Cthulhu Saves The World



The legends speak of an Ancient Evil known only as 'Cthulhu'. It is said to have come to this Earth from beyond the Heavens… For eons, Cthulhu ruled from atop the great city of R'lyeh. While the legends are silent to the fall of Great R'lyeh… They all foretold the same prophecy :

Cthulhu will rise again.

For countless ages, that unthinkable being known as Cthulhu has lain dormant in his underwater city of R'lyeh. Cthulhu - a being so terrible that his mere presence is enough to drive mere mortals insane. Cthulhu sleeps while the world above goes on, oblivious to his presence. Until tonight…

Awaken, great Cthulhu!

As Cthulhu emerged from the bay, the world seemed doomed indeed. But wait! What's that!? A brave and mysterious stranger has appeared from high atop yonder cliff! Using a strange holy power, the mysterious stranger has sealed away Cthulhu's horrible power!

His power drained, Cthulhu washes up on the neighboring shore, defeated and dejected.

Gaaah! After waiting all this time, to have victory snatched from my grasp by a mere mysterious man is highly frustrating! I must get my powers back! But how?

Luckily for the world, Cthulhu didn't know the one and only way to break the curse and regain his powers. In order to break the curse and regain his powers, he would have to do the unthinkable. He would have to become a true hero. Only be becoming a true hero would his powers return to him.

Mwahahaha! Foolish narrator! While you were busy explaining the situation to the jumper, I was eavesdropping! Now, I too know the way to regain my power!

Whoops.

I, Cthulhu, do hereby vow to devote my time to becoming a true hero. But only so that I can regain my powers, summon R'lyeh to the surface, and destroy the world, or course.

And thus, a most unlikely hero was born. But, this is not that story. This is the story of Jumper.

Origins

Free - Drop In
An absolute and literal nobody, you drop into the world to awaken in a lumpy and uncomfy bed at a local inn. No money, no form of identification, noting but the clothes on your back. That and the things that you can steal, I guess.

050 cp - Groupie
Simply put, you now have a slight obsession with someone. Not quite a yandere stalker, but definitely not their significant other. You have a minor amount of magic and physical prowess, and a little knowledge on how to use it. Good luck breaking out of the friendzone.

050 cp - Cultist
Ah, the true believer of the mythos. Got your robes? Your virgin sacrifice? Are you insane yet? No? Don't worry, we'll soon fix that. With dark magics and things man was not meant to know, you'll take the world by storm. For the great old one's, of course.

100 cp - Cthulhu
Now, you aren't the real Cthulhu, but since he's busy farming for hero points and otherwise saving the world, someone needs to do his job. ...What is his job, you say? Well, i'm not actually sure, but I assure you the position comes with some nice benefits. And dental!

Age is functionally irrelevant, so ballpark your ages. Cultists should be 'old' and Cthulhus should consider 'really old'. Gender is the same as last jump.

Perks and Items are discounted to the appropriate origins. 100 cp Perks and Items are free.

Drop In

100 cp - Actual Combat Skills

You need these, right? I mean, you might be able to get away with just having amazingly high stats and just whacking away, but surely having actual combat skills will be useful? Well, pick a weapon. Sword, trident, whip, staff, pretty much anything. You've now got some basic combat training with that weapon. Good luck.

200 cp - Union Assault

You know what the best kind of attacks are? Combo attacks. If you've got the MP to spare, then you can use a special technique known as a Union with one of your party members, and launch a supermove at your opponent. This is one per person though, so If you combo with the same person five times, you'll get the same move five times. For example, Cthulhu and a mermaid summoning the Kraken.

400 cp - Victory Fanfare

Whenever you complete a successful battle, you will find small amounts of your health and magical energy restored to you. This is a wee bit subjective, due to running on JRPG logic, but about five minutes after combat stops you will get the boost. This also works on party members - a maximum of three other people - and can and will raise them from the dead in the process. It will probably leave them bleeding out and in critical condition though, so get a potion or a white mage quick.

600 cp - Save Point

Sadly, this isn't a literal save point. That would be a tiny bit overpowered for 600 cp. Instead, you can create a grand total of ten glowing rings of blue light, and place them wherever you want. Stepping inside this ring will instantly bring you up to one hundred percent of your natural power, healing wounds and restoring mana. Sadly, you can only use each save point once per year. On the flip side, your companions can also use it - once per year - and your enemies can't use it at all. Pretty nifty, right?

Groupie

100 cp - Cthulhu's Angel

How the heck does this work? Power here is supposed to be so ugly it drives you insane to look at. Not… This! You look like some sort of fashion model, not a cultist! Go cover yourself in blood or something. ...What do you mean 'I am'? You still look hot! Stop doing that. Stop it right now!

200 cp - Tea With Cthulhu

As befitting of a proper groupie, you have an near perfect understanding of how to worm your way into people's good graces. In other words, brown-nosing. Offering them gifts, complimenting them, trying to emulate them, all those things. At the end of each day, you'll also be presented with a quick mental image, showing you whether you managed to raise any flags with people that day. Yes, I said flags. Basically, dating sim the perk.

400 cp - Screw The Plot

There are certain rules, laid down by The Narrator, that define the world. One very specific instance was giving Umi a horrible backstory so that Cthulhu wouldn't just ignore her. You're stuck with a similarly tragic backstory. Its payback time. You have an instinctive knack to getting your way, and out of the way of the plot. Totally and utterly doomed? A little voice in the back of your head will nudge you in the direction of the only thing that could possibly save you. While the only real limit is that the thing you want done be actually possible - you could even find a way to kick The Narrator in the balls if you wanted to - it isn't going to ever be more than a quiet 'go that way' in the back of your mind.

600 cp - Sharpe Induced Stabbing

Sharpe the magic sword is responsible for the being known as 'Dark Umi'. Something about driving her insane and giving her a super powered evil side? Regardless, you have a similar problem. Er, 'ability'. Whenever you drastically change your fighting style - like a magic user deciding to use a sword - you can activate your brand new super powered evil side, and swap out all your various magic enhancements for physical ones, and turn your cosmic power into ludicrous levels of physical strength. And since this is a super powered evil side, it's not an equal conversion - you could end up at a maximum of four times as strong. However, this mode also contains a distinct lack of morals and a rather large amount of bloodlust.

Cultist

100 cp - Insane Stat Boost

Can you smell that? It smells like dementia, with just a smidge of schizophrenia mixed in for good measure. Doesn't it just give you that little extra get up and go? Whenever you are within 100 feet of an insane person, you get a little extra oomph. Specifically, and extra 10% oomph for every nearby person who qualifies. This might be to your magical power, or your physical strength, or maybe to your speed, durability or willpower. Sadly, it can only be to one. Unless you buy the perk multiple times. Additionally, you can only become a maximum of five times as powerful as your baseline.

200 cp - Spell Slash Slash

You know, once you throw aside the difference between a magic user and a weapon user, there isn't all that much of one. I mean, the magic user throws a fireball, and the weapon user sets his weapon on fire. At the end of the day, both of them set their enemy on fire. So, what's the difference? For you, none. You can, with relative ease, turn any spell you know into a touch range spell to be cast on the sword, or vise versa and create a spell based on your sword techniques. Want to stab someone with teleport, or cast a spell of stabbing? Go right ahead. Or hey, if you don't use swords, thats cool. You can turn your spells into whip techniques or trident techniques, or whatever you actually use.

400 cp - Come Forth

The beings inside the Mythos are great and powerful, yes, but they have their flaws. Sort of. The more powerful of these creatures can be bargained with, though you often will find the costs not to your liking. Thanks to tireless research into the Mythos, you have gained the ability to devise summoning rituals for damn near anything. Of course, given that the Cthulhu Mythos is filled with insanity inducing gods, summoning any of them may be a bad plan. Maybe try summoning your lost car keys?

600 cp - Already Insane

You want to know the best defense against all the insanity inducing monsters lurking around here? Being already insane. Productively insane! While this will make you act a bit… off, it will also leave you quite well defended. Any attempt at inflicting a mental influence over you, from the various forms of mind control, to rolling for SAN loss, don't work. And furthermore, not only do they not work on you, but they will literally bounce off you and smack the person trying to affect you in the face. Serves them right. You could even do something really stupid, like try to comprehend six and two thirds dimensional geometry without backlash, though you probably won't be able to actually understand it.

Cthulhu

100 cp - Insanity Slash

As a being of great and terrible power, you have a habit of driving others insane through any number of methods. Hit them with your sword? Insane. Flirt with them? Insane. With this, you also have an instinctive knowledge in exactly how much a person can take before you tip them over the edge. Comes with both a small amount of knowledge on how to give them one final push, and on how to drag them back to sanity.

200 cp - The Narrator

There's this little voice you keep hearing… No, it's not your conscience. You actually have one of those? Ah, I've got it. It's the narrator. Whenever you wish, you may suddenly begin hearing a voice which will describe your actions to you, as though it were, well, narrating. Every now and then, you may even be able to learn things you shouldn't, like 'as he sat there unaware that a band of heroes would soon rise up to stop him' or other similar line. Or maybe you could learn that the only way to get your powers back is to become a true hero and save the world.

400 cp - Coolthulhu

For a being that drive everyone who looks upon you insane, and actively wants to destroy the world, you can be a pretty cool guy, you know? I mean, seriously. It's no surprise that the princess you rescued is halfway in love with you, but the evil sorcerer you 'agreed' to defeat before he could destroy the town is now calling you senpai. You must have charisma in spades or something.

600 cp - High Priest Of The Elder Gods

With the real Cthulhu missing in action, his job has been left unattended for the time being. This is where you come in. You now have access to the rights and privileges Cthulhu himself enjoys - though not his raw power. As such, the lesser races will obey you for the most part, and the upper members will probably take care not to squash you accidentally. Your equals, the other great old ones, will give you a modicum of respect. In other jumps, they local version of Cthulhu will probably be a bit confused to see you, but will then invite you over for tea or something.

Items

Drop In

100 cp - Cthulhu Saves the World: Super Hyper Enhanced Championship Edition Alpha Diamond DX Plus Alpha FES HD - Premium Enhanced Game of the Year Collector's Edition

A copy of the game, with all features and bonus content unlocked. Purchase now and receive Breath of Death VII, just for the hell of it. Comes with a really old iphone to actually play the game on.

200 cp - Henderson Chronicles

An annotated copy of a bestiary of the lovecraftian mythology. It comes with simple pictures of most creatures, notes on how to get their attention or how to avoid them, and a few items to keep on hand. Or it would, if Old Man Henderson hadn't scratched most of that out, in order to replace it with 'better' advice. Amazingly, it is better advice.

400 cp - 1up

This small green mushroom has a unique ability to warp time. When consumed, it will passively generate a field tied to your life force. When you die, the field collapses and you are dragged back in time to approximately five minutes before you began the fight that killed you. There are actually a number of these scattered around the world, but only this one will work on a jumper.

Groupie

100 cp - Cthulhu Plushie

A small plushie Cthulhu. Has no redeeming value or powers. Absolutely worthless. Might make people confused if you throw it at them.

200 cp - Book About Cats

You may be wondering, why you need a book about cats. After all, it will probably never be useful, right? Well… Maybe. Anyways, this book has cute pictures and proper feeding methods and… stuff, about every kind of cat currently in existence. Did you know this world has an alien species who are basically cats? I didn't till I read the book.

400 cp - Potion

A small flask of red liquid - not blood - that heals… Pretty much everything, when drunk. Guaranteed to get you up to 100% of your health, no matter what. Comes in a pack of four, and respawns once per year. Also heals most status effects, but not insanity.

Cultist

100 cp - Connections

You have a small handbook listing the locations of prominent cults, and their secret handshakes. Isn't enough to fake membership, but using the secret handshake might get you a discount on buying something.

200 cp - Cthulhu Mythos Handbook

An annotated copy of a bestiary of the lovecraftian mythology. It comes with simple pictures of most creatures, notes on how to get their attention or how to avoid them, and a few items to keep on hand. This version is unmarred by Old Man Henderson's insane ramblings, instead allowing you to view the superior original advice.

400 cp - A Really Nice Chest

A small wooden chest. Nothing more. It's really simple, honestly. However, it can only be opened by you or someone you approve of, and, if left alone for an entire year, will multiply its contents by four. Don't worry about things like all those copies fitting inside the chest. It's fucking magic. The original item does have to fit, however, and anything still inside it at the end of the jump will be lost forever.

Cthulhu

100 cp - Basic Weaponry

A single weapon and armor set. Not very good, but will serve you well enough until you get to the next town and buy a better one.

200 cp - Golthulhu

A giant statue of Cthulhu. Has tentacles, minor magical powers, and is almost as likely to get someone stoned by looking at it as the real Cthulhu. While dumb as a brick, it can follow basic commands. In theory, it's on par with Cthulhu… And in reality, it is. For five minutes. Respawns once per year after it inevitably gets destroyed.

400 cp - R'lyeh

The home of Cthulhu, the great underwater city of R'lyeh is a massive maze of twists and turns. Should you dare to venture into it - or boldly stride as if you own the place, which is entirely possible - you will find chests tucked into out of sight corners, hidden away in the secret places. Fight your way past Cthulhu's army of mutant fish people - or just yell at them to get out of your way - to reach them, and be rewarded with strange trinkets, gold and treasure from lost civilizations, and weapons of ancient power.

Drawbacks
Max of 600 cp
+000 cp - Remember The New Guy?
You know all those other times you mucked around with the Cthulhu Mythos? Remember them? Well, they remember you Jumper. I hope you parted on good terms, because that might make your stay very unpleasant if they decide to hunt you down for past sins.

+100 cp - The Hero Jumper Deserves (To Be)
Sidequests, jumper. Sidequests everywhere. And you're going to do all of them, AND LIKE IT. From helping grandma's cross the street, to collecting twenty bear asses, you will do every sidequest. Why? Because you like to be the hero.

+100 cp - How Cthulhu Saved Christmas
The Cthuhu Mythos is kinda big, but sometimes you just need to deal with being inside a fantasy kitchen sink of a setting. Once or twice a year, expect a psuedo-legendary figure to show up out of nowhere and drag you off on an adventure to save their holiday. And no, you can't say no, and no, there are no positive benefits to having participated. Not even a plate of cookies.

+100 cp - Strictly In A Rockstar-Groupie Relationship
Relationship? With you? You must be crazy. Pick a person, Jumper. Can be anyone. Companion, local, anyone will do. Ready? You, Jumper, are head over heels in love with them. And they will never love you back. But it gets worse! Even knowing that, you're stuck following them around like a lovesick puppy.

+200 cp - Three Heroes Of Goodly Justice
Congratulations, Jumper, you're being stalked by your very own quirky miniboss squad. Elonalina, the Cleric. Switchblade the Hero. And Dash, the Thief. These three heroes Believe themselves to be fated to save the world, and will oppose Cthulhu in his quest to do so and regain his power. That said, they're… Utterly incompetent. While they are powerful, by human standards, they don't ever seem to actually get stronger. Like, at all. Still, they're convinced you're the greatest evil to ever evil, so expect them to attack you once or twice. A week.

+200 cp - Stingy Shopkeep
You know how in these kinds of games, you get a small amount of money when you kill a monster? Maybe somewhere around 10 to 20 gold pieces for each one? And then a new sword cost maybe 100 or so? Well, inflation. Shit costs way more than 100 gold. Try 100000 gold for a basic sword. Expect to spend a loooong time killing monsters in order to afford… Anything.

+300 cp - Wait, This Is REAL???
For all that this place turns the rules on their sides, it is still based on the Cthulhu Mythos. However, given that three humans and a former Elder God can defeat pretty much everything the Mythos have to offer, you might think they were holding back. Jobbing, if you will, to make it easier for Cthulhu. They're not jobbing anymore. Cthulhu's party will still manage to save the day, if only barely, but… Everyone else? Out of luck.

+300 cp - In Need Of Hero Points
You have been measured. You have been weighed. And you have been found wanting, Jumper. Your powers and abilities have been stripped from you, and you yourself have been cast adrift in this world. If you wish to see them returned, you must become a true hero. This can be obtained by collecting 500 hero points.
Heropointsarenotvalidatthislocationpleasesavethemforanotheropportunity.

Ending

Continue
All that effort put into saving the world, why would you want to leave?

Delete Save File
Enough is enough - time to go home.

New Game Plus
Once more unto the breach, then?