks, and the specialized rooms in the back ensure that your more criminally inclined patrons can't be heard. It will also rake in a decent amount of revenue, which could never hurt.

Prosthetic Collection [200]: It is inevitable that in this line of work, there will be accidents, times where you or your teammates won't be able to walk away from a fight in one piece. In order to prepare for that inevitability, you now have a wide collection of prosthetics fit for people of all shapes and sizes. They won't diminish one's fighting capabilities, and will typically work just as well as the original limb. You will also receive notes and instructions on how to make your own and attach them.

Remembrance of Heroes [200]: Some people live on to witness the world they helped protect, while others give their lives in the hopes that their sacrifice won't be in vain. To those heroic individuals, we dedicate this statue unto them. Made in the shape of either yourself or someone you cared for before they passed, it is an eternal monument to what they stood for. Simply looking at it will help clear away one's doubts and have them fight ever harder, in memory of what was lost.

Atlesian Colossus [400]: In order to combat some of the larger breeds of Grimm, such as the ocean dwelling Leviathans, Atlas has done what it always does and turned towards machines. As such, the Atlesian Colossus was born, a massive mech powered by Dust that can combat those monsters on equal footing. The right arm possesses a cannon with rotary slots, allowing it to swap between different Dust types that can devastate many Grimm from a distance. Thankfully, you will never have to worry about running out of fuel or ammo, allowing you to use it with impunity.

Combat School [400]: In order to prepare the next generation of Huntsmen and Huntresses, the various combat schools found all across Remnant are essential. You now own one of these schools, taking the form of a repurposed castle, housing within it classrooms, arenas, dorms, kitchens, a cafeteria and an extensive library. That isn't all, as anyone within will find rapid improvements while training or learning, an effect that is especially effective when it comes to their combat skills or Aura.

Dust Shipments [400]: In the modern day, Dust has become an essential part of everyday life even in the most mundane of households. Unfortunately, it is unique to Remnant, so you'd be hard pressed to find them anywhere else. Never again will you have to leave behind nature's wrath, as you will now receive monthly shipments of all types of Dust, both in crystal and powder forms, though some types are obviously more common than others, enough to fill a massive Warehouse.

Huntsmen's Workshop [400]: Many of the weapons that Huntsmen and Huntresses utilize require a lot of specialized parts, ones that can be a bit difficult to get spares from the typical small town gunsmith. As such, this facility is a godsend, filled with all the various tools needed to create and maintain mechashift weaponry, amongst other machinery. You will also receive a replenishing amount of supplies needed to actually do your work.

Long Memory [400]: An ancient weapon, one that has been slaying the Creatures of Grimm long before recorded history. It may appear as a normal cane, albeit one that has been transformed into a collapsible weapon, but it is so much more. It has the ability to store kinetic energy, which can later be used to release a blast of magical power. Should you store enough energy, then you could even destroy a Grimm such as Monstra with one blow. Of course, due to its origins and creator, it will allow you to channel magic should you possess it.

Magical Artifact [400]: Just as this world is much older and more storied than what people could possibly imagine, so too are there remnants of that ancient and arcane past. A gauntlet that can fire blasts of energy, a black bead that can explode repeatedly, an amulet that hides the wearer from Grimm, a cloak that can displace light, and much more. With each purchase of this option, you can claim one of these magical items, all of them requiring just a bit of Aura to activate.

Personal Airship [400]: From sticks and stones to commanding the very air above, humanity has climbed its way from nothing, and this vehicle is simply proof of how far they have come. This state of the art airship is now yours, in the standard design of your chosen Kingdom and capable of flight due to its gravity Dust generators. Capable of transporting dozens of troops at once, as well as possessing Dust laser batteries, it is the ideal option if one wishes to brave the skies themselves.

Safe House [400]: When you're down on your luck and hunted from all sides, you need a place to take a breather. This safehouse is just the place, possessing enough supplies and medical equipment to last you for a week before it replenishes. What makes it especially helpful is that it is very difficult to find for anyone that isn't you or one of your trusted allies. Even if they're right on your tail, slip into this building and they'll be scratching their head in confusion over how they lost you.

Atlesian Archive [600]: Just as man and faunus continue to advance into the future, so too do their tools advance with them. From sticks and stones to flying vehicles and automated soldiers, the works of humanity are as fascinating as they are useful. You now possess a massive database detailing all of the technological achievements found on Remnant, from mechashift weapons to advanced animatronics to even how to build a city meant to hold off an eternal horde of monsters from all directions for as long as possible.

CCTS Tower [600]: One of the most important buildings in the modern day, facilitating long-range communications between all of the kingdoms. Created by Atlas after the events of the Great War, the Cross Continental Transmit System has become an inseparable part of everyday life, one that you'll never have to go without ever again. You shall receive a special tower, one capable of connecting to all communication devices on the entire planet, such as scrolls and televisions, and allows for instantaneous communication across vast distances no matter where you are.

Defensible Base [600]: Outside of the protective walls of the Kingdoms, one may find many such structures, either forgotten since the days of the Great War or built in secrecy. Be it a well maintained fortress, an underground complex, or refurbished ruins from an age long since forgotten, you now claim one of these structures as your own. It is out of the way, and is designed to be an improbably tough nut to crack, even for some of the most experienced Huntsmen and Huntresses. You also receive fifty followers to man this base, their allegiance only bound to you. Be they soldiers, bandits or terrorists, at least you won't be taking on the world alone.

Jumper Company [600]: In this world, power is the only true thing of importance, and while tasteless to some, one cannot deny the power that money can bring, especially someone like you. You now claim ownership of a corporation of your own, on par with the SDC before Jacques Schnee took over, though there is definitely room to expand. Not only will it be a constant source of immense wealth even if you don't do anything with it, it is specialized in one market, and will consistently be one of the more successful no matter what world you go to. Be it robotics or mining, home appliances or weapons, none would be foolish enough to ignore the economic power you wield.

Magical Vault [600]: The creations of an ancient wizard, these arcane creations are the most secure places to store something in the entirety of Remnant. Hidden beneath the four main combat schools, and only capable of being opened by their respective Maiden. You now own one of these vaults, cut off from this world entirely in their own pocket dimension that can only be accessed through very specific means of your choosing. Whatever is inside cannot be viewed or accessed by anyone who isn't on the level of a god-like entity.

Personal Island [600]: Should you travel out to see, you will find any number of islands and archipelagos, both inhabited and empty of all intelligent life. As such, should you be able to fight off the forces of the Grimm, you're more than capable of claiming one of these islands as your own. This island is up to you to design, whether it's a frozen place like what is found in Mantle, or a tropical land like those found near Menagerie. You can even decide if it is inhabited, like that of Patch. It's certainly a good place to retire to.

Relic of the Gods [600]: The Four Relics were a final gift from the God of Light to humanity, each one embodying a different concept. Knowledge, Choice, Creation, and Destruction. Each relic possesses incredible power, though that does come with the caveat of drawing Grimm to it like moths to a flame. You have found yourself in possession of one of these relics, or perhaps a copy. Should any of them have temporal limits, like the Relic of Knowledge needing one hundred years to ask additional questions, they will reset after each Jump instead.

True History [600]: So much has been forgotten, with even the name Remnant holding a sense of nostalgia for days long since passed even if none can remember it. But you never will, for this tome shall cast away the fog of ages, containing the truest history of whatever world you go to, constantly adding new pages while never seeming to grow any larger or heavier. From the earliest days of mankind's origins all the way through the most tumultuous of conflict, unbiased and untampered by immortals, witches or wizards. There will be no falsehoods upon its pages, only the story of the world as it truly unfolded.

Shattered Moon [600, No Discount]: High above the sky lies the moon, a broken remnant of what it once was, not that there are many here able to imagine it not shattered. Should you never wish to part from such a sight, you are free to take this alongside you on your journeys. When the Brothers left long ago, the God of Darkness shattered the moon, imbuing numerous chunks with his essence, similar in nature to Dust, though these dark crystals possess their own unique properties. You may harvest as much of this as you are able, for it will replenish monthly. Do not fear the broken shards of this falling to the planet, though, as it will hold itself relatively together for as long as it is under your control.

COMPANIONS:

Huntsmen Team [50/100/200]: Huntsmen and Huntresses often work together in teams, and there's no reason why it should be any different for you. As such, you may import or create 1, 4, or 8 companions respectively, belonging to a kingdom of their choice. Each companion receives 800 cp to spend on perks and items. This could alternatively be used to ensure that canon characters join you.

Hunting Guild [300]: Against the seemingly endless tide of the Creatures of Grimm, eight people by your side may not be enough. As such, you may now import as many companions as you so desire, each one belonging to a kingdom of their choice, while receiving 800 cp to spend on perks and items.

Kingdom Defense Force [Free]: Humanity is always at its strongest when united, when the countless lights adrift in the dark join together in a brilliant blaze, illuminating the entire world. Those that follow you on your travels can add their sparks to this flame, granting them a history in this world in addition to their own Aura and Semblances.

Awakened Animal [Optionally Free]: It is not just man and faunus that have access to the light of their souls, but animals and plants as well. This pet of yours is one such example, a loyal animal with their Aura unlocked, and already trained to make full use of it. What kind of animal they are depends on your desire, so they could be anything from a mouse to a horse.

Red Robin [50, Free Atlas]: Before being adopted by one of the most successful CEOs in Atlas, this young man was an acrobat for a traveling circus when his parents fell to their deaths. He uses those skills, as well as his aptitude for technology, in order to dedicate his time towards vigilantism. With a Dust enhanced staff as well as a wide assortment of gadgets, he’s prepared for almost every situation.

Orange Arrow [50, Free Mistral]: The daughter of a pair of criminals, this young woman looked towards using her skills for good, rather than selfish and petty crime. Utilizing her bow and assortment of trick arrows, she is a terror at long range. She is also fairly competent with unarmed combat, making anyone who thinks that disarming her will make her weak look like a right fool.

Green Mind [50, Free Vacuo]: Coming from an isolated village deep in the desert, this chameleon faunus has left the red sands of her home in order to make a name for herself. While she may not be the most physically powerful, her semblance more than makes up for it, granting her potent telepathy. It would be best to never get on her bad side, lest she shatter your mind into a thousand pieces.

Yellow Blur [50, Free Vale]: You can never go wrong with more speed, and that is exactly what this redheaded is all about. Though his constant jokes and flirting can be annoying to some, he comes from a long line of speedster Huntsmen, giving him a wealth of experience and training compared to most. If you ever need a friend to stand by you, you can't go wrong with this guy.

Aquatic Hero [50, Free Menagerie]: A calm and collected fish faunus, this young man has trained all his life to protect his home from all threats, though with his biology and hydrokinetic Semblance, he excels in underwater combat. This is especially true when utilizing his twin blades, which can change their shape partially due to being imbued with Water Dust.

Living Weapon [50]: The magnum opus of a genetics research lab, this dark haired boy was not born, but rather created. He is the clone of a powerful Huntsmen while having his very biology enhanced with Dust, granting him more strength, speed and durability than Aura alone would normally allow. Though he may have some anger issues, he wants to be a beloved hero like his progenitor.

Mechanical Tornado [100]: A prototype model of a humanoid android you may be more familiar with, this android may be created from metal and Dust, but their mind is equal to any normal human. Utilizing his mind, physical capabilities, and near-limitless capability to utilize Wind Dust, he would be a walking natural disaster if he weren't so inclined towards heroism.

Student Team [100]: Has one of the many colorful teams endeared themselves to you, or perhaps you want to take some promising youngsters under your wing and train them to be the very best that they can. If so, then with each purchase of this option, you may take any official student team with you as companions, such as Team RWBY or CFVY. All of them have their own unique fighting styles and personalities, so make sure you choose wisely.

Beacon Instructors [200]: There's always going to be those who seek to pass on their knowledge to the next generation, be it seen as a passion or a burden, and these six individuals are no different. These six instructors, Glynda Goodwitch, Peter Port, Bartholomew Oobleck, Thumbelina Peach, Ann Greene, and Harold Mulberry, work for Beacon Academy, but are more than willing to join you on your travels.

Team STRQ [200]: A legendary team, by far one of the most powerful groups of Huntsmen and Huntresses. Summer Rose, a silver-eyed warrior. Taiyang Xiao Long, a master of hand-to-hand combat. The twins, Raven and Qrow Branwen, the strongest of a Mistral bandit tribe. They may have their flaws, but when they are united there are few that could ever take them down.

White King [300]: There are legends of an immortal man wandering the world, changing his face every generation. Currently, this legendary figure takes up the name Ozpin, the headmaster of Beacon Academy. There is possibly no one more knowledgeable than him, which is only supplemented with his ability to use magic. He has sided with you in the hope that you may assist him in solving a problem, the reason behind his immortality.



SCENARIOS:

The Unification of Remnant

For too long have the people and kingdoms of Remnant stood separate, when it should have been obvious that they are only at their strongest when united. Yet, for a number of ideological and political reasons, such a thing has not happened, though not for lack of trying. But dark days are ahead, and all of the kingdoms must be united, and it seems as though it falls into you to make it so.

Your goal is to unite all of these kingdoms into one whole, though that is where the paths leading to that destination greatly differ. Shall you go down the peaceful route, uniting all lands with your words, uniting all kingdoms under your banner through the ideals of camaraderie and cooperation? Or perhaps you will go down a more militaristic path, forcing all others to submit through dominance on the battlefield?

No matter what route you go, you will receive the following reward:

After all of the effort you have put in, it shouldn't come as any surprise that you can take the **World of Remnant** and its shattered moon with you wherever you go, with all of the inhabitants becoming your loyal followers. You will find all of Remnant's natural resources fully replenishing after only a year. Additionally, the Creatures of Grimm that would normally cover the planet are completely optional, if you don't want to worry about them anymore.



Should you have united Remnant through diplomacy, you will receive these rewards:

All kingdoms have finally been united, brought together under the rule of one **Last King**. You. Through your actions, you have proven yourself the best and only person for the job. You possess nearly unmatched political acumen, capable of maneuvering through the highest echelons of society, all the while pulling the strings in order to keep your kingdom running as efficiently as possible. You can also find ways to continuously improve upon any governmental institutions, paving a path towards a better tomorrow for all those under you.

Upon your completion of this great undertaking, you will be granted a wondrous crown by a mysterious old man. This is known as the **Circlet of the Unifier**, a relic from a time long since forgotten. Wearing it will give you an aura of serenity and authority, the velvet glove that is as strong as a gauntlet that any would look up to. When in your presence, tempers will diminish and cooler heads will prevail, as though you were the anathema of conflict itself, though there are times when the sword is preferable to the pen.

Should you have conquered Remnant through violence, you will receive these rewards:

In all the history of Remnant, there has perhaps never been a conqueror such as yourself. You are a **True Tyrant**, one whose control over their lands and subjects extends not only to the physical. With but a thought, you can suppress or even entirely remove the emotions of those that serve under you. You can also selectively determine which emotions are suppressed, what the severity of it actually is, as well as exactly who is affected by this.

Upon the completion of your final conquest, you will be granted a wondrous crown by a mysterious woman. This is known as the **Crown of the Conqueror**, a relic from a time long since forgotten. Wearing it will give you an aura of might and terror, a dangerous pillar of strength that many would fear to ever get near, let alone face in combat. Your enemies will be disheartened by your presence, terror and fear spreading throughout their ranks the longer they stand against you.



The Vytal Festival

Every two years an international festival is held, celebrating the end of the Great War and the unity between the Kingdoms. The 40th to celebrate nearly eighty years of peace would end in disaster, but depending on when you start you could just as well take part in an earlier festival, maybe even the first. Teams from all Kingdoms will participate in a massive tournament, showing off the good sportsmanship between them as well as the strength of their future protectors.

Your task here is deceptively simple, for you must defeat all contenders, being named the champion of the festival. You will face the greatest in these lands, potentially even having to deal with cheating and sabotage, but you must show that your strength and skill is beyond even those petty attempts to usurp your rightful claim.

Rewards:

To bear the title of the **Champion of Vytal** is a great honor indeed, to be the pinnacle of what this modern age should be. As such, you can call upon warring factions and nations to participate in a similar festival with a temporary cease fire, where all participants can attempt to air their grievances and potentially bring such conflicts to an end without spreading any more blood. Though you may create the chance for peace, it is something to be actively worked towards.

You will also be given the **Amity Colosseum** upon your victory. This is the pride and joy of the brightest minds in Remnant, representing the unified effort of all Kingdoms. The Arena is a flying station able to hold hundreds of people, sporting various biomes that are perfect for simulating even the most outlandish battles, even against copies of your own past. Any training done here you will see is quite a bit more effective.



The Arrowfell Conspiracy

[Requires Atlas]

Atlas has a long history of leaders. Some successful, others more dubious. Many of them make mistakes, earn distrust or otherwise gain enemies even amongst their own ranks.

During your time here someone will discover Fort Arrowfell and use it as the base for their own scheme. Maybe it is Bram Thornmane who RWBY would stop in their first mission as true Huntresses but that is no longer a guarantee. What said fort actually is? A large military base located just outside the tundra of Solitas, somewhere hidden in the hostile wild. It used to be an active military base which served as a place where many weapons were created, with the most insidious one being a set of Orbs that can act as bait when negative emotions are stored inside of them. The base was abandoned after the weapons were deemed too dangerous and only the Keepers of Arrowfell still have access to it, their identity unknown to even James Ironwood. Which could be a bad sign as the base and the people now in control of it will use the Orbs and the ressources to cause chaos in the Kingdom. Maybe to discredit Ironwood, another General, the Council, other important figures but the goal is clear, make Atlas and the people guiding it suffer.

It is up to you to stop this conspiracy and discover just how corrupt the ‘Greatest Kingdom’ really is. You might end up accidentally making enemies of those you try to protect and be forced to deal with the Atlas military as well so watch out for that but if you can make the conspiracy fall and expose their deeds you shall be rewarded.

Rewards:

When faced with extinction, it requires all parts to work together in order to keep your ways of life, and such treachery and backstabbing should never be allowed. Within you shines the **Light on the Truth**, allowing you to see what others would rather be kept hidden. With a glance, you can spot corruption and disloyalty, and figure out just how far such rot has spread. You can also discern someone’s trustworthiness, knowing just who you should keep by your side.

You will also be given command over **Fort Arrowfell** after this whole debacle is over, a facility you have become more than familiar with. It is a weapons research facility at its core, and will be one again. Any research done here will be more productive than anywhere else, with wonders and terrible creations alike being ready at your whim. Perhaps with you at the helm, such creations can be used for good causes.

You will also find that the entire **Kingdom of Atlas** will come with you, as well as the entirety of the continent of Mantle. This cold land may be a bit difficult to survive, but it is also the kingdom that pushed technology to its extremes, allowing them to carve out a comfortable place for themselves, and even creating a floating city. The soldiers of this great nation have also agreed to become your followers, as well as some of the brightest minds of Remnant who are eager to push your technological superiority even further.



King of the Underworld

[Requires Mistral]

To say Mistral is a hotbed of crime would be an understatement. Bandits in the wilderness, criminal gangs in the Kingdom itself, rogue Huntsman ready to kill the people they were trained to save, its darkness is numerous. The Spider Crime Syndicate, and the Wave Crime Family are but two names that come to mind. Falling only below the Council and the Academy, no faction has as much influence in Mistral. Now imagine if all these forces would be wiped out, or perhaps even united under your banner.

This Scenario requires you to wipe out the various crime families or replace them entirely. This is not as simple as fighting the Hordes of Grimm might be. The Leaders of the various factions all possess their own vast resources, Lil Miss Malachite having a veritable small army at her disposal. Spies could be at every corner and tricks and schemes may be hard to keep track of. That is not to say anything regarding what threats may come from outside the Kingdom. Crime is not just in Mistral and some gangs may see an opportunity to expand, like the Xiong Family to name one potential rival. Corruption within the lawmakers may also need to be taken into account.

Prevail against all these foes, liberate or replace their plots with something more aligned with your morals, and you can consider this Scenario a success.

Rewards:

In a land where enemies could be around any corner, and even hide behind the masks of friends and allies, you have managed to navigate **The Spider's Web** with skill that none would have expected. With your understanding of this network and society as a whole, you know how to uphold that most precious of states; the Status Quo. You can maintain the status quo in an entire kingdom, as well as keeping crime to a minimum and quelling any rebellions before they ever have the chance to manifest.

But you wouldn't be a native of Mistral without having a bit of a black spot on your record. You've got something that could be called the **Perfect Plan**, a large file that is constantly in flux until you write down a target. Be it an object, person, or a power, it will settle until it has written down the perfect heist plan, a flawless way to acquire the object of your desire. It will account for factors even you weren't aware even existed, and will only see failure if those taking part in it don't play their part perfectly. This can only be used once per Jump, so it would be best to think long and hard about what you want, and if it's worth it.

You will also find that the **Kingdom of Mistral** will come with you, as well as the entirety continent of Anima. The lands here are as varied as the many cultures one could find, and housing just as much natural resources for those who are willing to take it. You will also find that the vast majority of the criminal families have pledged themselves to you, and are willing to set up entire networks and new branches in order to bring profit to their glorious kingdom, all the while taking out a nice slice for themselves.



Last Oasis of Humanity

[Requires Vacuo]

Though many look down on the kingdom of Vacuo, due to its harsh environment, non-existent military presence and generally rebellious tendencies. They seem to forget, or actively ignore, that due to its reputation and environment, it is perhaps one of the safest Kingdoms in all of Remnant. After all, who would want to go through all the effort of destabilizing that dust bowl?

Such a question has a terrible answer, as there are rumors of a unique type of Grimm lurking near the city; an intelligent Grimm capable of speech. These rumors are treated as fantasy, the hallucinations of people experiencing heat stroke and the like, but their delusions do not align with reality. In time, Grimm attacks will increase, more villages going silent and transports going missing, with all evidence pointing towards a malicious intelligence behind it, beyond even the eldest of Alphas.

You must find this intelligent Grimm and take it down, before this desert kingdom is swept away in a tide of darkness and fang. This is much more difficult than simply running around the desert looking for talking monsters. It would take a serious understanding of the region, a quick mind, and many more skills in order to actually locate the intelligent Grimm.

Rewards:

You may stand tall as a hero of these lands, and have become known to the people of Vacuo as the **Sentinel of the Sands**. You have become a defender without equal, capable of learning of any threat to yourself, your allies, and any nation you have sworn under your protection before it has any chance to rise up. You will also find all of your defensive capabilities bolstered quite heavily. This not only affects your durability and blocking, but in how you can defend others, even protect an entire city from an endless siege from the forces of darkness.

Within the hideout of the intelligent Grimm, you'll find an ancient relic that doesn't seem like anything created nowadays. You've found that the best name for this gem encrusted artifact is the **Architect of the Storm**, something extremely fitting. With this, you can manipulate weather on a continental level, and with a surprising amount of precision. You could even create a Category Five Hurricane that doesn't affect anything more than a hundred meters away. If ancient man had such wonders, than what ever happened to them?

You will also find that the **Kingdom of Vacuo** will come with you, as well as the western half of the continent of Saunus. It is perhaps the best protected Kingdom of the four, simply due to the harsh terrain that makes travel difficult even for the Grimm, though it seems like it now does nothing but assist the people native to these lands. In addition to a terrain that is actively hostile to any invaders, you will receive a force of Huntsmen and Huntresses as followers that excel in making the environment even deadlier for those who would mean harm to their home.



Reclamation of Mountain Glenn

[Requires Vale]

Mountain Glenn was one of the greatest tragedies in the history of Vale and the Kingdoms first serious attempt at expansion outside of its natural defenses. Using an elaborate metro system network, settlers were supposed to be able to commute to and from the new territory and the main Kingdom.

It ended in tragedy as without the needed defenses Grimm flooded the surface. Trying to survive in the tunnels brought no hope either, as an explosion exposed several subterranean Grimm that massacred the citizens. The tunnels were sealed off, and to this day the project is considered a colossal failure, the ruins but a testament of history to reflect on.

Your task if you take this scenario is to fix this grave mistake, clear Mountain Glenn of the Grimm and find a way to make the project succeed a second time. The vast amount of Grimm that need to be taken care of aside, public sentiment will probably not be too favorable, considering it either a foolish attempt that is bound to end in catastrophe or a delusional undertaking. Few would be willing to be the second pile of corpses in the tunnels after all.

And as you try that, another task may show itself; seeking the truth behind *why* Mountain Glenn fell. Doctor Merlot, with his experiments on the Grimm, lured so many of the creatures into the settlement. He is the reason the city was lost and has since survived, the technology of Merlot Industries still being active. Tracking down the good doctor and putting an end to his schemes may be necessary, both as a show to the public and to ensure he will not use the Mountain as another testing ground.

Rewards:

It's difficult to take back what was taken by the Creatures of Grimm, to rebuild on the sight of so much tragedy. You have succeeded, though, and have become known amongst the people of Vale as the **Reclaimer of the Light**, a figure that any could look upon with awe and hope. No matter what was stolen, what was twisted and corrupted, you are sure to take it back, reversing these undesirable effects until it stands once more as a monument of hope and progress. Even the most vile of corruption cannot remain for long when you walk there.

After all the effort you put into clearing out **Mountain Glenn**, it would be a shame to leave it all behind. The entire city, which you've most likely had to rebuild from the ground up, comes with an extensive rail system that connects not only all of your properties, but also any notable locations in any world you visit. No matter the distance between the two points, it would at most take a three hour ride to arrive at your destination. Only you, your companions, and any you give permission to can access this function, or even find the system.

You will also find that the **Kingdom of Vale** will also come with you, as well as the eastern half of the continent of Saunus. Though it may not be the most technologically advanced, possess the most criminal connections, or even the harsh environment to defend it, it possesses possibly the most numerous natural resources as well as constantly producing the greatest Huntsmen and Huntresses. You will find yourself possessing the full support of Beacon Academy, churning out valiant defenders at a higher rate, and of a much higher quality, than any other kingdom could ever claim.



The Fifth Kingdom

[Requires Menagerie]

The Faunus are an ever present mystery in the history of Remnant, not created by the Gods but instead appearing after the first humanities end. They believe they have yet to find their destiny and that their story is still unfolding, which lends itself into the creation myths of their people. One such story is that of The Shallow Sea, of the faunus being the chosen people by the God of Animals to go to a promised Land across the Seas where they could choose their own fate. Nowadays, given the nature of Menagerie the story is considered bad taste to many faunus, Menagerie like an insult to the so-called promised land. But what if Menagerie could be such a place? If it could even step out of the shadows of the other Kingdoms and make the world recognize it as a fifth? That is your task for this Scenario.

You must uplift Menagerie into a proper Kingdom, capable of standing on equal footing with the others.

To say the opposition and challenges are many is an understatement. The Island itself is hostile, over two thirds comprising a desert that forced the faunus into small settlements such as Kuo Kuana, its capital. The Grimm and wildlife are bound to devour any who seek to step out of the settlements. And even if you could survive out there, building something lasting is a different story entirely.

And then comes the real challenge of having Menagerie acknowledged as a Kingdom. Not all will be in favor of the faunus island having an actual say in the world. The Schnee Dust Company under a certain Jaqcues Schnee is bound to be one of the biggest voices against it, throwing out accusations of the island gearing up to wage war under the White Fangs command. The faunus having an actual nation instead of what was once supposed to be their prison could risk movements akin to a human White Fang being born that seeks to ‘defend’ against the threat, which really means to keep them small and nonthreatening. On top of all that, some faunus may aspire to steal the rising star of Menagerie for themselves, using what you build to further their own mad agenda like a certain bull of the White Fang would have.

When at least over two-thirds of Menagerie are conquered and made survivable, its ressources rivaling that of Vale or Atlas and the leaders of the Kingdoms accept it as a Kingdom deserving of its own CCTS Tower, with the major opposition to your cause either silenced or reduced as a threat, than you can consider this Scenario a success.

Rewards:

You have fought tooth and nail to claim something that many would attempt to tear down, for raising what others would see as a bunch of beasts into **Something More**. After one success, why stop there, when there are entire worlds suffering from injustices as the faunus did. You can uplift others to stand tall, becoming pillars of society in even the most hateful and dogmatic of places, and dragging the most savage of races onto the international stage, standing as the equals of their self-proclaimed superiors.

You may note that Menagerie does not have a Relic like the other Kingdoms to safeguard. However perhaps the artifact you gained from this endeavor makes up for it as the **Relic of the Animal God** is something far beyond what any semblance should be capable of. With this elegant yet primal looking spear, you can turn both humans and mundane animals into members of the faunus race. Such a thing would be feared by racial purists, but it is a useful tool to help the faunus grow even further.

As should be expected, the newly minted **Kingdom of Menagerie** will come with you, as well as the rest of the continent. The exact nature of this nation depends entirely on the work you've done here, what kind of settlements there and their placements, what kind of defenses they have in place. You will also find that a large number of faunus have dedicated themselves to you, forming an organization similar to the White Fang that will follow you from world to world.



Cast Away the Dark

Long has humanity struggled against the Creatures of Grimm, monsters of darkness and destruction. On every continent, around every corner can their touch be felt, the terror they inspire ingrained onto every person. Once the chosen creations of a god, now out of control and wild. As time marches on, the flame burns ever lower, shadows ever present, waiting until it is snuffed out for good.

The dying of the light seems to be almost inevitable at this point, as divinity has once again returned to this world, and most definitely not for the better. Around the time Team RWBY would first form, the God of Darkness would return to finish what he started so long ago, first by ending the curse of the Black Queen, slaying her for good. He no longer has any desire to see the conclusion of this experiment, and wants to wipe the slate clean. From the lands he once ruled, he will send the Creatures of Grimm to fulfill their ultimate purpose and wipe out man and faunus for good.

The God of Light is nowhere to be found, strangely enough. Even if he weren't, there is a great chance that the God of Darkness would see you as a threat to eliminate should he find out about you and your nature as a Jumper. Whether it's out of necessity for your survival or for the freedom of humanity, your goal is to bring death to this deity. One that was previously capable of wiping out all sapient life on the planet of Remnant, creating divine artifacts, wielding mastery of magic, life and death. The only advantage that you have is that he is currently taking it slow, allowing the Grimm to do all the work for now, one Kingdom at a time. It would be more than a herculean task, but potentially well worth the risk.



Rewards:

You have cast away the ever present Darkness, having brought an end to the younger Brother. As his divine blood flows out of his cooling body, it flows to you, elevating you far beyond what you once were. You have become the successor of the **God of Light**, with all the power that one would expect from such an existence. Your body has become pure light, ageless and capable of morphing into any shape you so desire. You also possess an immense amount of magical power to throw around, with a certain affinity towards light, creation, and knowledge, though it would take quite some time for you to master it. Eventually, though, you would be able to create life on an entire planet with a wave of your hand.

You will also find that you now possess a new attachment to your warehouse in the form of a filled with golden flowers set within a small canyon. Indeed, the **Domain of Light** is now yours, a place where your already powerful might is increased to new heights, in addition to possessing something known as the Fountain of Life. Within the heart of these lands is the Shrine of Light, a place built for your worship and protected from all forms of scrying, even those of other gods.

Finally, there is also the matter of the divine corpse, which has been reshaped upon your ascension. It is no longer the dead body of a god, but is now the **Relic of Darkness**, an obsidian object that can alter itself to whatever form you desire. The true purpose of it, though, is its capacity towards the arcane, being able to grant others the ability to cast the magic native to this world. Of course, it could also be used to redirect or take it away, should they prove unworthy of the gift you granted them.



DRAWBACKS:

Continuity [+0]: Have you, perhaps, been to this world that lies under a broken moon? If so, then your actions are sure to have been remembered, perhaps even changing the course of history like one would rewrite a story, whether it be for good or ill.

Supplement Mode [+0]: Should you desire something more from your stay here, then you can use this as a supplement for another RWBY Jump. Alternatively, you could use this to traverse another world, separated from the world of Remnant entirely. What could a Huntsman or Huntress achieve in a world of false soldiers and freelancers?

To The Ever After [+0]: At the end of your time here, you will find yourself pulled away, being drawn towards a strange world, though one connected to Remnant. You will find yourself stuck in the **[Ever After Gauntlet]** until you can find a way to escape.

Agents of the Dark [+100]: Crime is an unfortunate inevitability for all kinds of civilization, even those threatened with extinctions as the kingdoms of Remnant are. Your kingdom seems to be having a crime wave at the moment, with crime and corruption being at an all time high. You could ignore it, but it would be best to do something about it before the consequences are irreversible.

Blind Patriot [+100]: It's only natural for someone to hold their home in a high place, where they were shaped into the people they are today, but you seem to take it a bit too far. You are adamant in your claim that your Kingdom is the best in the world, and find yourself occasionally bragging to anyone nearby about how great it is. It may be a bit quirky, but you're sure to aggravate someone with your sheer patriotism.

Extended Stay [+100]: Ordinarily, you would be spending at least ten years here before being given the choice to stay here or move on. Now, you must stay an additional ten years before being given the choice. This drawback can be taken multiple times, but you will only benefit from taking it up to five times.

Sins of the Leader [+100]: Heavy is the Head that wears the Crown. Unfortunately the leaders and the people they govern of the Kingdoms are but mere people, prone to flaws and imperfection. Depending on what Kingdom you're from, you inherit one of these flaws. Someone from Atlas will inherit Ironwood's inability to trust. Someone from Vale will keep everything they possible could a secret to the last minute akin to Ozpin, someone from Mistral will inherit the Headmaster Lionhearts cowardice, someone from Vacuo will feel a refusal to accept authority like the Vacuo people and a Faunus from Menagerie would gain apathy for the happening outside of Menagerie.

Undesirable [+100]: Humanity is strongest when it is united, when all people stand together and face the forces of darkness. Yet it is in their nature to conflict, to look at those deemed others and reject them. You are one of these unfortunate souls, being seen as an outcast in your own kingdom and facing all manner of discrimination. This can barely be mitigated, but never go away entirely.

Between the Kingdoms [+200]: The kingdoms are not the only ones who have managed to survive this world of bloody evolution, as attested by the many bandit tribes and independent settlements. That is not even mentioning all the Huntsmen who spend long periods in between these settlements, going weeks and possibly even years, without seeing a hint of civilization. Like them, you will often find yourself pulled away from the protection of civilization, constantly facing the threat of Grimm and bandits.

Dust to Dust [+200]: Man made from Dust has achieved many great things. But without this precious resource, holding the power of Nature and the elements itself, they would not be where they are today. Dust is invaluable both for ammunition and combat and simple life. Unfortunately, outside of Remnant Dust seems to malfunction, at least when leaving its orbit. Your nature as being from somewhere else is not unnoticed by this powerful resource. Dust fails and short circuits around you, in the best of cases simply not functioning, with the worst being that they blow up in your face when you try to make use of it.

Growing Shadows [+200]: The Creatures of Grimm are by far the greatest threat to humanity, constantly searching for ways to render the light of their souls into nothingness. Now there seems to be a surge in their activity, with massive tides of Grimm overrunning a number of independent settlements, and new variants being discovered at a frightening pace. At the very least, work for Huntsmen and Huntresses has seen an increase, as have the mortality rates.

Locked Away [+200]: The World of Remnant is vast and full of different people and colors. The names themselves are meant to reflect the diversity of all that lives after the Great War. However you might find it hard to experience all these different cultures, as you are no longer able to leave the Kingdom you start in. Best hope nothing bad happens to it as you won't be able to escape, not even through magical portals made by a Relic.

Mutual Distrust [+200]: Humanity's greatest strength has been, and will always be, their capacity to work together, at their strongest when standing side by side against the darkness. Unfortunately, it seems as though such a strength may not be available to you, at least for very long. The bonds between the kingdoms have been frayed, tensions rising up between them all for all manner of reasons, both significant and petty. All it would take was one incident, one terrible action that could plunge them all into a second Great War should you not work towards maintaining this peace.

Blinded By The Light [+300]: Humanity has managed to last this long on its own, in spite of the Creatures of Grimm seeking their total destruction, and have managed to thrive. They have accomplished all of this thanks to their grit, ingenuity, and teamwork. You will be much like them, having all outside powers and abilities stripped from you, leaving you with only your Body-Mod, your mundane skills, whatever you purchased here, and anything native to the world of Remnant.

Crown Bearers [+300]: There is a group in Vacuo known as The Crown, people who seek a violent revolution in order to establish a new government to the kingdom, the consequences be damned. Unfortunately, one such group has taken root in the kingdom you call home, and they see you as one of their biggest obstacles. In time, they'll grow to encompass all levels of the government, and utilize their resources towards discrediting you or, at worst, naming you as an enemy of the state worthy of death on sight. It would be best to tear this revolution out as soon as possible, for everyone's sake.

Last Word [+300]: There are forces out there that despise civilization, who yearn for nothing more than its total destruction. Such forces are at play, and unfortunately they are focused on the kingdom you call home. Without your intervention, your kingdom is doomed to fall, be it from forces without or conspirators from within. Should your kingdom fall, then your Chain will come to an end.

Shredded Soul [+300]: The soul is a sacred thing, a light in the darkness that both protects and heals those who have learned to harness it. It would be difficult for any warrior to survive long without this most potent of weapons, a reality you are swift to learn. You will find yourself incapable of accessing your Aura, let alone your Semblance, for the entirety of your time here.

The Hound [+300]: There are horror stories of a terrible creature, the fusion of humanity and Grimm that possesses the best qualities of both. You know that such a creature exists, for it is now hunting you at the order of its Black Queen. It would be best to kill this creature swiftly, as it adapts to every encounter it has, constantly adapting both physically and mentally, until eventually it would become a force that could potentially take on an entire kingdom and emerge the victor.

ENDING:

At the end of your time here, you will be given a choice.

Stay: You have built a life here, and it's only understandable for one to settle down.

Go Home: All journeys must end, all heroes desiring to return home.

Continue: Civilization continues ever onward, and you are no different.



Notes:

-In future Jumps, **[Silver Eyes]** will be effective against any creatures aligned with darkness and destruction. This can include things like demons or elementals, depending on their nature.

-The **[Gift of Knowledge]** grants you Tattletale's power and enhanced memory, only you can turn off your power whenever you want.

-There is nothing detailing magical creations like the Relics or Vaults in the **[Atlesian Archives]**, with the closest to proper magitek being how to utilize Dust.

-The **[Personal Island]** you gain can be up to as large as Hawaii.

-Companions are based on The Team from Young Justice (Robin, Artemis, Miss Martian, Kid Flash, Aqualad, and Superboy), and Red Tornado.

-Ozpin will repossess the full capabilities of his magic if you take him with the **[White King]** option.

-When in doubt, fanwank.

-Have the day that you deserve~