

A Jumpchain CYOA
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Welcome to a world where a story begins with that which shakes the heavens and earth. Like a bolt of lightning, a new tale of fantasy is about to begin! Many years ago, in this world of fantasy and swordsmanship, the world of humans was invaded by the Demon Realm in the War of the Fading Dusk. Humans prayed to their gods for aid, and they received their answer in the form of the “Shinkai Makai”, blades of legend that could turn the tide of the conflict and ultimately win the war. The mightiest one of them all, the Tengyouken, was said to have even cut down one of the greatest of these Demons for good, despite such beings existing outside of life and death. These weapons of myth would be locked away and guarded by the “Goinshi”, the Seal Guardians, from that point forward.

In this present time, the hilt of the Tengyouken has been stolen by a group called the ‘Genkishu’ (The Onyx Demons), slaying one of the Seal Guardian siblings of the Tan family responsible for guarding it. However, Tan Hi manages to flee with the crossguard of the blade, though not without later fainting from her injuries. She is found by two travelers - the wandering Sho Fukan and the mysterious vagabond Rin Setsua. At Setsua’s behest, the three agree to work together to protect Tan Hi and reclaim the stolen parts of the sword to keep it out of the hands of the villainous Onyx Demons...though not all is as it seems.

You arrive near the shrine of a Buddha just as these three travelers meet for the first time, Tan Hi unconscious at the base of a tree while Sho Fukan is confronted by one of her pursuers.. An Onyx Demon instead starts in the Seven Sins Tower.

Your age is 25+1d8, your gender may be chosen freely. You may spend 100 points to decide your age freely. You receive 1000 points to spend.

Backgrounds:

Foreigner [Free] - It's not really clear who you are or where you came from. You're a newcomer to this land, without knowledge of history and culture behind it, or much of any memories relevant to it at all. Perhaps you crossed the Wasteland of Spirits, or entered from some distant realm? Maybe even another world entirely. Either way, you have an outsider's perspective - which may be more of a boon than one would expect.

Phantom Thief [Free] - While the world may be full of mundane treasures and loot to take, perhaps even weapons of legend granted by the Gods or forged by human hands, the truly irreplaceables treasures are the pride of villains or the hubris of fools. Those are what you delight most in taking from others, manipulating others to do your bidding and further whatever cause you see fit. You are likely a kindred spirit to Rin Setsua - whether or not you will both work together depends largely on whether your goals align, however...

Seal Guardian [Free] - You are one of the Seal Guardians responsible for looking after one of the legendary Shinkai Makai, blades granted by the Gods that allowed the victory over the Demon Realm. You are a surviving member of the Tan family who escaped alongside Tan Hi, or had heard the news of a shrine being raided and journeyed from a distant temple to investigate for yourself, leaving the rest of your family to guard the sword back home. You likely grew up sheltered and with very little knowledge of the world outside of your Temple home, but you've been well-trained in use of the sword and techniques passed down your family for generations.

Onyx Demon [Free] - What good is keeping such fantastic weapons locked away? You exist for one thing - the furthering of your own glory and those of your minions, your lord, or whatever cause you see fit to support. You are a disciple or a direct rival to Betsutengai, waiting for the right moment to strike at the warlord when you see fit, or perhaps to aid in his claim to the Tengyouken.

Perks:

Tempered Blade [Free] - In this world, one's Battle Ki is what determines the outcome of a proper clash of blades. This allows one to do things such as run along water, unleash cutting techniques through steel that can rend forests and flesh alike, create barriers, and so forth. The most skilled users may clash with enough power to lay waste to an entire countryside, or scatter a small army. You start with several years of training and experience in both your chosen fighting style and the use of this Ki, enough so that you are able to pull your own weight among the organization you choose - though the likes of a serious Rin Setsua or the Screaming Phoenix Killer will challenge or overwhelm you if you're not careful.

A Legend Told [Free] - When you encounter a unique or important individual, an ethereal voice will read a Chinese poem briefly describing their personality and character, which can potentially foreshadow details about them you otherwise wouldn't guess immediately. It only works when they're being obvious about their presence, and you are the only one who hears it unless you deem otherwise.

Not From Around Here [100 - Free Foreigner] - Since you're obviously a newcomer or not familiar with how things work, you will always encounter someone willing to patiently give you exposition on the local culture, events, and the sort of people you're in conflict with if you've entered such. No one will be annoyed at your questions about such common knowledge unless you're intentionally antagonizing them about it.

You're Definitely Doing That On Purpose! [200 - Discount Foreigner] - Having a fresh perspective on those around you lets you spot those who are suspicious and untrustworthy, or vice-versa. You can easily spot holes in someone's story, be able to spot deception much more easily, as well as question things that people otherwise ignore or take for granted. This level of insight can lead you to making discoveries others wouldn't in a very long time.

The Biggest Mystery [400 - Discount Foreigner] - People tend to be skeptical of your origins and skills in a way that makes them seriously underestimate you or downplay your role in things, letting you glide by events without too much attention, and your reputation tends to evaporate into irrelevance until you reveal yourself in a big way. This can be toggled on or off at your leisure, though your foes are unlikely to forget about you if you continually confront them alone.

The Edgeless Blade [600 - Discount Foreigner] - Your ability to channel ki has bypassed the level many people expect from you - your spiritual energies are much more potent. Your Battle Ki is also strong enough to be channeled effectively through things beyond steel, enough so that you could tear an armored human in half with a swing of a broken tree branch. Just as well, it is even more effective with a proper steel weapon - whether a sword or otherwise.

A Smile In The Light [100 - Free Phantom Thief] - You are frighteningly good at acting affable, calm, and polite even in the most stressful of situations. Other people have a very difficult time reading your facial expression or guessing your intentions without some sort of physical evidence to support it.

I Happen To Know Someone [200 - Discount Phantom Thief] - You know how to quickly gather a talented group to complete a single task, and even get them to work together...for a while. You also have a knack for knowing how to align your own goals with those of these unique individuals, ensuring your task will be complete before any personality clashes occur. This won't guarantee bonds will form among the party unless their personalities are actually compatible.

Plans Within Plans [400 - Discount Phantom Thief] - As a proper Thief, you are excellent at deceiving and manipulating others, even those who are actively suspicious of you or want to kill you. With the right twist of words and the most insane of promises made with a straight face, even your worst enemies can be made to work with you instead of against you...for a while. Staying alive and keeping this web spun is largely up to you.

The Greatest Treasure [600 - Discount Phantom Thief] - The greatest thing to steal, above all things, is one's pride and feelings of superiority in life. You know how to absolutely humiliate and destroy a chosen foe of your choice, giving you full insight into their character and what they take pride in, and the perfect way to utterly tear them down through words or deeds. This won't guarantee you will match them in battle, but all actions you take towards this humiliation will be much more effective than normal.

A Nod and A Smile [100 - Free for Seal Guardian] - You are able to exude an unflappable and calm demeanor that will give the impression of being royalty or 'of importance', and will cause others to consider you a guest of honor among nobility or those who act as monks or spiritual organizations.

A Sacred Duty [200 - Discount for Seal Guardian] - Your sacred duty and sense of idealism attracts others who wish to either protect or follow you, as well as seeking the same goal as you. This also gives you an eye for those who mean well and those who don't, able to tell the difference between someone who wishes to aid your cause and those who simply seek to benefit for themselves.

For Generations to Come [400 - Discount for Seal Guardian] - You're good at passing down your techniques and teachable skills to both relatives and your descendants, regardless of distance. Individuals you consider your adoptive family also count, though only if this is mutually accepted between the two of you.

The Key To Hell [600 - Discount for Seal Guardian] - The duty of the Goinshi is to look after the artifacts and beings of evil that have been locked away, so that the Demon Realm may never again threaten the world. You know how to conduct rituals to use the power of magical weapons to create nigh-impenetrable seals, as well as being able to seal powerful entities into a dormant state from which they will remain until the seal is disturbed from the outside. This takes considerable risk and time to setup, and requires a magical weapon to complete said seal, but if you can manage it, then such threats may be banished or locked away.

A Dreadful Chill [100 - Free for Onyx Demon] - A dreadful and grave-like chill surrounds you. You are naturally more intimidating and imposing, giving the impression of a larger-than-life figure that very few can deny. The weak will be terrified. The strong will note you as something to take seriously. This can be toggled on and off.

To Me, You Fools [200 - Discount for Onyx Demon] - While you may fight primarily for your own ambitions, you will find no shortage of loyal minions flocking to your banner for whatever reason - glory, the promise of rewards, and more. Though you're unlikely to gain unique or powerful individuals this way, you can enter a village and leave with a small legion of willing servants.

Your Final Moments [400 - Discount for Onyx Demon] - Your knowledge of necromancy allows you to ensure that the knowledge of the deceased will not be lost or wasted. By grasping the head of a recently-dead corpse, you may absorb knowledge of their final moments to learn how they met their end, as well as gain some insight into any skills or knowledge they possessed in life. This will not enable you to gain or use skills you were incapable of learning on your own.

Bones of Creation [600 - Discount for Onyx Demon] - You have knowledge of Necromancy and foul magic associated with it, able to raise legions of the dead at your beck and call, or create servants akin to the skeletal avians or the golem guardian the Seven Sins Tower. You also know how to seamlessly blend magic together with your own martial fighting styles, not needing to divide your concentration between the two as you use them in unison.

Items - **You may discount a single item of your choosing. Discounted items that cost 100 become free.**

Good Steel [Free] - It's no good to enter a world of swords and destiny without...well, a sword. You receive a mundane bladed weapon (a sword, an axe, a spear, even a 'sharp' bow) of your choosing and design that lets you easily channel Ki through it. You may import a weapon matching this description if you have one already.

Puppet Show [100] - You receive a nearly bottomless crate of puppets of every major individual you've met in your jumps up to this point as well as the cast of this world. These puppets will grow in amount as your journey continues. You can enact very epic and convincing puppet shows of past adventures, or just ones you make up, by using them near an audience. Try not to get too absorbed into it - you have a journey to be on!

A Simple Umbrella [100] - A simple red umbrella that can keep a Buddha out of the rain. Using it as a weapon is a bit more effective than one would expect, letting you easily perform swordplay or acrobatics tricks with it if you wish. Just try not to damage it.

Dread Whistle [200] - A boomerang-shaped whistle that emits an eerie noise when tossed into the air, which will summon a flying undead bird that will transport you to a destination of your choosing or act as a cavalry attack avian for you. Fragile against strong foes, but useful.

An Empty Scroll [200] - A magical scroll that stores away weapons within them, which you can then summon from it with a short incantation. Easy to carry, and never runs out of space - but will only ever store weapons. Note that you must manually look through said scroll while choosing a weapon.

Interesting Pipe [400] - Pipe that can shapeshift into other mundane items, as well as spread hallucinogenic smoke, or even disguise others. Can import a weapon into it to shapeshift into said weapon.

Temple [400] - A holy and quiet Temple, located hidden away from civilization or prying eyes. It is a good place to relax, or hone your skills for a battle to come, ki and battle training being a bit easier within this space. In future jumps, this may become a Warehouse attachment or be set in a secluded location near where you begin.

Seven Sins Tower [600] - A darkened and tall tower hidden away in the mountains, a replica of the domain belonging to the Bones of Creation himself. It is guarded by weak but greatly numerous legions of undead as well as various illusions that deceive and lead the unwary in circles for days. Has comfortable, if rather macabre lodgings within. In future jumps, this may be a Warehouse attachment or set in a distant location from where you begin.

A Blade of Legend [600] - You've somehow managed to acquire one of the genuine articles, Jumper - one of the great blades of this world. Whether a true Shinkai Makai you stole or kept safe, or one of the many imitations forged by sages and sorcerers alike, this blade is nearly unbreakable and posses a single powerful ability - such as shattering stone towers with a well-placed swing, or opening a black hole leading into the void of space. This single power does not grow, but begins as something to envy and seek by adventurers and thieves alike - and as such, it is coveted. You may import a weapon of your choosing into this to gain such an ability, as well as design its appearance.

Companions:

Import [100-300] - Why journey alone? For 100 points, you may create or import two companions of your choosing, giving them free backgrounds as well as 400 CP to spend. For 200 points, this is four companions instead, and a full eight for 300.

We're All Comrades [200] - Should you find yourself interested in a particular individual in this world, you may take one such person along as a companion for each purchase of this, so long as you can convince them to come along in the first place.

Drawbacks:

Puppets! [+0] - You and everyone else are the same, except now you're puppets matching the style of the original show. This doesn't really affect your abilities or how you experience things, but it might look a little strange at first.

No Respect [+100] - Everyone around you seems convinced that you're easily duped or are more of a liability than you let on. Even when you become an obvious threat, expect people to laugh off your threats or fail to give you any sort of respect.

Hot-Blooded [+100] - You're a bit of a hot-headed glory seeker, or just have very little self-control as a warrior. You're quick to enter fights and slow to calm, and while you won't enter obviously suicidal situations, you will find yourself leaping into danger with a laugh on your lips and a smile in your heart.

Screaming Phoenix Jumper [+200] - A step up from being young and brash, you are downright psychotic and homicidal, quick to strike down those who stand in your way and continually seeking life-or-death battles. While your companions may be spared from such wicked viciousness, other people in this world have no such luck - don't expect to make many friends. Taking this with 'Hot-Blooded' will make you create a bloodied warpath in front of you with little rhyme or reason.

The Burden Is Heavy [+200] - Taking a life should never be an easy or simple thing, even for a Jumper. To remind yourself of that weight, you have considerably dulled your ki and your out-of-setting powers - while they work as well as they normally do, you have to strain yourself to unleash your full might, and it will be much more tiring than it would be in ordinary circumstances. This only applies to combat or actively harming someone with said abilities.

An Interesting Person [+300] - The greatest treasure that Rin Setsua likes to steal is the pride and joy of villains, what gives them the will to live in this world...and what greater villain or hero is there than a Jumper? If you're an antagonistic or villainous type, Rin Setsua will find ways to both evade you and continually scheme to bring you down to your lowest with naught but wits and plans, psychologically striking at you in ways that may have seemed impossible beforehand. Your mental defenses are not absolute - the Phantom Thief may well shatter your pride, and if he does, your loss of composure will end your chain unless you can bear ten years of danger, scheming, and a very determined foe who wants to see you fall to pieces.

But if you're more of a heroic or morally ambiguous type, Rin Setsua is instead convinced your adventure will give him plenty of interesting villains to humiliate and trick, and routinely ropes you into doing his bidding through schemes and tactful diplomacy, regardless of your efforts. While he won't help you overcome these obstacles in front of you, he will at least point you in the right direction if you're willing to go along with it. Just be prepared for ten years of constantly fighting the worst this world has to offer - from mortal men to the Demon Realm.

Should you survive ten years of dealing with the Phantom Thief, you may take him as a companion for free...or extract vengeance, up to you.

They Seek Your Treasures [+300] - Your journey, your Warehouse, your legend...it is coveted by those within this land, Jumper. Echoes of you and your legend, as well as a popular myth at your ‘chain’ can be taken by the one who slays you, has reached the ears of both the Demon Realm and the mightiest warriors in this world. The followers of the former will seek to break the seals of their masters to bring their weight upon you, while the strongest assassins and warriors of the world will seek to strike you down. You will have ten years of constant battle and fleeing from those who seek to take from you to look forward to. Have fun.

Should you have managed to survive ten years within this world of fantasy, you may choose what to go next.

Go Home - Your journey ends. Toss that umbrella away and let the path take you home, Jumper.

Stay Here - A fantasy is told in more than a mere decade. You will spend the rest of your life within this world, Jumper.

Move On - Onwards we go, to the next world.