
Tower
Survivors

Tower Survivors 1.0 By Burkess

Welcome to Tower Survivors.

There's an evil necromancer around who was imprisoned by the elves. He managed to escape from the supposedly inescapable prison and is now flooding the lands with his minions.

Demons and undead roam the lands, looking to kill any elves they see.

Meanwhile, an elf survivor lurks near a portal. Her goal is to unlock the portal by visiting 4 obelisks, so her elf allies can rescue her. While she fights off waves of enemies to guard the portal.

What's your role in this?

You'll need these.

1000 Tower Points.

Locations:

1. The Necromancer's Twisted Dimension.
2. The Elf Lands.

Origins: There's no backgrounds here. You can choose something plausible if you want an origin.

Age and Sex options: Pick whatever you want.

Perks: These cost 100 points unless otherwise stated. You get 4 Tower Tokens. These can be redeemed to get anything you want here for free. Anything you buy here can be **purchased multiple times.** Doing so provides an additive bonus.

The Power Of Evolution: Free! A racial trait the elves of this world have, and now it's yours as well. Any and all of your inherent qualities and abilities can be expanded and grown upon.

When you've collected enough experience from defeating foes, you'll be presented with a series of choices of how to expand your current capabilities. If you were an archer, you could learn how to cause your arrow to split into a second one once fired. If you also have magical potential, you could create flaming explosions when your arrows land.

The possibilities are vast and endless, as you can continue to upgrade the same abilities and make them more and more impressive.

Ammo Creation: If a weapon you're using requires a resource, you can effortlessly create more of that resource or ammo.

Elf Species: You become an elf of this world. They possess great beauty and grace, and do not die or degrade from aging. Fantastic natural potential with magic, too.

Enemy Drops: Your foes will drop experience points, gold coins, and assorted treasure upon being defeated. The experience will cause epiphanies in the skills of those who touch it and further progress towards evolution. Treasure rarely drops, but opening it causes someone to immediately level up.

Elf Prison Planning: Grants the knowledge of how to contain and imprison others. By thinking on it, you'll know what measure you'd need to keep someone in confinement in such a way that they're highly unlikely to ever escape.

Class Options: Pick a fantasy class, such as archer, paladin, cleric, and so on. Your class levels up with you, causing your body and gear to upgrade itself when you reach an event horizon. This process is called a Class Up, and gives you a new, upgraded version of your previous class with expanded powers.

Unflinching Veteran: You have the ability to remain calm in any situation and can control what would normally be automatic boldly functions, such as adrenaline dumps. Your hands won't shake in battle, and nothing will upset you unless you want it to.

Trap Mastery: By spending gold coins, you can instantly place down traps in the world. More extensive traps are more expensive. When a trap has been used or breaks, the gold cost is refunded.

Top-Down View: You can choose to observe yourself from the third person, letting you see everything in a top-down view.

Tower System: By spending gold coins, you're able to conjure up elf allies. Stronger elves will cost more coins, and your coins are refunded when one of your summons dies. Time temporarily pauses for you when you're initiating a summoning, letting you select where you'll place your ally.

Drill Magic: A branch of magic relating to penetration effects, using drills. Adds a drill-like effect to all of your attacks. The rapid rotation and spin enables them to do more damage and penetrate targets easier. It's notably difficult to defend against.

Speed Boost: You have an enhanced running speed that allows you to match and outrun horses. Your dexterity and attack speed scales with your movement speed.

Spread Control: You decide the effect that gravity has on your attacks and how much they spread while in motion. You could fire an arrow completely straight, or intentionally make it drift and curve to hit something.

10 Hearts: A slowly regenerating shield. It enables you to survive ANY attack of any level of power, but even the weakest of attacks will break one of your shields. When your shields are down, you'll take damage like normal.

Forgotten Treasures: Grants a nose for rare treasures and artifacts. The fewer people who know about them, the more drawn to them, you'll be. This can lead you to adventures around the world and let you sniff out all sorts of valuable things.

An Eye For Worth: You can tell the worth of anything at a glance, be it a person, idea, or object. This tells you of the value such a thing would have to you, but also what value others would get from it. Further study enables you to divine what something or someone has the potential to become, and what must be done to unlock that potential.

Detection System: You can set up alerts for events and know when they're happening. For example, if you wanted to be alerted when an enemy is nearby, this would tell you. If you wanted to be told when 5 minutes has passed, this can function as a clock.

Horrific Strength: One of your blows is sufficient to crush a man to death who is wearing plate armor. Your durability and stamina scale with your strength.

Attraction Collection: Grants an ability to pull things towards you. At the present, you can suck things towards you from 20 feet away. Great for collecting treasure and items.

Taunting: Enemies will make a beeline directly towards you, seeing you as the most attractive target. The intelligent ones can shake this effect off, but you also know a variety of tactics for annoying and enraging others to help you get under their skin.

Sprinting Backwards: Can move in any direction with the same proficiency as if you were moving forward. For example, you could sprint while moving backwards and wouldn't trip over yourself. This also doesn't have any effect on your fighting skills or accuracy.

Lay Of The Land: You have instinctive knowledge of how to inconvenience someone in any situation you're in, using the local resources available to you. The same sense tells you information such as how to avoid getting caught on terrain or in traps, and if your attacks can fly through or over terrain features.

Pointer Arrow: Upon seeing something or someone in person, you can place an arrow marker. This marker will lead you to them regardless of how far apart you are or where they go.

Survivor Body: Allows you to place your physical needs in a box and deal with them at a later date. For example, you could fight for three days straight and do so without a single drop of water or a crumb of food. As long as you eat and rest at some point in the future, you'll be good to go.

The Power To Hope: Your feelings of hope, certainty, and optimism empower you and your allies. It bolsters, strengthens, and spreads hope and courage among your group.

Humor And Optimism: You become a wellspring of wisecracks and ways to keep people's spirits up. You have excellent comedic timing and perfectly impersonate other people's voices.

Choose Your Own Magic: Choose a type of magic, such as acid, fire, healing, light, or ice. You become a specialist who can create more spells of this type and know several spells you can use in and out of combat.

The Necromancer: Costs 500 points, **and cannot be bought with tokens.** This is the power of the Necromancer, who brought this world to its knees. You can turn yourself into a great big snake, that's unable to attack but becomes invulnerable to damage.

You have access to a shop that enables you to spend gold to purchase new minions of various types. Any minions who die are resurrected in short order, letting you always keep your purchases. You're able to combine your minions to make stronger versions of them, and can upgrade them using any artifacts you find.

Unholy form: Gain the form and powers of one of the Necromancer's minions of your choice, from this game or Tower Escape. Further purchases can make you into a hybrid.

Items:

Your Weapon And Gear: A personalized weapon of your choice. It scales in strength with you and grows as you do. Comes with a matching set of clothing or armor that has the same ability as the weapon.

Respawning Treasure: This is a respawning treasure chest filled with gold and jewels. After a while, it refills with new contents.

Portal And Obelisks: This portal enables you to explore alternate realities and parallel universes. The obelisks are used to tune it to a location and control where the portal sends you.

A Twisted Dimension: A dimension tied to you. It reshapes itself according to your will and you and those on your side are more powerful here.

The Empty Tower: The tower that previously imprisoned The Necromancer. It's empty and has many, many rooms within it.

Imp Mascot And Book Of Cycles: A friendly imp ally who loves to help you out. The book they carry contains the secrets of this world. When read, it causes Necromancers, minions, and Elves to become commonplace in any future settings you visit. Causing similar events to what happened here to repeat themselves.

Supplement Mode: You can choose to use this jump as a supplement and attach it to another jump.

Crossover Mode: Import another jump of your choice. You'll fill out the jump document, keeping the point totals separate. This setting and the other setting(s) you selected will then merge into one.

Companion Options: These cost 100 points unless otherwise stated.

Recruit Anyone: Free! Anyone you want to recruit in this world is free to join you as a companion if they agree. This is a perk you can use in future jumps.

Import: You can import all your companions, and they'll get 600 points to spend. They also get the 4 Tower tokens, same as you got.

Drawbacks: Each of these offers 200 points unless otherwise stated.

Leave When The Story Finishes: Free! You can leave when the portal is opened, and you defend it long enough to step through and escape. Or if the elf survivor or the necromancer are defeated. Unless another drawback conflicts with this, in which case you'll stay until the drawback is settled.

Be The Main Character: You are the elf survivor. Your goal is to defend the portal and escape when your elf allies rescue you.

Longer Stay: You'll spend 10 more years here.

Item Lockout: You can't bring items from outside the jump into this jump.

Power Lockout: You can't use abilities from outside this jump here.

Power Lockout 2: You don't get access to any purchases here until after the jump ends.

Companion Lockout: Your companions can be imported and buy things, but they can't enter the jump with you.

Rhymes, Puns, And Dad Jokes: You now can only speak and communicate exclusively in rhymes. The one exception is when an opportunity to tell a dad joke or a pun comes up. You can speak normally to do that.

The Necromancer Is After You: The necromancer learned of your arrival and is gunning specifically for you. He's been given a general run down on your capabilities and is building a special army to confront you. Expect a variety of specialized minions to focus on attacking you.

Scaling Rival: You have a custom enemy who gets a build here that lets them purchase things from this document using as many Tower points as you spent. They don't like you and want to defeat you.

Ending Options:

What will you do now? Stay here? Go home? Move on to the next jump?