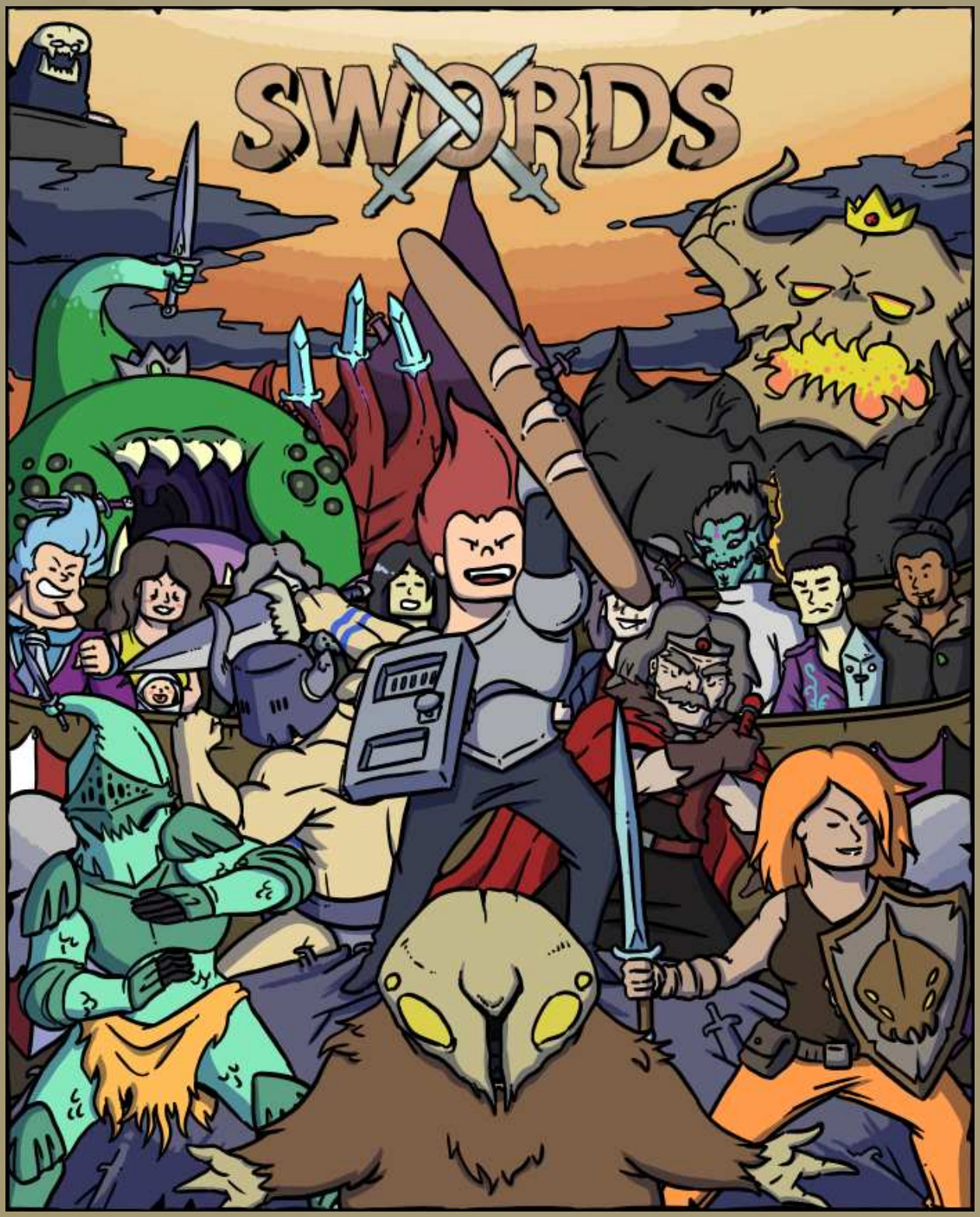


SWORDS, THE JUMP

BY THEGALLANTROBOT, V1.0

Welcome to a land of swords and sworcery, where all have the freedom to take up the blade. Whether it is to forge it in the fire of battle or the blood of effort. A place where adventures await for everyone to take a part of and a life other than constant adventures to sheathe your blade.

Here veiled secrets that have been hidden for centuries and creators that work hard to make the best of their craft. Magical workings that boggle the mind, mythical creations of smithing, futuristic technology powered by magical runes, and much much more.

A vast amount of different races to meet and greet, dwarves with their smithing, elves with their affinity for magic, orcs with their better technologies, humanity with their strange tryhard attitude that extols the virtues of their personal realities, and of course we cannot forget about Qwest Sprout. The adorable little munchkin that will always try to lend a helping hand to those in need. Even when he is afraid.

This is the land you have been born into or dropped,
Good luck and here take this.

$1000, a couple of swollars.

Sincerely,
Karkob



P.S. I won't remember telling you about this world of mine.

creatures

orcs: hyper-intelligent beings with horned brows and light green skin. most of them live in the city of orcadia. they are known for their prowess in technology and runecraft.





elves: beings that have four eyebrows, large purple eyes and small tufts of hair at the end of their long ears. high elves have light green skin and dark elves have dark blue skin. they are known for their prowess in magic and enchantment.





dwarves: small and bearded humanoids. their skin ranges from pink, to red, to brown and their hair can be yellow, red, brown or purple. they largely reside in the bearded hills - a place where black trees grow in small clusters, resembling beard hair growing on the side of a face. they are known for their prowess in blacksmithing and defense.





Humans: An eclectic bunch that come in many different colors and forms. They are known for being tryhards and with the will to see their visions be done. Even if they must go through trials and tribulations.





Swords: Whether having been born this way, gifted with sapience through means above mundane, or having been around one hundred years and gaining a soul. You are one of the many types of sword, whether this be mundane to the godlike.

This race gives 100 swollars stipend within the sword section and have you be that chosen sword.





Hybrid: You are not just the offspring of a single race, no, you are the child of two different races. You may choose two different races and get their 100 SP perks for free but you will not get their discounts for the rest of their perklines.





Origins

Freely pick a gender or age, as all can wield a blade.

Hilt: The bold souls who possess the power to shape the very world they inhabit to their own desires. Whether wielding the arcane might of a wizard or sorcerer, or the skillful hands of a blacksmith, these individuals stand ready to support the sword-like existence upon which this world depends.





Blade: The fierce souls who embody the very essence of the warrior spirit. From the untamed rage of barbarians to the chivalrous valor of knights and the disciplined calm of samurai, this group encompasses all who are willing to take up arms and fight for their beliefs.





Locations

You may start off in your homeland for free, or roll a **d11** to determine where you have been born or dropped in.

Orcadia: An advanced cityscape run by numerous, ultra-modern runes. It is especially known for having the smartsword being invented there by Steve Orcs and introduced to the wider world to critical acclaim.

- **Orcs may start here for free**

Bearded Hills: A vast swath of hills and mountains that is home to dwarven kind. It has many great geological locations and even has natural terrain that mimics beards.

- **Dwarves may start here for free**

Hiltshire: As the clashing blades of fate met, the realm of Hiltshire was birthed, crafted by the blade destined to save the world. Today, it pulsates with life, thriving under the rule of the glorious kingdom of Hiltshire.

- **Humans may start here for free**

The Badlands: With a resounding clash, the blades of destiny collided, forging the harsh and unforgiving realm of the Badlands. Created by the blade destined to destroy the world, it is now home to fierce tribes of barbarians who roam its perilous terrain.

- **Humans may start here for free**

The Worselands: The land of the demon king, this is a land that is considered even badder than the Badlands. A land where nothing grows and monsters dwell where man, dwarf, elf, orc, and all sapient life fear to travel.

- **Humans, Dwarves, Elves, and Orcs may start here for free**

Paladium: Often referred to as the Paladin Kingdom, Paladium is a city north of Hiltshire. Its ruler has a long standing feud with the King of Dark Knight's Keep.

- **Humans may start here for free**

The Shelf: A mountain shelf where the ancient, prehistoric elf called Grelf has founded the elven realms.

- **Elves may start here for free**

Elf Wood: The surrounding forest of the Shelf, where many fae creatures reside.

- **Elves may start here for free**

Hilt Rock Island: Having been founded by historical explorers by a sword-based society. This is an island where the law of Hilt is king and blades are considered blasphemous witchcraft.

- **Hilt, the origin, may start here for free**

Katana: A country that has a unique culture of great houses and familial obligation. They were the ones who first forged the type of sword called a katana, where it gets its name, and grew katananas...also where they get their name.

- **Humans and swords, in a katana form, may start here for free**

The Green Moon: One of the moons. A strange place that is home to the really high elves, a subtype of elve that has exotic, futuristic arcane energy generation.

- **Really high elves, elves with the higher then the sky perk, may start here for free**

General Perks

Evolution is filled with swords [Free]: You have a physique that is significantly fitting for surviving a universe of swords, where each and every individual cell is armed to the teeth. Not only does this enhance your durability, but it gives you a rugged, striking appearance that elevates any scars into badges of honor and has any grime amplifying a wild allure.

Traveler from another dimension [200]: You are a stranded traveler from a neighboring dimension. For all your perks, the word 'sword' can be changed into another weapon or tool. Once per month. Maybe you came from the axe-dimension and are a renown axesmith. A cook from the bow-dimension. Or maybe you are a gun-toting pistolier from the gun-dimension ready to shoot these swordsmen.

It takes a village [200]: Oh, the comfort of a cozy tavern! The air is thick with the aroma of rich, welcoming wood, while the gentle crackling of a blazing fireplace fills the room with warmth and comfort. The joyful chatter of a friendly crowd echoes throughout, creating a sense of community and belonging that is truly unique. Much like the Qwest Sprout, you are extraordinarily lucky in finding entire groups and people who are willing to love and support your endeavors.

King for a kingdom [400]: Made to be a king, you have the airs of a true ruler with the will to see it through to its eventual rise. This comes in the form of a charismatic bearing able to entreat with other greats, the wisdom to make choices that can see your kingdom through the greatest of hardship, and an extraordinary popularity that can enable entire populations to come to love your virtues and find you without vices.

Overcreature [600]: Through strange circumstances, you have become an overcreature, a being capable of unyielding might and an ability to expand your strength and stature without bounds. Either through a weird chance of you becoming this through being exposed to massive amounts of radiation like the Megadwarf, being born this way like the Overgnome, or something else.

Creature Perks

Orc Perks

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

Rune-Length Brain [100]: You are a hyper-intelligent being with technology and runecraft. This allows you to quickly learn how to inscribe magical runes to have highly reproducible and smart effects like Sharpness - IV, XXXV - Bloody Explosions, and through massive amounts of effort your very own runic-smart programs. Secondly, you can innovate on technological ideas into better and more intuitive designs that anyone can pick up and use.

Modern Thought [200]: The future doesn't have prejudice. No matter anyones preconceived notions about your race, where you came from, favorite pizza topping, or anything that is superficial and not based solely on yourself. All will keep an open mind meeting you, remaining unclouded by societal judgments or collective biases.

Blade-Borg [400]: Having been reconstructed through technology and runecraft. You are a mechanical masterpiece of great power and strength, able to slice through great monsters. This mechanical body of yours updates every year to be the greatest of your creation abilities and knowledge.

A Mind for a New Age [600]: You are a trailblazing inventor capable of pioneering entirely new technologies and runes with extreme complexity. This revolutionary intelligence allows you to think up runic programs like holographic smart AI's, microengraving technology that helps you make mass producible smartswords with thousands of micro engraved runes, hoverswords allowing you to soar across the cityscape, and your runes are considered to be cutting edge in their abilities.

Elf Perks

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

Wizard [100]: You have a natural affinity for magic and enchantment. This allows you to quickly learn to weave the threads of magic to produce effects seemingly from the aether like fireballs, enchanting swords to have a variety of effects like growing wildlife or summoning ducks, and through great amounts of effort you can create rituals of town-sized catastrophe.

School of Magic [200]: Fire, water, air, ice, necromancy, life, apple, and so much more. The universe brims with an endless array of magic just waiting to be discovered. You have a specialty for a specific school of magic, where you are twice as potent within your specialty and it takes half the amount of arcane energy to use.

Comes with an outfit that screams your specialty towards others. A fire wizard with a dashing red robe, an apple wizard with plaid jacket emblazoned with tasteful motifs, and a necromancer with an emo black cloak.

Higher than the Sky [400]: Majestic and regal, you are a really high elf. A unique subspecies that has an unparalleled gift for harnessing and generating arcane energy, with even the weakest of your technologies capable of fueling a highly-advanced society with ease.

Sworcerer [600]: You are a master of magic and enchantment capable of manipulating the arcane energies with extreme ease. This mastery allows you to enchant items to phenomenal depths, like making a sword of greater vacation enchanted with the ability to manipulate the environment to make even a hazardous environment seem like a pleasant beach, a knife capable of cutting open to a pocket dimension, and setting up great magical workings as wide as kingdoms.

Dwarf Perks

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

Stratified Smith [100]: You have a natural affinity for geology and forging attributes deeper into existence. This allows you to make certain attributes more tangible in their existence such as a dwarf miner to create even a temporary mineshaft as durable as a human castle, a dwarven blacksmith forge a bone sword to be as durable as titanium, and if a dwarf farmer was making a pepper, their pepper would by so spicy that it could cause the hardiest to ask for milk from a single lick.

Clan Heritage [200]: You were born to a clan of dwarves that revolve around a specific material or object. Gold dwarves to gold, bronze dwarves to bronze, bone dwarves to bone, potato dwarves to potatoes, etc. Progress on learning about your clan's object is boosted twice the amount and takes half the resources it normally would.

Sacred Saint [400]: The sacred must be worshiped by the masses, so this must be so. It is not said that the sacred must be divine or natural. Much akin to the architect of a techno-monolith, you've unraveled the enigma of religion, enabling the creation of entire belief systems to abnormal extremes.

Forger of Wonders [600]: You are a master blacksmith capable of deftly manipulating the conceptual attributes that make up existence. This allows you to manipulate, gather, and fortify attributes to forge wonders that defy logic. Such as being able to make glass with the durability of orichalcum through working on it for months on end, gathering timepieces from around the world to make a dagger capable of slicing the fabric of time itself, and if you were a dwarven farmer. You could grow a pepper in the fiery depths of a volcano, making a single seed from it result in a pain so indescribable. That many would consider it to be too dangerous for consumption.

Human Perks

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

Jack of all Swords [100]: You have a natural affinity for emphasizing the attributes of reality and exploiting cosmic mechanics. This allows you to enhance something like the natural aspects of reality into greater potencies such as a human swordsmith capable of creating their pepper sword to burn with the flames of its spiciness, a whistler to create a whistle which is sharp enough to cut the flesh without a drop of magic, and a swordsman could create techniques that can call upon their blood-iron content to flash-forge a blood sword.

Storybook Vibes [200]: It's like you're a storybook character brought to life. Actions that have beneficial tropes associated with them are more likely to come about. A main character having taken a journey, will have many chances of gaining various allies and tools. A mentor will stumble upon a child worthy of becoming someone great for their side of good or evil.

Neverwarden [400]: For one of the realms of Demon Swords: Dream, Dire, Hunger, Curse, Chaos, Darkness, and Magic. You are the epitome of its antithesis. A Neverwarden of Chaos would be an extremely boring person that's very presence vastly weakens the chaotic and has the ability to take boring actions that can instantly kill it with just a couple of words.

You may purchase more than just one.

Renaissance Tryhard [600]: You are a wunderkind of trying too hard, allowing you to take the virtues of a concept and extolling the reality that it needs a symphony to accompany it to battle. That even a sword which can only tell your gender with red or blue flames, wielded by yourself can set a town on fire in the entire visible spectrum of color or exploiting having more than one magical sword pommels to make an unholy amalgamation of twenty different should-be incompatible magical effects.

Origin Perks

Hilt

A Dream of Swords [100]: You are a capable craftsperson with a specialty such as furniture, peppers, mechas, or even just a style like edginess. With the ability to make anything you can craft into a sword worthy of both war and peace. Creating something into the image of a sword even enhances its capabilities by a magnitude greater than it would have been. For instance, if you were to make both a hammer-sword and a hammer, the hammer-sword would be twice as good for hammering then the hammer and capable of use in a prolonged conflict.

Make a loaf of bread capable of parrying a sword of iron. A garlic sword, caramel sword, and more. Breadsmith, Garlicsmith, Candysmith,and more!

Safe Handling [100]: Safety is required in a world which has danger around every corner and silver-lined edge. You have learned from the countless fools and have the knowledge on the creation of anything you make to be safe to use on a daily basis. Your disintegration sword will only destroy your enemies, the flaming cutlass does not burn the wielder, and your healing sword does not create tumors within the growths of wounds.

My Sword is my armor [200]: As the old adage goes, the best offense is a good defense. And you, my friend, have delved deep into the intricate craft of armor-making. A craft that's inseparably intertwined with weaponry, like two sides of a coin that can't exist without each other. The skills of offense and defense are symbiotically linked, so much so that the more skilled you become at swordsmithing, the better you become at armorsmithing. An average swordsmith with this could make average armor without any tutelage in the art.

With any kind of extra-mundane capability, you are easily capable of allowing the armor to be summonable from the aether. Only requiring a swordsman to wield the sword linked to it.

Silver-Garlic Smith [200]: Everyone has a weakness, it just takes some effort to find it. You find that any effort you take to create a weapon that targets a specific foe has that effort magnified. Whether that is finding the foes' weakness to silver through textbooks, finding the perfect way to fuse all their anathemas into a weapon, and more.

Forge the sword of werewolfsbane, made of holy silver, wolfsbane, and a sliver of the full moon itself.

Dungeon Master [400]: You are a talented architect that is capable of making vast and thematic dungeons with amazing loot, ever-regenerating monsters, and tasteful decor. Any extraordinary ability such as magic is magnified tenfold in the creation of a dungeon and within the dungeon itself.

The Pen is Mightier than the Sword [400]: You, my friend, possess a remarkable talent for persuasion, able to convince even the most skeptical of individuals to do your bidding. It matters not if you stand before them with a sign declaring yourself a well-trained actor, for your mastery of the art of manipulation and framing is second to none.

With nothing more than a single letter, you could spark a war that would engulf entire kingdoms, your words acting as a catalyst for conflict and chaos. Your ability to wield language as a weapon is truly awe-inspiring, and those who underestimate you do so at their own peril.

The Spark of Universal Beginning [600]: Ever since birth, you have been gifted with endless potential in any act of creation. Especially creation involving swords in any manner either the tools of creation or the tool to be created. With a great teacher, you will be able to quickly fast forward your crafting proficiency to the point of surpassing your master in skill in just a few months.

This aptitude for creation gets multiplied by the amount of effort placed into it and can unlock the ability to fuse creations together to the best of their worlds. Even godswords can become combined by a demigod, if they are willing to lose their life.

Blade

Extension of an Arm [100]: You are an expert swordsman with the skill and experience to have a fighting chance during the up and coming swor'nament. This comes with a specialty for a type of sword, the more specific the type the better the boost you have for it. From the broad of broadswords to the specific of a certain sword of dare.

Fighting Spirit [100]: In a world where swords have been refined and advanced from prehistoric times, it isn't usually the weakness of the blade which loses a fight but the weakness of the wielder. Luckily enough, you have the state of mind to fight even the greatest of monsters and eldritch abominations with nary a blink.

Qwesting 101 [200]: You have the patience to do thousands of tasks, going through miles of dungeons, doing escort missions, and super boring life chores. Even better, you will always be rewarded for your patience equal to your effort.

Sharpened Sense [200]: You have the fabled trait of having one of your senses becoming as sharp as a blade. An eye capable of seeing a sword's soul or a nose able to sniff the presence of a sword a mile away.

You may get as many sword-based sharpened senses as you have unique senses.

Multi-Swordmaster [400]: It is considered skilled to be able to perfectly dual wield two blades. Handily each like one could handle a single sword. However, you have mastered the art of fighting with multiple weapons to the point that your skill with a type of weapon directly correlates with how many of that type of weapon you can wield at once. An average swordsman could deftly fight with six blades, but a greater swordsman could reach ever higher.

One blade, two blades, five blades, twenty blades, fifty blades, a hundred blades, a thousand blades, ten thousand blades, a hundred thousand blades, enough blades to blot out the sun.

Mentor of a Thousand Lessons [400]: Knowing how to swing a blade is quite different as to when to swing it. You know this concept well, for you are an impossible teacher that can impart hundreds of lessons with a single pithy quote. It wouldn't even be a surprise for your students to be considered a sliver of your vast wisdom.

The Shatter of Universal Ending [600]: Ever since birth, you have been gifted with endless potential in all acts of destruction. Especially combat involving the use of swords as its tools of destruction. With a great teacher, you will be able to quickly fast forward your combat proficiency to the point of surpassing your master in skill in just a few months.

This aptitude for destruction gets overclocked the closer to your own demise you are and can unlock the ability to add the souls and power of all those you kill to your own soul.



Swords

The titular weapon this universe revolves around.

You may purchase as many swords as your heart desires and if you want, instead of paying for a specific sword rarity. For 200 SP, you can buy a mystery sword. A question-marked blade.

*Roll a **D6**,*
The mystery sword will be the equivalent to the rarity rolled.
Lame, common, uncommon, rare, epic, legendary.
In that order.

Lame [50]: These swords are those which are considered to be lame even by sword enthusiasts. Examples being Sock Sword, Toe Nail Cutter, Sci-angle, Kitchen Sword, and other swords in that category.

common [100]: Really common swords which everyone can get their hands on. Mostly plain jane weaponry with a couple of mild enchantments, if any. Examples being regular swords, broadswords, longswords, katanas, and the lukewarm shank.

Uncommon [200]: Now we're getting into the good stuff, the things which can be the secret weapons within your arsenal. Examples being Dagger of embers, Assassin's Dagger, and other swords.

Rare [300]: Blades that are not easily obtainable and are highly sought after by collectors and warriors alike. They often possess unique abilities or are made from rare materials.. Examples being Scorching Short Sword, The Cloudy Cutlass, Sword of Almost Midnight, Smartsword

Epic [400]: The cream of the crop, weapons of immense power and prestige. They are often made from the finest materials and imbued with magic that is beyond the comprehension of most mortals. Examples being The Inferno Blade. Time Knife, and The Whirlwind Blade

Legendary [500]: These are the legendary swords that are whispered about in tales of heroism and adventure. They are incredibly rare, often with a rich history and powerful enchantments. These swords are said to be capable of turning the tide of battle with a single swing. Examples being the Longsword of Time, The Sword of Absolute Midnight, Sword of Invincibility, One of the eight Pepperoni Pizzablades

Demon [600]: The many-eyed swords. The 7 Demon Swords. Examples being Eternal Slumber, Eternal Fury, Boundless Hunger, Relentless Omens, Endless Chaos, Unspeakable Darkness, Sacred Oaths

God [700]: Ahh, you want the godswords. Blades with the soul of a god within their powerful structures. Examples being Argok's Edge, Bograk's Hook, Baltad's Blade

companions

Qwest Sprout [Optionally Free]: A small woodland creature that loves adventure and is always on the lookout for another great quest.

Canon [100]: Anyone in the canon of swords, such as Rapier Tapir, Xiphos, Harpe, Bread Knight, Sickle, and the Demon King

Custom [100]: This option gives you a companion that you can customize and create with **800 SP**. It has its own origin and race with subsequent perklines discounted.

Can be bought more than once.

Example Custom Companion	Blade Origin
Name: Lauren Ipsum **Race:** Human **Perks:** Jack of All Swords, Extension of an Arm [Writing-related swords], Fighting Spirit, The Pen is Mightier than the Sword, Storybook Vibes **Sword:** Ink Sword [Rare]	

Example Custom Companion	Hilt Origin
Name: Cakesmith **Race:** Dwarf **Perks:** Stratified Smith, Sacred Saint, A Dream of Swords [Cake], Safe Handling, Qwesting 101 **Sword:** Triple-Layer Red Velvet Zweihander [Epic]	

Drawbacks

Parallel Dimension [Toggle]: Instead of a world of swords, this world has everything based on a different tool or weapon.

Stay Extender [+100]: Ordinarily, you would only have to stay for a decade, but now you will have to stay for ten more years. There is a whole world to explore and experience, so it may not be so bad.

This can be taken multiple times, for a maximum of six times.

Final-Final Creation [+200]: With one of your creations, you will never find satisfaction in completing it. Always having to make another version, an even better version of it. A final-final-final masterpiece of swordery.

A Nemesis of Greatness [+200]: Whether on purpose or by complete accident, you have made an enemy out of an equal to the great and wonderful Rapier Tapir or even Rapier Tapir himself.

Roughly equal to **900 SP** and can be taken multiple times.

Canon Character	Blade Origin
Name: Rapier Tapir **Race:** Animal [Tapir] **Perks:** King for a Kingdom, Extension of an Arm [Rapiers], Fighting Spirit, Qwesting 101, The Shatter of Universal Ending **Sword:** Rapier of the Tapir [Common]	

Original Example Nemesis	Hilt Origin
Name: The Non-Euclidean Architect **Race:** Elf **Perks:** Wizard, School of Magic [Space], A Dream of Swords [Non-Euclidean Style], Safe Handling, Dungeon Master, Sworcerer **Sword:** Spatial Saber [Rare]	

Bad Nickname [+200]: You have a nickname that you can never get rid of that is extraordinarily out of context and can leave people with the wrong impression of yourself. Kind of like that guy from the village...oh yeah. Olack *the orphan eater.*

Uncool Curse [+200]: Rather than having a really cool curse like those other cool dudes who've been cursed with dragon arms and such, you have a lame curse in the vein of having slippery fish arms.

You may take this multiple times for different varying cursed appendages, strengthening both the power of individual curses, or a mix of both options.

Stereotypical Properties [+200, Exclusive for Clan Heritage]: You have taken after your dwarven clans object rather well. Maybe, too well. Based on the object, you could be extraordinarily boring for the Boron clan, an extremist zealot compared to even the fanatical carbon nanofiber dwarves, or a fastidious perfectionist for the gold dwarves.

Powerlock [+200]: All of your previous items, perks, and warehouse are taken away during your time here.

Qwest and Pest [+400]: A mysterious creature with a complementary color scheme, same creature type, and opposite personality has become your rival. They have spent the exact same amount of SP on this document as yourself including SP gained from drawbacks.

Soulbound [+400, Exclusive with those with a sword]: Your soul has been bonded with your sword. This means that you can never travel more than a foot away from your sword and any damage done to the sword is done to yourself.

Duel Addiction [+400]: Some in this world are susceptible to developing duel addiction. An affliction that causes the sufferers to become obsessed in defeating any opponent who wins a duel against them. You are one of these unlucky few. The obsession will pass after gaining a win against the opponent.

THE END...

...or just an ending to a chapter

GO HOME: Instead of continuing on traveling through different realms of swords or other. You have decided to go back home to your normal life.

STAY HERE: Having come to love this strange sword-obsessed realm, you are staying here. To continue on loving swords, the adventures, great achievements, and even great friendship.

CONTINUE ON: With every good adventure, it all started with the beginning. But with every good adventure, there comes a time to put one world down and pick up another.



NOTES

<u>POSSIBLE ADDITIONS FOR THEE FUTURE</u>

GHOST: SPECTRAL PHENOMENON FOR THOSE STILL WITH BUSINESS TO BE DONE. WHILE THEY CAN STILL BE KILLED, IT MUST BE DONE IN AN ENTIRELY DIFFERENT WAY TO BANISH THEM FROM THE MORTAL COIL.





- WRAITH WITH ACCESSORY [100]:
- 200
- RUST [400]
- LICH [600]

SOULBOND BLADE []: YOUR SOUL IS BOUND TO A BLADE AND MUST BE WITHIN ONLY A COUPLE OF FEET AT ALL TIMES

THE SPOOKWOOD - GHOST LOCATION, FILLED WITH necromancers AND BANDITS

BEAST-MAN: EITHER A BEAST OR BEASTMAN, AN ANIMAL WITH A HUMANOID BODY FORM.





might add beastmen/animals as a single creature for both animals like rapier tapir or beastmen like dogmen and lionmen

their ability is to use sacrificed creatures to do magic?
ccxvi - enchant it yourself