Berserk CYOA

Welcome to the world of Berserk, a medieval fantasy land rife with conflict, poverty, and demonic monsters. Magic is possible but extremely rare and rudimentary gunpowder cannons exist, but almost all rely on their sword or bow. Power – whether economic, political, or military, is concentrated in the hands of a few; an expert human soldier could be expected to match or exceed a platoon of cannon fodder.

While most monsters were born from the dark recesses of the astral plane, some humans are destined to find "behelits", disturbing jewels with a jumbled human face. In the person's greatest time of need the face reassembles and sheds bloody tears, summoning the leaders of all demons, called the Godhand. When summoned they offer a demonic deal to the summoner; in exchange for the life or lives of loved one(s), they will be transformed into powerful demons known as Apostles. All apostles have potent regeneration and strength, unsettling features for their human body, and a terror inducing demonic form that enhances their base abilities and typically grants a minor power like incredible regeneration, enormous physical strength, toxins that turn others into monsters, diamond hard skin, and so on. These apostles are demigods compared to humans, and only huge forces or the most skilled human swordsmen can threaten their sinister power.

You will be placed two years before the protagonist of the series, Guts, joins the ill-fated Band of Hawks. You must survive for 10 years, but be warned - after 8 years, an event will occur that will dramatically increase the amount of magic and monsters in the world, making it far more dangerous. With luck or determination, you will survive… perhaps even thrive.

You have **1000 cp** to spend.

Roll 1d8 or spend 100cp to choose your location:

1. Kingdom of Midand – Much of the Berserk story takes place here, and where Guts will reside for the beginning of your 10 years. Much of this area is filled with rolling plains, and bandits are a perpetual problem. Midland has been locked in a century long war with Chudur.

2. Kingdom of Chudur – More militarily powerful than Midland, Chudur is known for their strength and powerful knights. If you could end this protracted war, surely you would be seen as a great hero.

3. Port City of Vritanis - Magnificently wealthy nobles and clergy control Vritanis, this city offers a wide selection of goods and services and ease of travel to most anywhere connected by water. The city also serves as the largest resistance against the Empire of Kushan, and leads an alliance against them.

4. Empire of Kushan – Led by the apostle Ganishka with an eye to expand into Midland, the Kushan Empire has a mighty military combining huge traditional human forces, magical creatures, and demon tainted spellcasters. While repressive, it's likely relatively safe from bandits.

5. The Tower of Conviction – Controlled by the Holy See Religious Order, an organization much like old Catholic Church. The town is overflowing with refugees, soldiers, and penniless people.

6. Caravan of Nomads – Traveling across the world, this caravan is home to a wide assortment of people and traders offering exotic goods. Just don't try to cheat the wrong people.

7. Isles of Vritanis – A place of mystery and magic, it is said that strange fish-like people live in the area, and that something more terrible than apostles lurks beneath the isles…

8. Fortune must be with you, as you can pick any location above at no cost to you.

Origin:

Roll 14+1d8 for your age, or spend 100cp to choose both your age and gender.

Choose a background.

Drop-In: You find yourself inside a modest room at an inn situated inside your starting location, filled with a week's worth of food, clean water, and some basic supplies – you find your room has also been paid for in advance to cover this week. While you must get by with what you know of the Berserk setting and do not have friends or family, you are unhindered by new memories or obligations. Free

Commoner: You were born to a poor family; perhaps they were farmers, or knew a basic craft like shoemaking. Regardless they taught you the family trade, and you growing up poor taught you up the necessity of hard work, family, and friends. 50cp

Soldier: Born to a military family, you didn't get to see your father much. But when you did, he taught you the ways of war. He was a damn good teacher. 50cp

Noble: The height of society. Rulers of the land. You're a noble, proud of the blood coursing through your veins. You've grown up with the finer things of life, never wanting, and were taught how to play the political and mercantile game. 100cp

Powers, Abilities, and Skills:

Keen eye – Your perceptive abilities increase and you notice more small details, like hidden traps, that most others wouldn't perceive. 100cp, discount drop-in

Hardiness - You can weather hunger thirst, exhaustion, disease, and other lack of necessities and hardships far better than most. 100cp, free commoner

Physical body – Your strength, running speed, and agility are greatly increased. 100cp, free soldier

Guile - You're cunning and quick on your feet, able to think fast without compromising your logic. 100cp, free noble

Technology – You're able to build ingenious contraptions with the right (and sometimes little) materials, and have a good mind for seeing how parts make up a whole. 300cp, discount drop-in

Trustworthy – For some reason, you exude an aura of trustworthiness to people around you. They will be more willing to help you and believe your stories. 300cp, discount commoner

Military training – You're tough, disciplined, and rarely fazed during a battle, skilled in combat both small and large. You've received training on all common forms of military equipment such as pikes, swords, and bows, and know how to lead troops. 300cp, discount soldier

Gift of Words – You are near superhumanly skilled with languages, able to pick up on the basics in little time and become fluent in months. You're also more charismatic and great at giving speeches. 300cp, discount noble

Magic – You've discovered the secret of magic, a rare and valuable power. Your magic takes the form of channeling spirits; this requires a small bit of prep time, and leaves you vulnerable as you enter a trance, temporarily merging with the spirit, but the powers you gain are enough to level villages and rend small armies. 600cp, discount drop-in

Supernatural Senses – Some think you're touched in the head, but you know better. You have cryptic visions of the future. You can sense magic and magical creatures in a wide area. Magical creatures also seem to like you more - not enough to work for you, but generally they're not hostile. 600cp, discount commoner

Grandmaster Warrior – You're a dangerous bastard who has almost completely mastered a weapon of your choice (within reason). With proper equipment even apostles would be right to fear your battle prowess. 600cp, discount soldier

Word of God – With a single shout you're able to instantly gather the attention of entire crowds, who will (within reason) drop what they were doing and focus their rapt attention on you. You gain a large boost to managing and leadership, and the way you carry yourself makes people respect you more. 600cp, discount noble

Apostle – Are these choices not enough for you? Maybe you want the power to crush your enemies and terrorize the world of men. Maybe you just want to survive. No matter the reason, you were destined to find a behelit at the beginning of your journey, and soon it screams its hideous cry to summon the Godhand. They offer you a chance to be reborn into a powerful demon; all you have to do is sacrifice someone you genuinely love and care about. If you do not currently have someone like that, you will be fated to quickly meet a typical human you can't help but love deeply and truly (they cannot, however, leave the Berserk world). Becoming an apostle, as noted in the introduction, gives you regeneration, peak to superhuman physical abilities, and a transformation. You may pick a reasonable power and form for your transformation like diamond skin, powerful fire breath, flight, or super strength. 800Cp

Gear & Supplies:

1. The equivalent of three year's pay for modest work in your starting location. 50cp, five purchases free for noble

2. A standard weapon – Swords, bows, axes, all available to you. 50cp, free soldier

3. A standard armor – Chainmail, plate armor, etc. 50cp, free soldier

1. Flash bombs – 25 flashbombs. Useful for temporarily stunning opponents. 50cp

4. Small bombs – 50 small explosives. Intelligently used, they can easily turn the tide of a fight. 50cp

5. High quality weapon – Like standard weapons, but of exquisite make. Can be any size within sketchy reason.100cp

6. High quality armor – Like standard armor, but far better. 100cp

12. Slyph Cloak – A magical cloak blessed with wind elementals. Allows the user to fly and glide over short distances, dramatically improving mobility. 300cp

13. Gnome dowsing rods – Blessed by earth gnomes. Allows the user to think of a raw material, and if relatively nearby the rods will point toward its direction. 200cp, discount commoner

14. Undine quiver – Blessed by water undines, these arrows are incredibly sharp and can pierce most anything. 12 arrows grow a day for a max of 50. 250cp

15. Salamander dagger – Blessed by fire salamanders, this dagger burns any opponent unlucky enough to be touched by it. 150cp

16. Handheld cannon – A unique prototype, this cannon blasts through most armor and can wound even most apostles. 300cp

17. Ship & Crew – Loyal and at your command, they are willing and able to ferry you to almost any destination you choose. They also know hidden, safe islands where you may hide out if necessary. 400cp

18. Friendly Fairy – Fairies are rare and helpful creatures, capable of dispensing fairy powder that has potent healing properties. Only those without a strong ideology or religion can see fairies (not including you). 400cp, discount drop-in

20. Demon stained weapon – This weapon has killed countless demons, and now partly exists in the astral plane. It is extremely potent against magical and demonic creatures, and even resists some magic. Counts as a high quality weapon. 300cp

21. Berserk Armor – A mythical armor that can send the user into a crazed killing spree, granting enormous strength, physical durability, and no sense of pain. Unfortunately every use of the berserk power takes a little bit of humanity from its user, slowly turning their hair white with each use. Additionally the armor has crude and brutal methods to keep its wearer fighting;

broken bones are locked in place by shooting small spears into your bones. Pushing the human body to such a limit also wreaks havoc on the mortal coil, requiring extensive rest afterwards. While in a berserk rage you target threats first until eventually attacking your allies. 400cp

Setbacks & Future

Hideous – You're worse than ugly; you're painful to look at, and masks can only do so much for your strange contortions. 100Cp

Wanted – A major government or organization like the Holy See Religious Order is out for your capture. They will put you on trial and sentence you to life imprisonment if you do not escape if caught. 200cp

The Brand – You're either one the luckiest or unluckiest people around. You've been marked with a Brand and survived, the symbol the Godhand marks individuals who were sacrificed to make Apostles. The Brand summons demonic monsters to you every night and always attracts Apostles to your location. On a “plus” side, it creates a painful sensation whenever a demon is near, allowing you to track Apostles down. Even if you find a witch powerful enough to temporarily bind your Brand, you are guaranteed to spend at least 3 years with it unbound. Cannot be taken with Apostle. 300Cp

After your 10 years have concluded in Berserk, you're given a few choices. Which one do you pick?

1. Go home. You keep all your powers and gear. Become the only mage on Earth, or perhaps its greatest swordsman.
2. Stay here. Explore the dark world of Berserk to its fullest.
3. Move on. Go forth on your next adventure.

Notes:

All disadvantages, including the Berserk Armor's loss of humanity, are revoked after 10 years. The Berserk armor still makes you lose control, though you no longer target allies.

Transforming will probably cause most people to flee or attack you, in this world or others.

The Godhand is extremely powerful. This author would not recommend fighting them directly.

Having overt inhuman characteristics like cat ears will make people want to burn you at a stake.

The people of this world are typically ignorant, desperate, and or jaded. Do not expect a lucky-go-happy adventure.