House of Flying Daggers

A Jumpchain CYOA

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In China in 859 AD the once mighty Tang dynasty is in decline. The Emperor is weak and incompetent. His corrupt government no longer truly controls the land. Unrest sweeps the country. Village by village an underground alliance forms. The House of Flying Daggers. Based near the Imperial capitol the House of Flying Daggers moves in the shadows. Stealing from the rich to give to the poor, they earn the support of the people. At the same time they are feared and hated by their bitter rivals the local government officials. You must decide Jumper, if you will fight for the House of Flying Daggers for the betterment of the people, or join the corrupt government in order to enrich yourself. You will spend 10 years here in this world and arrive 3 years before the start of the movie just after the previous leader of the House of Flying Daggers leader was assassinated.

You start with 1000 WP (Wuxia Points) to spend on perks, items, and companions.

Origins

You may pick a single origin. You may take the 100 WP perks and items from your origin for free and receive a 50 percent discount on all other perks and items associated with your origin. Either origin may be taken as a Drop In with no background or history in this world.

Insurgent - You are a member of the House of Flying Daggers, an insurgent group which fights against the corrupt government and its officials and supports the poor and the downtrodden. You seek to destabilize and bring down the government.

Government Official - You are a low or mid level member of the Chinese government, an officer in the military such as a Captain or a lieutenant to be specific. Your remit is to maintain order and to destroy the rebel factions in particular the group known as the House of the Flying Daggers.

General Perks

Kung-fu on Wires (Free) - You are highly skilled in martial arts, able to fight both with your fists and feet as well as swords, spears, and staves. You can fight off half a dozen armed men at once and leap high into the air easily jumping several meters at a time. Furthermore you do not go into shock unless mortally wounded and lesser wounds do not inhibit your ability to fight.

According to plan (100 WP) - You are capable of committing to what needs to be done in order to see your plans through, even if that plan is horrible. Betray a friend who you have fought beside for years and who has saved your life? Kill your own lover? You can do it. You may not like it, but you have the iron will necessary to follow through with such sacrifices if they are required to achieve your goals.

Master of unusual combat techniques (200 WP) - You are trained to be able to exploit your environment in a fight. In a bamboo grove you would be able to use the bamboo trees themselves to improve your mobility or as impromptu weapons. In a brothel you could find ways to use the trappings of the brothel, such as the decorative beading, to create enough noise to disguise your passage in order to sneak up on someone. Wherever you are you can find ways to use your environment and the things in it to your advantage in a fight. This extends to truly bizarre and esoteric techniques such as using the long decorative sleeves of a dress in order to manipulate a sword to try and slash or stab someone at a distance.

Insurgent Perks

She's the finest lady on earth (100 WP) - You are exceptionally beautiful. With smooth skin pale as jade and fine features you may be one of the most fairest people in all of China. Certainly the fairest in your province. This provides you with a number of advantages. Its often easier to gain someones confidences and draw closer to them if they find you attractive. You are an expert at exploiting your good looks to get closer to assassination targets or to gain information.

You aren't Blind? (200 WP) - You are an inhumanly skilled actor. So skilled in fact that you could convince everyone who met you that you are blind, and keep up the act convincingly while spending days in close contact with them. Your skills as an infiltrator, body double, or spy, and your control over your own body and ability to suppress or manipulate automatic biological responses are impeccable.

Do you know the echo game? (400 WP) - You have supernaturally acute hearing. Blindfolded in the middle of a bamboo grove you could hear the sound of a pebble striking against a bamboo shoot and be able to tell perfectly the direction and distance of where the sound came from. You can hear people coming from hundreds of meters away even if they are trying to sneak up on you.

Flying Dagger technique (600 WP) - You have mastered the signature technique of the House of Flying Daggers. Knives which you throw can fly through the air for dozens of meters, change course mid air to move around obstacles and track your target, and strike with enough force to chop through bamboo and penetrate armor. It is as if the daggers you throw have a mind of their own.

Government Official Perks

Stop this at once! (100 WP) - You have an aura of intimidation and command, a presence which compels people to obey your orders. When you make yourself known you will quickly dominate the room. People will look to you for direction and be quick to carry out your orders for fear of your wrath should they dally. You will find that so long as you are forceful all who are bellow your station and who are not already directly opposed to you will be quick to attend to your orders and will defer to you to the point of obsequiousness.

I never fail to seduce a woman (200 WP) - You are really really good at making people fall in love with you. Even people who know you are their enemy. Even if they know you are trying to manipulate them, you still have the charisma and the flirting skills to make them fall deeply in love with you to the point where they will be willing to die for you. Just be careful you don't end up buying into the fantasy you weave yourself.

"Honorable" Captain (400 WP) - In order to succeed as a mid level official there are a number of important skills one must have, skills which you excel at. Your ability to navigate the military bureaucracy and its politics is masterful, allowing you to make sure that you receive your share of credit for successes. And, perhaps more importantly, allowing you to hide your indulgences and failings from your superiors eyes. You aren't just skilled at office politics however, you are also a very capable tactician and battlefield commander able to read your enemies movements and plan and organize ambushes and favorable engagements in order to seize victory.

A strong hand skilled with a Bow (600 WP) - You can shoot a bow with pin point accuracy and great speed even while sprinting. From hundreds of meters away you can shoot with such precision that if you wished you could embed your arrows into your targets clothes and leave them utterly unscathed. You are also capable of trick shots where you bounce arrows off of other objects and ricochet them around obstacles and into your target.

General Items

Period Clothing (Free) - Fine clothing which is appropriate to the time period. This includes multiple outfits. First, an outfit appropriate for your origin be it a government military uniform, or the green robes of the House of Flying Daggers. Second, luxurious clothing appropriate for use in high society (or for a high end brothel). Finally, unobtrusive traveling clothes appropriate for passing as a regular citizen on the road.

Soldiers are coming (100 WP) - You have command of a number of warriors who are absolutely loyal to you above all others. If you chose the Insurgent origin you receive the loyalty of five skilled assassins proficient in the flying dagger technique. If you chose Government official as your origin you receive two ten man squads of elite soldiers, all of whom are skilled warriors capable with spear and sword. Regardless of which origin you picked however your soldiers while skilled are not as capable as true heroes, though they may be able to match them on the field of battle with sufficient numbers. Can be taken multiple times.

Quantum Horse (200 WP) - You have a horse which is able to appear whenever you require its use even if you had not previously brought it with you to your current location. Wherever you are if you need a horse you need merely travel a small distance out of sight to a place where a horse could potentially be, and there you will find your faithful steed waiting saddled and ready for you.

Insurgent Items

Assassination gear (100 WP) - A collection of useful tools for breaking into a building and eliminating your target. First, mask and hood to cover your head and face which prevents people from recognizing you even if they know you quite well. Second, a several ropes and a padded grapnels for scaling walls on the way in, and for lowering yourself out of windows while ex-filtrating after completing your mission. Finally a selection of deadly poisons.

Flying Dagger Pouch (200 WP) - A collection of the special daggers used by the House of the Flying Dagger. This pouch can be strapped to your side and hidden underneath a coat or other long article of clothing and is designed to allow you to easily and quickly draw and throw the daggers. So long as you are hiding it, it will not be noticed by others visually inspecting you until you dramatically unveil it by sweeping back the article of clothing covering it. The pouch holds five daggers, which will re-appear each morning if you have thrown and lost them all the day before.

Brothel (400 WP) - You are now the owner and proprietor of a classy high end brothel which is often patronized by the wealthy. This brothel serves as both a source of income for the movement, and an excellent base of operations as well as a very good way to gather intelligence, as many of your patrons will be corrupt government officials. This den of depravity really the perfect hot spot for espionage work.

Government Official Items

Fruits of corruption (100 WP) - As a government official you are well paid for your services, and can make further money by extorting citizens and taking bribes as well. This adds up pretty quickly. Every month you will receive sufficient silver and gold coinage in order to support a very comfortable lifestyle. You eat well every day, can afford to buy expensive clothes and luxury goods, and can afford regular trips to high end brothels while still having money left over. You can afford to buy the affections of even number one courtesans normally outside the price range for all but high level officials. This item may be purchased multiple times.

Sword and Bow (200 WP) - A fine side sword and compound bow, along with a quiver of arrows. The sword is of exceedingly fine steel and will retain its edge even if you use it to hack at wood and armor and will not break under the force of your superhuman martial arts. The bow has a strong draw for it's compact size, and will not loose its spring. The Quiver for your bow has 12 arrows, which will re-appear each morning if you have shot and lost them all the day before.

Police precinct (400 WP) - A fortified compound with strong walls and with strong doors and gates sectioning off the different sections of the building your precinct is very secure and difficult to assault. The compound contains barracks for several squads of soldiers, an armory to supply them with arms and armor, and holding cells to keep prisoners. Additionally inside the holding cells you will find all the torture tools you may need in order to be able to make your prisoners pliant to your wishes.

Companions

Canon Companion (100 WP) - You may take as a companion one of the canon characters from the film.

Companion Import/Creation (100/200/400 WP) - You may Import one of your existing companions, or create a new OC companion for 100 WP. Alternatively, you may import up to 4 companions for 200 WP or up to 8 companions for 400 WP. Each companion you import or create may pick an origin and gets 800 WP to use to purchase perks and items.

Undercover Agent (200 WP) - You may import one of your existing companions, or create a new OC companion. This companion is an undercover agent who has infiltrated the faction which your origin is opposed to. This companion has both origins and may buy perks and items from either origin at a discount, but only gets 600 WP to use to purchase perks and items.

Drawbacks

Blind (+100 WP) - You were born blind, or if you are a drop in, were blinded upon entering this world. You can't see a thing, which can make life very difficult in ancient China. You will generally be looked down on as a cripple by others, who will treat you with indifference at best or more likely scorn you or try to take advantage of you. This also makes any number of tasks which others consider trivial very difficult if not impossible for you to perform.

Ambush! (+200 WP) - You frequently find yourself under attack from your enemies, who seem to be able to track you and then set traps ahead of you no matter how hard you try to escape them or how improbable it is that they'd be able to find you. Every few days you will find yourself beset by a dozen armed assailants intent on capturing you, or killing you if they can not. You can not avoid or prevent these ambushes by running and hiding, at best you can delay them, but they will find you and come for your head.

You love him (+400 WP) - There's no easy way to say this, but you are going to get cuckolded. The person who you love most in the world is going to be seduced away from you by some smooth-talking flirt. Your years of love will mean nothing, and in the course of a few days they will be lost to you. Even your closest and most loyal companion will not be able to resist cuckolding you and leaving you emotionally broken.

We are pawns you and I (+600 WP) - The leaders of your faction to whom you owe loyalty do not care about your life and well being and are more than happy to throw you away if it means they can achieve their objectives. You will be sent on suicide missions regularly, and will generally be unable to trust your own comrades not to kill you if necessary for the fulfillment of your factions goals. You can trust no-one but yourself, and yet must remain loyal to your faction and do your best to survive despite this. Can not be taken as a drop in.

The time has come to end your stay here, and now you must decide. What will you do?

Go Home - Kung-fu fights deciding the fate of a nation may be thrilling, but at the end of the day you miss what you left behind, like modern plumbing. You are going home.

Stay - You have found something here which matters to you more than whence you came or the eternities spread before you. Stay, and enjoy what this world has to offer.

Move On - The carefree wind blows where it wills and goes where it pleases, and it pleases you to continue your journey on to new worlds.