

By Valeria

Introduction

Eighteen years ago, the Empire was defeated. The valiant heroes of the Union drove the darkness back, decapitating the evil Cult of the Watchers and bringing the imperials to justice. The land of Midgard was left in a terrible state, the magical weapons of the Empire wreaking havoc even after the war was won. But good men and women never stopped fighting for peace, slowly pacifying the land and repairing once broken seals.

Thus were the Knights of the Seal born. The governing body of all Midgard's many states and kingdoms, heroic knights who travel in their bands and legions to protect the good people and slay monsters. They protect the seals that guard the world and, though at times corruption hides within their ranks, they are undeniably making the world a better place.

Not that this will last much longer. A new knight is about to debut into the Knights' ranks. Nowe, a wild orphan taken in by the last leader of the Knights, General Oror. The boy with the dragon, whom is known as Legna. Widely disliked for being brought up by a dragon in the wild, even the knights' current leader General Gismor despises the boy. Yet Nowe is determined to do good in the world, guided by his childhood friend Eris, an experienced Knight herself.

He'll soon get a chance to wreak his 'good' on the world. The seals of the world are what keep it safe but to do so, they are built on suffering. Some unjust, the centre of these seals is an ancient heroine of the last war, and some more than justified. The seals are powered mainly by the suffering of former Empire soldiers. Some escape, at times, and they have come to unite under a rebel leader. A blonde woman who calls herself Manah.

Nowe and Manah will meet in the Shining Flower District a week from now, where Nowe will be inspired by her to right the injustices of the Knights by destroying all of the Seals. That this action will destroy the world is, apparently, lost on the boy.

You'll be here for ten years. You'll be given 1000 Choice Points (CP) to spend on the following options.

Locations

Choose one of the following locations to begin your journey in.

Grand Shrine
Headquarters for the Knights of the Seal. The seat of their power and where many of their forces are concentrated. The Hierarch has his office here, as does the General in command of the Knights. The Seal Guardians regularly convene here for meetings to discuss the health of the land. Enemies of the state are certainly not welcome but the Knights happily accept new recruits.

Holy Flower District
One of the several districts that the Knight lands have been divided into and the one surrounding the Grand Shrine. With green valleys and rolling hills, it's one of the safer places to live. Monsters, like goblins and ogres, still roam in some numbers but the knights do their best to put them down. Many of the prisoners from the Imperial War are kept here, to act as martyrs for the life draining Holy Flowers that keep the District's seal active.

Hallowed Water District
Another of the Seal Districts. Hallowed Water is far less hospitable, consisting mostly of canyons, dry plains and mountains. There was a vast river that once flowed through the canyons, feeding into various towns and villages, but it was dammed so that the water could support the seal. The holy water, to the Knights, was considered more important than leaving a few villages to dry up.

Shining Light District
Though the land is a dusty desert, the City of Rust is as bright as the Shining Light District makes it sound. One of the largest and most urbane population centers in these lands, it offers a different experience to most towns. There's a notable criminal underbelly and a nearby fortress in a mountain which hides the sacred seal of this land.

Sanctuary
The site of the Goddess, whom all four seals bind in constant agony. The Red Dragon, a heroine of the war against the empire, has been wrapped in burning chains here for eighteen long years. Left blinded and maddened with rage, the sanctuary is guarded more through utter isolation than a heavy Knight presence. It is the old Goddess Castle, encircled on all sides by mile after mile of dead land. The Empire destroyed this place years ago.

Ancient Tomb
A secret place, a holy place for dragons. A floating fortress in the sky that hides the secrets of dragonkind. Heavily guarded by the white scaled Holy Dragons, it's a dangerous place for any human to be without draconic escort. Even then, most dragons are not allowed near. But if you could find your way inside, you'd witness the ancient technology that the dragons have hidden away in the past. Or perhaps, they've taken it from another time entirely.

Origins

Loner
A wanderer without a cause. One unconnected to the factions that arose after the Empire fell or at least, unwilling to get involved. You might have a past shrouded in legends here or be someone wandering in from the cold, completely new to the world. No one will expect you, at least.

Knight of the Seal
One of the countless Knights that serve and protect the nation. Having grown up as the Knights of the Seal were established, you join the moment you became an adult. Having passed all your training, you were given your armor and told to march out, a mission to clean up some subhuman monsters hanging around a village. You and your fellow Knights are here to save the world and keep it safe.

'Saviour'
A remnant of the Empire that suddenly regrets what they did now that they're being punished for it or a wildling brought in from outside the reach of civilisation. You're not someone born into the society the Knights have made, an outsider, and you're treated as it. As a criminal, a fugitive of the Empire, a wild child or some other excuse, you've not been accepted. But something in you yearns for that acceptance and what better way to do it than helping others in need?

Beast
A beast, some say of sub-human nature. Not many would say that to the face of a dragon, though. You are one of the many inhuman creatures found throughout the world. Without paying an extra cost, you are somewhat above a human in power. A goblin captain, a skeleton knight, an ogre or even a small wyvern. Of some power but hunted by humanity, considered a predatory beast or worse.

For 400CP, you can begin as a pact-worthy beast. A young dragon, prior to their evolutions. A powerful golem or elemental spirit like Ifrit. Even a demon of shadow or a reaper of the dead. Your powers put you far beyond the reach of any ordinary human, able to slay scores of knights without difficulty, but only through a pact will you learn your full potential.

Your gender and sex is freely chosen. Your age is either that of a young adult of your species or chosen by adding 2d20 years to the age of 18.

Perks

All 100CP perks are free for their connected origin. Other perks are discounted to half price for the connected origin.

Elf- 100

Rare to see one of your kind, these days. Most of your race was wiped out by the empire and you weren't all that popular in Union lands before then either. But an elf you remain. The fey beauty of this race makes life easier in some ways, harder when others becomes jealous. Their natural attunement to magic would benefit you if you went down the path of a spellcaster, providing a noticeable increase to magical power, and you're one of the few who can interact with fairies in a non-hostile way. Not that it makes them less annoying.

Spellcaster- 200

Even the subhumans can learn a little bit of magic. You've had some training in the arcane arts, enough to make you a useful mage. Healing your troops and giving them a boost in strength or weakening the enemy with some curses are quite possible. Basic attack spells through manipulating the elements like a fireball or spark of lightning are your offensive bread and butter. You don't have too much energy to draw on, you won't be scouring a dozen soldiers with every spell, but you've got some starting potential.

Heroic Potential- 400

What's the best way for a hero to get stronger? Slaughter everyone in his path, of course! By killing and butchering enemy combatants, you'll start to become stronger. Not just the usual way, by getting better at fighting, but in terms of physically getting stronger and faster and more durable. Even your weapons improve in a similar way, sharpening and dealing greater wounds the more corpses you make with them. The stronger you get, the more enemy bodies it'll take to improve, until a noticeable increase requires thousands of dead soldiers to gain.

Loner

Walking the Earth- 100
Grit and determination guide your way, hastening you along the lonely paths to your goals. Though travel by horse or air is doubtlessly faster, a long walk isn't nearly as daunting for you as it is others. You've the stamina to spend days walking steadily across the hills and mountains of this land, with little discomfort to find. Despite the normally slow method, you'll make surprising progress towards your destination each day. Happening across shortcuts, inclement weather fading away as you pass by and sometimes just arriving sooner than you have any real right to. Even if you're doing it all in uncomfortable sandals, you'll never need to fear blisters.

Violent Diplomacy- 100
Body language is a superb method of communication, particularly so in a violent situation. You don't struggle to make your exact intentions known to others, even if you can't speak at all. Through just your facial expressions and violent beatings, people know exactly what you were going to say anyway. A clash of blades can go even further, communicating the emotions and desires that you'd never be able to put into words well. Such qualities also help you read others in a similar way, getting a sense for what they mean without a need for verbalization.

Running Wild- 200
A black pool of hate lies in your heart, the result of too many betrayals and losses. These ugly feelings laying concealed within you can provide the energy to fight on when even hope is extinguished, pure spite fueling your blows beyond normal limitations. You're able to draw on your own feelings of hatred or anger to power through almost any amount of despair, misery or pain. Even when your body should be weak and exhausted, your hate can allow you to fight at your best without ceasing. Drinking too long at the fountain of hate could cause you to lose yourself in it or, at the least, do undue damage to a body not meant to go without rest for so long.

One Eyed Demon- 200
The common man shivers at your passing, cringing away as your gaze sweeps over him. Your presence, deserved or not, has the mien of a dreadful beast. In combat, it's enough to cause lethal hesitation in the inexperienced or those lacking resolve. But this bestial look about you will only swell with time, as you add great deeds and horrible crimes to your reputation. As your legend grows, even those who don't recognise you will feel greater fear and awe in your wake. Those who do know of your name, and every terrible feat assigned to it, might be reduced to gibbering wrecks. Though it'd require a grand reputation to have that dire of an effect on competent men.

Star Crossing- 400
You were fated to be together and nothing can keep you apart forever. Though you may lack any idea of where to start, simply wandering in search of what you desire will ensure that fate begins to draw you closer. You will be slowly guided by events and people in these worlds towards your goal, be it a lost love to find or a mythical location to uncover or even a satisfying end to your life. Though destiny and coincidence will ensure you ultimately reach your goal, the path you walk to get there is sure to be fraught with obstacles. Fittingly, these obstacles are always ones that can be solved with the bloody sword.

With Age, Power- 400
Two decades have done nothing to quell the rage within. It flickered like a hungry fire within, a power that would never dim with age. Though your body itself might grow old, your violent strength and the deadly skill you wield it with will never dull. Your heart never loses intensity from the years passing by, ambitions and grudges remaining as brilliant and deep as the day you first made them. Indeed, some of these things will continue to grow with your efforts, despite outward appearances. Experiences continues to sharpen your combat instincts beyond what men consider natural, your muscles strengthening until the day you die and the depths of your rage nor the strength of your will ultimately finding no true limits, as long as you continue to live. Of course, the limits of the human body and spirit will slow the growth of your physical form and mental capabilities the further you reach. Your emotions? There's no barriers at all.

Black Swordsman- 600
They still speak your name in hushed tones. A hero of the great war, an unstoppable beast of battle. A single warrior before whom entire armies quailed in fright. You are a peerless warrior, wielding great blade and brutal fist to tear through hundreds every battle. Through your talents are apparently mundane, having little in the way of supernatural power or spells, you remain one of the most fearsome men in the land. How many others can claim to slay a dragon on their own? The scary stories of your prowess with murder even have some truth to them, the claims that there is nothing you cannot kill not unfounded. While some foes are too powerful to defeat, you do have the potential to murder just about anything. If it regenerates, kill it again. If it relies on an outside force for immortality, kill it harder. Even Death itself isn't safe from your sword. If you can beat it, you can kill it, ignoring the protests of immortal beings.

Knight of the Seal

Bitter Old Man- 100
A watchful eye guards the walls against insurgent scum and subhuman menace both. Years spent in the knightly ranks have taught you both the essential skills every veteran guardsman will have mastered as well as a biting cynicism to tear down the naive and stupid with. Age and bitterness make it all too easy to mock the hero and his little friends, know what words to twist the knife deep and, if it comes to it, what you have to do to really make them despair. Remind them of their greatest failings with every exchange of blows and watch as the will to fight drains away. Just remember to take advantage quick, these heroic sorts get their second winds quickly.

Sunsmile- 100
A bit of a celebrity, among the knights. In a dirty and dreary world, you're a ray of sunshine that stands out. Blessed with exceptional beauty, you'll often catch people staring at you, lost in their own imaginations. It's of little use in a battle but you're quite the popular young lady outside of a fight. Even the inhuman creatures of the world can notice you for your sunny features, though such attentions are not always benign.

Hierarch's Eyes- 200
A prescient sense that leads you to what is important. Similar to the current and prior Hierarchs, you find yourself led towards lost things of hidden importance. Lore that's faded with the passage of time yet reveals secrets of the world, hidden locations of great importance to the worlds' safety and even weapons designed to defend it in it's final hour. Though sometimes dangerous to search for, you need only follow the bizarre hunches you get to uncover all sorts of ancient things.

Seal Guardians Wanted- 200
After the bloody war a few years ago, it'd make sense that those with useful skillsets would be in rare supply. The empire slaughtered without distinction, after all. Yet when you have need and look, you never seem to struggle to find useful allies. Your recruitment efforts often turn up the most unexpected finds, from previously unmentioned pactpartners to old martial masters only just returned from exile. Often powerful or skilled and usually bizarrely relevant to your current problems, they do come with certain issues. Almost everyone one of them is some degree of mad. Encroaching insanity that must be managed to keep these new allies useful, instead of running off to wipe out the elves or spend all day sculpting pictures of themselves. They might even be turned against you by their mental demons, without a watchful eye.

Undead Slayer- 400
A graceful warrior, twirling across the field and leaving death in her wake. Though still young, you are a master in the use of various polearms. The spear and halberd and lance and more all cease to be unwieldy in your hands. As if you were only holding a dagger, you guide such tools through the ranks of the enemy, while almost dancing between their returning blows. You're quick, able to outrun most peers, and have a final special talent. The undead have much to fear from you, as your weapons are empowered while in their presence. Armor that might have caused a sword to bounce off, is now cleaved by your slash, despite no greater strength being present in your attack. You're as vulnerable to their attacks as ever, but at least you give them something to fear.

Monster Slayer- 400
What brutish strength. Are you still a human or have you become like the monsters you're so good at hunting? Your muscles bulge and tense like steel cables, with the strength to smash through a stone wall untroubled. Such strength gives you the stamina to battle for hours and flesh tough enough that blades struggle to cut you. Along with your particular talent for axes and hammers and other brutish tools, you'll appear more like a barbarian warlord to other humans. But it's the subhuman creatures like trolls and goblins that have the most to fear. Against them, your weapons can magnify your strength to an even greater level, caving in even a mighty ogre's skull with a single slash.

Shadow Arts- 600
Magic isn't all throwing fireballs and raising the dead. The lost secrets you found unveiled styles of the arcane arts highly suitable for combat. You've learned to imbue your body and weapons with magical power, reinforcing both to inhuman levels to begin with. While possible with any spell theoretically, you already know a few useful techniques. Use fire magic to boost yourself at great speed or lightning magic to unleash brutally paralysing punches. Spirit magic can create many copies of your chosen weapon to throw at enemies while telekinetic spells allow for using a sword as a deadly boomerang. Your actual skill in combat is relatively limited but your surprisingly deep pool of mana and unique method of magic make you a deadly warrior.

‘Saviour’

All You Need Is Confidence- 100
If it feels right, it must be right! You know in your heart that the actions you take are the righteous ones. The faith you have in yourself is impressive, letting you ignore the hateful barbs of doubters and push past self-doubt or hesitation. They might sound like they mean well and the arguments about how you are going to absolutely destroy the world make some sense, but you’ll be able to sweep all that away with your iron-strong dedication to your own beliefs. Though, maybe, if you actually want to keep an open mind, you might be able to listen to others and still choose to be unswayed.

The Heroic Former Overlord- 100
It can’t be just the pretty face that makes heroes fall for you. Maybe it’s the years of experience of manipulating good-intentioned men to become monsters that helps you control heroic sorts. An exceptional liar, it’s so ingrained that you often unconsciously present yourself to heroes as someone who is secretly innocent and didn’t do anything wrong. Wise or experienced heroes tend to look past this, and how pretty you are, but one can be surprised at how many idiots are in the business.

Not Even Punished- 200
People rarely assign all the blame to a child, even when it’s pretty clear they’re some sort of malevolent force. Despite growing up, you’ve retained a lot of that innocent and unassuming look. Others continually pass over you or make excuse for why you’re not fully responsible for your crimes. As long as there’s some sort of excuse, other people are much more likely to take it and let you off with a slap of the wrist. At least as long as you haven’t made it personal with someone. Sometimes you’ll be overlooked entirely, others finding it difficult that someone with such a harmless appearance would really have been a evil tyrant bent on world destruction. Hiding from the law in plain sight isn’t even that risky.

Determined To Help- 200
You just want to help! Your friend is in the middle of a mental crisis and the only skills you have are killing things, so you better find a way to put it to use. Through sheer determination to aid someone you’re with, you can force yourself into their mind. Here, you’ll come face to face with the representations of their mental trauma and bad memories. The best way to fix someone is, clearly, to murder to death everything you find in here. Don’t worry if it starts looking like the inside of a brain, you’re probably not killing their brain cells to do this. It’s also quite effective at excising possessing demons and unwanted mental influence from your friends.

Lady of Magic- 400
A potent mage, perhaps one of the few left from the old Empire. Your talents lie in curses and manipulating the elements. With your power, you could wash away a small village in a sudden flood or scorch a group of knights to ash with your fire. A wind barrier that blocks a dragon into a canyon can be quickly constructed and all manner of nasty curses laid out to your enemies. Your spells show even greater power when used against other mages or spells. They also provide a way for you to quickly recharge your own pool of mana. By successfully blocking a magical spell, you’ll be able to drain the energy used in that spell for your own uses. You can also steadily replenish magical energy by remaining still and focusing on the world around you.

Wild Child- 400
The upbringing of a feral child turned loyal knight. Even as a youth, you're experienced with all manner of knightly weapons, more than capable of cutting through knights and monsters alike with ease. Indeed, against human foes, the wild instincts you gained from being born in nature improve your combat skills ever more. Though you may be little better than a knight at fighting an ogre, you'd best a dozen or two of those same knights in battle with a bit of luck.

New Breed- 600
The union of man and dragon, via one of the divine seeds. The hidden potential in your blood has awoken, gifting you the power of a being never before seen in this world. Though at first difficult to access, you will be able to release a powerful transformation that emits shining wings of light from your back. This energy enhances your body to contend easily with mighty dragons, along with the high-speed flight granted by the wings themselves. The energy can be shaped to many uses, such as creating solid weapons or flinging it as an explosive ranged attack. All the power of a dragon, concentrated into a single human form. This is one of the desired goals of the dragonkind, to create a breed capable of continuing their war with the heavens.

Beast

Dragon Dad- 100
The young races of the world have much to learn from their predecessors. Humanity, and the other mortal kind, are far too impatient. But you are a capable guide, even a parent if you will, and can raise them well. Even when you have little familiarity with the species, you're quite an adept parent at raising those other than your own kind. Being their parent helps you understand their races' customs and lessons, allowing you to pass it on. Keeping these children obedient once they grow up and meet pretty blonde girls? That's another problem entirely.

Dragon Ride- 100
Loathe as many creatures are to accept them, humans do tend to be quite suited as riding partners. A capable pact partner can drive a beast to new depths of power. But only if they can survive long enough. Like many creatures, you've a talent for not crushing smaller allies that choose to fight alongside you or even ride atop you. You can keep your passengers safe and attached even during high-speed aerial maneuvers, while ensuring a fairly comfortable ride. You may be hard as stone but your rider won't break his legs jumping down onto you.

Crushing Beast- 200
A life of fighting against other monsters has led you to tune in deeply to your feral instincts. The use of your monstrous form in combat comes naturally. The more efficient ways of moving and most lethal modes of battle are instinctive responses once you're threatened, letting you quickly understand how best to fight. Despite the likely large size you have, you'll also find much less difficulty in fighting small foes than before. Use your weight and size to crush them, despite whatever advantages they have from agility towards you.

Ancestral Blood- 200
An inward meditation reveals far more than the rotting world without ever could. Your blood holds the memory of your people and you've learned how to glean this information. A resting trance lets you observe the memories of your ancestors, the members of your species that you are directly biological descendant from. Through this, you can come to understand many secrets of the world or learn the same lessons as your predecessors, despite the loss of much magic in the world. The dragons retained what so many others lost through these tools.

Breath Sphere Gathering-- 400
Strange magical spheres that appear in your battles. Killing your opponents will slowly build up arcane energy in the atmospheres, perhaps released by their deaths. Once a large number have fallen, or a few more powerful foes, the energy coalesces into a Breath Sphere. Apparently invisible to most others, eating this Sphere will let you supercharge a single magical ability you have. A Super Technique, if you will. A dragon might have access to a number of unique flame attacks. An ordinary gout of fire turning into three dozen burning ribbons of light that seek out foes or an all-around explosion of heat to roast a swarming horde. Other races might find their own unique abilities turning into one-use techniques in this way or even being able to apply it to a spell.

Red Devil- 400
The mystical workings of man simply wash over your body, leaving you untouched and unaffected. As part of a powerful ritual or even natural evolution, your body has become exceptionally resistant to magical effects and attacks. Against what most humans can bring to the fore, you'll be completely

immune. Their arcing bolts of energy and great walls of wind unable to affect you. Even more potent spellcasters, particularly those drawing on the inhuman power of a pact, will see their spells greatly reduced in effect.

Archdragon- 600
A grand example of your kind, an Arch-Beast that represents the pinnacle of the current evolutionary state. A holy being, seen as a leader by the rest of your kind, you take on a suitable form for your station. An Archdragon would grow to such heights that a mere human would barely equal a single talon in size, with the rest of their abilities advancing to similar scales. The fiery breath of a dragon becoming a intense laser beam, unique magical powers expanding massively in scale, physical traits fittingly mighty for their new size. A fitting general for your species, in times of holy war.

Items

All 100CP items are free for their connected origin, other items are discounted to half price for the connected origin.

Holy Flowers- 50

Lilac flowers, central to maintaining the seals of the Holy Flower District. The flowers draw in life force from the living that stay near them, gently blossoming over time. Once fully grown, they exude a sacred perfume that cleanses the air and destroys all kinds of poisons. Corruption and the taint of evil beings is purified by the perfume released by the flowers. The only cost is the human lives that the flowers feed on to grow. You've a box of holy flower seeds now, hardy things that can grow in the most lifeless soil, if they have vitality to drain.

Recovery Items- 50

A range of phials, potions and other useful herbs. Items to quickly consume to heal the body and restore magical energy. Not too expensive in a city but harder to find when you're out in the wild. This pouch has a number of health and mana recovery items, of varying strength, and appears to refill at the beginning of each day.

Accessory Pouch- 50

A series of enchanted accessories, useful trinkets that enhance the abilities of combatants. Some of them increases your physical or magical offensive power, while others provide a moderate increase to defence. One even increases the rate at which you improve your skills. None of the accessories here are potent benefits, perhaps as much as a ten percent increase to one's strength is the sort of benefit you'd expect, but they are a taste of what the magic of this world can create.

Magic Weapon- Free/50 per extra

A magical weapon, one of the many found in this world. You won't be gaining any dragon slaying blades with just this but a single moderate tool is available for free. The weapon will be of exceptional make compared to any mundane tool and possess a magical spell enchanted into the tool. The spell can be activated on a whim by the user, even mid-combo, ranging from a ranged blast of magic to summoning undead spikes from the ground around the weapon. The magical weapons of this world improve as they are used to kill, growing stronger and their magic becoming more advanced, up to a certain point.

Loner

Wanderer's Cloak- 100
A comfortable brown cloth, thick and sturdy. It keeps the heat in yet always billows enough to cool you when hot. It's not at all resistant to stains but doesn't pick up much of a smell. Which is good, as it's sure to get coated in plenty of blood, as the cloak never obscures your swings in battle. If anything, it might even conceal them from your enemy.

Old Caerleon- 200
Mostly forgotten by the few villages anywhere nearby, this was once a place of life and glory. An aged corpse of a fortress, that holds memories of a royal past. But this place is calming to you and few think to search here when you hide. Despite the damage dealt to it's interior, the walls remain stout and strong. There's little life growing here but as a hiding place, for a person or the last seal holding the world together, who would look out into these dusty wastes for it but you?

Prince's Old Tools- 400
A veteran's collection, left behind when the road called once again. This room is filled with dozens of weapons, each enchanted with powerful magic. From deadly spears to fiery longswords, they must have been true treasures in their glory days. But years of rust have sapped their power, the magic within faltering and requiring development through combat once again.

Sealblades- 600
A knife, a sword, an axe, a spear and a staff. Weapons formed from sapphire, each with the power of a Goddess sealed within. Forged with hatred towards God, it uses the sealing power of the Goddess to become a weapon against the divine. Though well made and sturdy weapons in their own right, against God and his many servants, they display shocking power. The powers of the divine are sealed at the touch of these weapons, allowing them to pierce angelflesh as if it were that of a defenceless human.

Knight of the Seal

Tower Knight- 100
A few sets of equipment, suiting each kind of Knight. The swords, spears and bows one would expect are all present, along with several sets of armor. Most are scale and plate armor designed for a normal human shape but one set towers above the rest. With clever technology, this nine foot tall suit of armor acts to enhance the wielder's strength. With magic and various pulley systems, it allows a normal human to gain the strength of a small giant, while bearing a few inches of solid steel between them and any attacks.

Magitech Fighter Plane- 200
The latest technological marvel that the Knights have access to. A smaller airship, powered by rotors and magical generators, that allows for high speed turns and other aerial acrobatics. It can't hold more than a pilot and one or two crew but is equipped with powerful weapons. Repeating firearms spray out deadly bullets, homing rockets line the wings and airborne mines can be released by the rear to deter predatory beasts. It's a wonder that all this technology is only present in the Knight's airships. The fighter plane is able to generate it's fuel through magical processes, needing such a short refueling time after every few hours of flight.

Fifth District- 400
Trusted by the Knights of the Seal, you've been given administration of a new District. Though it lacks a Seal of the Goddess, it holds a number of prosperous towns within it's boundaries. A district, the size of a small European state, is generally considered the province of it's leading Knight. Provided you don't go against the Knights' rather lax laws and enforcement policies, you can enforce whatever rules you desire on your people. Helpfully, you have a legion of Knights to assist you with this aim, based from a central fortress that overlooks the district from it's centre.

Golem March- 600
After years of work, Hierarch Seere's production lines finally began to show their worth. The ancient pactbeast Golem was mass-produced, creating a secret army as the last line of defence for Midgard. While much of that army was kept for himself, you've obtained the loyalty of a hundred of the beasts. Towering ten times taller than any man and made of supernaturally reinforced stone, they're already able to crush armies under their heels. But each Golem is powered by fierce green magic, which they can unleash in deadly blasts and beams of light. A single beam can match the fire of a Holy Dragon, letting the legion together tear down castles in just minutes. The Golems have collectively agreed to follow you and slowly repair damage done to each other, even being able to raise their broken brethren back from destruction.

‘Saviour’

Rear Guard- 100
Certainly, there can be no more astute choice of fashion. A shield made and measured to fit snugly against your lower back, rather than actually being held on your arm. Why? Some brilliant fellow clearly thought that if he can’t watch his own arse in combat, he’d shield it instead. To the frustration of many, it actually ends up working when you do it. The tough blue shield that fits over your lower back and rear performs excellently at blocking or deflecting unsuspected blows from behind, almost like it draws so much attention people can’t resist attacking it. It won’t look cool at all though.

Stolen Airship- 200
One of the largest variants of airship that the Knights have access to. Held aloft by multiple large sails, this carrier can hold upwards of a hundred knights and sail through the skies for days at a time before requiring a refuel stop. Surprisingly, it can be piloted by a single person alone and is impressively difficult to crash. Not only were the controls designed for an idiot to safely work, the ship itself is inordinately tough. Crashing to the ground in a fireball might throw you around the cabin a bit, but you’ll emerge to find it almost unharmed.

Double Lion Swords- 400
The twin blades of General Oror. Fine steel, carving thick metal armor in two like it was paper. Designed to be used in concert, they make for a hurricane of lethal blows, almost like an echo of Oror’s own skill passes onto it’s new wielder. The double blades also display greatly increased power against any foe of personal significance to you, such as the target of a deeply held grudge or the antagonist about to destroy your world. Against such climactic opponents, the blades will cut twice as deep and leave wounds twice as vicious behind.

Tower of Time- 600
This clocktower rises high into the sky, a fortress-like tower to protect the treasure at it’s peak. Not the clock itself but what powers it, and perhaps time itself, within. A massive hourglass of slowly dripping sand is at the highest room, never running out of sand and never completely filling either. This hourglass represents a fragment of time itself, causing fluctuations and abnormalities in the timestream in the tower itself. While most of these are uncontrolled, one is available to you when you intend it.

In this room, you can use the power of the Clocktower to enter a new timeline, waking back at where you started in this world. While at first, it will seem like you have looped to the beginning of your journey, the distortions created by the Clocktower will dredge up new possibilities. Treasures may exist where none did before, new paths may become possible in a story and people who may never have existed now appear to aid or hinder you. Though the beginning will be the same, each timeline will slowly diverge to become radically different, even with little action on your part.

Beast

Homeland- 100
A secret land, where few mortals tread. An isolated part of the wilderness in Midgard that suits your kind's preferred environs. A secret valley or network of caves, always large enough to be comfortable for your size yet difficult for humans to navigate towards and through. There's plentiful prey to hunt, albeit little of it will keep your instincts sharp, the creatures here offering little threat or resistance. Even in other worlds, you'll know of a place like this that you can retreat to.

Book of Seeds- 200
One of the many relics that the Holy Dragons protect. A Book of Seeds is a history of dragonkind, holding the truth of the world's history. At least as the dragons see it. It explains much that humanity is unaware of, such as the true nature of the world's conception and the actions of the tyrant God that made it all. The information within is not limited to the past but even contains the future, or what the dragons see as the most desirable one for their kind. The Book of Seeds you hold will contain a similar record for each world you appear in, a memory of the worlds' creation and the true path it took during history. Whereas the information of the past is largely complete and mostly free of bias, that pertaining to the future is vaguer, far more prone to becoming inaccurate due to your actions and heavily related to what the dragons would consider desirable.

Ancient Tomb- 400
One of the most holy sites for dragonkind, the Ancient Tomb is one of the fortresses that this race used long ago and may yet planned to utilise still. Though much of it has been left to ruin, it still floats high in the sky via a combination of advanced technology and ancient dragon-magic. A swarm of Holy Dragons make their roost here, guarding the place, but they've allowed you to nest alongside them and even browse the knowledge within as you please. Not only is any attack on you met with the full force of a thousand Holy Dragons, the Tomb contains perhaps the largest library of magic and technology left in this world. Even many things from other times lie in it's depths. It will appear in future worlds as well, though the library will not change and the Holy Dragons refuse to get involved in the events of other places. Unless a God is involved.

True Bone Casket- 600
The Seeds of Destruction were playthings of God, to wreak havoc on the mortal world. But the dragons have perverted one of these tools, an artefact that has been fully prepared. The Bone Casket has the ability to evolve what enters it, using divine power and the blood of dragons to create a New Breed from the single subject entombed within. The process only requires a few minutes but ravages the body, making it poorly suited for those of weak fortitude and will. Any that survive will find themselves blessed with divine powers and a draconic body, though how these manifest exactly depends on the species of the subject. Whatever the end result, their evolution to a higher state of being will be prominent, the desired weapon against God that the dragons plotted for.

Companions

Childhood Friends- 50 per
Each purchase of this option allows for the creation of an original companion or importing a pre-existing one. Both options give a free Origin, 600CP to spend and all associated free options or discounts. Original characters can be designed by you within reasonable limits, as to their history or appearance or personality.

I Met A Strange Lady- 50 per
A new ally you'll meet sometime in this jump. Each purchase of this option is a single ticket, which can be used to recruit a single willing character that you meet in this world. Pact Partners, as long as both agree, can be made into companions with a single such ticket.

Manah- Free
A rebel princess, desperate to save her people from a tyrannical knight in black armor. She's not afraid to get her hands dirty doing what's right and her surprising talent for magic leaves her pretty capable. She's been separated from her forces somehow, ending up crashing into you while running from the Knights of the Seal. She begs for your help, to fight back against the forces of evil with her, and loudly claims you as an ally even if you say no. She seems used to assuming she's in the right and that others will support her. Hopefully she's got the right idea about all this evil.

Unfortunately, this woman appears unerringly drawn towards causing the apocalypse. Not just here but in any world she enters. Sometimes it's as a result of trying to save someone or help people, other times it is entirely on purpose. If you decide to go along with her, you'll probably kept swept up into all sorts of doomsday scenarios.

Pact- 200
An exchange of hearts between mortal and monster. You've struck a Pact with a beast or with a human, depending on what you are. In return for linking your lives together, and for the human giving up an aspect of their body such as their voice or hunger or beauty, you'll find companionship and power. Pact partners can communicate mentally over vast distances and have the potential to grow almost without end, in regards to physical and magical power.

The downside is that the death of one pact partner unavoidably slays the other. But with how powerful most become in time, only another pacted team tends to become a threat. You must also give up an aspect of yourself to make the pact, if you are not the Beast. This is generally something at least somewhat important to you. A bald man won't lose his hair but a vain one might. A glutton might lose his sense of taste, a prince his voice and a pervert his eyes.

A Pact gives you a companion with 1000CP to spend as well as all the normal freebies and discounts. If you are not a Beast, you'll gain one as your companion. They can spend their CP to get the more expensive Beast Origin. If you are a Beast, you'll get one of the other three Origins as your companion. They otherwise follow all rules of normal companion creation above.

Immortality Pact- 200
A special kind of Pact, made with a being with powers over life and death. This choice requires that you have already bought a Pact. Whoever you partnered with, it has strengthened the bond between the two of you due to their unique abilities. They're now able to revive you from death, as

well as survive your death in the first place, without the destruction of the Pact. However this works, death magic or command over the cycle or sheer love, it'll allow you to be resurrected. The two limits to this are that they have no protections from death themselves, you gaining no ability to revive your partner or survive their death, and that multiple deaths in quick succession will overpower this ability. Try not to die twice in the same fight.

Multi Pact- 200
Somehow, you made a pact with an entire group of beings at once. This option requires a Pact. You don't seem to have given up anything extra to do so. The smaller your Pact partner, the more instances of them you gain. A contract with a gnome, a small spirit of the earth element, might see you bond with hundreds of gnomes at once. A dragon might only call two more to your side. While they still risk death if you die, their deaths will only damage a part of your lifeforce in return. Unless every partner you have dies, you'll be able to survive intact.

Drawbacks

You may take up to 600CP in drawbacks from the following list.

Angelegna Academy +0

Are you awake, Jumper? You're going to miss the first day of school if you don't get up now. Dragons? Fantasy? There's no such thing. You're off to your first day of highschool at Angelegna Academy. A world where the events of Drakengard are definitely just a fictional story. Your fellow first years Nowe and Manah are also eager to join, while seniors like that scoundrel Urick or Class President Eris are up to their usual events. Headmaster Seere's going to give the speech this year, hopefully less of a racist screed than the last headmaster liked to go on about, and it's always fun watching Vice Principal Gismor screw with the newbies. Make sure to behave in Professor Caim's class or he'll beat your ass after school, especially if you mention his sister.

If you happen to see any strange folk wearing dragon masks and asking if people want to make a contract, just report them to the on campus police, the Knights. The same goes for that pretty lady with the glasses and the briefcase. She can't stop muttering about how the timeline has been damaged but you know how these nerds get sometimes. They get lost in their completely false fantasies and forget that this world is definitely a mundane, normal place.

Struck Mute +100

Talking is overrated. Have you ever seen someone here convinced by words? They're all stubborn nightmares that refuse to consider anyone's beliefs but their own. So it's probably no great loss for you to not be able to speak. Communicate your desires through violence or, if you really need it, you can probably still write something down. You just won't ever vocalise while you're in this world.

Trolled By Gismor +100

Why are you so mean?! Is it because you grew up with nothing, experiencing all the horrors of the empire, and now look on naive children willing to throw away everything you've worked for in return for nothing? Or are you just an asshole because it's fun to fuck with them? Probably the latter. You're a blatant asshole and devoted troll, putting in exceptional effort to tease and humiliate others simply for the pleasure of it. You can barely even hold it in sometimes, even around those you actually like. From breaking someone's confidence to tricking an enemy into attacking a loved one, you just can't help but want to screw with other peoples' heads.

A Rastafarian Dwarf In Midgard +100

Such pretty protagonists. It's unfair that the price you paid for power wasn't something as minor as your voice or being raised as a wild child. Instead, you look thoroughly bizarre. A four foot tall dreadlocked ginger with bug eyes or a woman with gaunt features who appears to be permanently half drowned in water. You'll be a match for Zangpo and Hanch in how hideous you are, even if you were pretty enough to be famous before. At least it won't get in the way when you fight.

Enemy of Humanity +200

For your many crimes against humanity, the Knights have marked you as a wanted criminal. These crimes might be genuine or just trumped up charges after you interfered with a corrupt officer. But the end result is still a significant manhunt with you as prey. Your posters will be up in every city and word of your presence brings the knights out in force, dozens of soldiers and even a number of their

airships too. Flight is difficult but fighting back will only make their hatred of you grow, entailing a greater response to you until they have no more to give.

I'm with Team Stupid +200
Hopefully, you're used to doing things without help. Because while you're here, you really won't be getting much help from anyone else. All your allies quickly turn into idiotic, pigheaded morons. Even if they were clever and capable before, travelling with you or working together with you soon sees that intelligence hit rock bottom. Especially at the moment you need them to do anything that doesn't line up exactly with their own goals. If your goals just coincide but you're not on the same side, their incompetence will only shine through when it screws with your side.

Knightly Oppressor +200
As a means of reinforcing the districts, the Hierarch decided to add an additional host to one of them. Willingly or not, you ended up bound as one of these 'sub-goddesses' to a District Seal. If the seal is destroyed or removed, your life will go with it, and your life also keeps the seal in place. With two powerful terrorists about to go on rampage with their pet dragon, they'll be coming for your head soon enough too. Sadly, as stupid as they are in general, they're very capable in battle.

Nowe Two +300
Your father was an incompetent ginger bard who had to kidnap his lover to get laid. Your mother was an incestuous priestess who spent her life being kidnapped and almost ended the world through a pointless suicide. You're every bit the child of your parents. Dumb as a bag of bricks and blindingly trusting to anyone not directly hostile to you. Even a man as blatantly evil as General Gismor would have to directly confess to you for you to realise he had ill intentions. You're no worse in a fight but you can barely keep more than the basic facts of the world straight in your head. Your personality and goals are the same but you over and over reach for the most simplistic way of expressing it.

So Called Heroes +300
You're obsessed with saving everyone, whether they want it or not, no matter the context. Unfortunately the ideas you latch onto often make things worse, as your lack of context and absurdly stubborn nature blind you to many truths. If people are in pain, you want to stop that pain. You'll then ignore your close friends and allies, who you've known for years, telling you that these people are horrible criminals whose pain is both penance for the genocidal war they once waged and a way to keep the world safe from monsters through seals. It'll go in one ear and out the other. Even if your plan risks destroying the world, even if it is literally the same plan that almost destroyed the world before and you're helping the lady that once used this plan to destroy the world, you'll just smile and keep fighting. You're being a hero, right? Only the most blatant and undeniable evidence can turn you back from an ill-advised course of action, though it's often only once things have gone too far that you'll understand. At least you'll often be able to help people that genuinely need it, between your bouts of world endangering stupidity.

Knight and Dragon +300
Reunited at last. The seals undone and their wounds healed, the two empowered by the years and their shared hatred. Caim and Angelus meet again, their minds joined again, with the earnest belief that you're responsible for the pain each has suffered. Considering the pair's feats range from the almost singlehanded toppling of an empire to the murder of the Grim Reaper, they're perhaps the strongest team the land of Midgard will ever see. Thankfully, each is still linked through their pact, meaning that one dying will cause the other to fall too. Not that they'll make it easy for you.

Notes

Special thanks to my dearest darling honey bee, for all the inspiration and encouragement. And just how plain cute he is.

With Age, Power- This doesn't let everything grow without limit. It stops things getting weaker with age that actually get weaker with age, like the clarity of your mind, reflexes and muscular strength. These same things can continue to grow beyond human limits. It won't have any effect on things that don't weaken as a human ages, like magical power.

Shadow Arts- This is intended to reflect the wide array of magical techniques that Gismor uses in his initial battle. The perk can be used to focus and internalise spells you know into your body or weapon, giving the same variety of powerful but focused techniques that he uses, as opposed to most magic being wide ranged area of effect stuff.

Angelegna Academy- Somehow, any drawbacks taken will be just as bad in this other version of the setting as they would be in Drakengard Two's primary version. It's up to you to see how that manifests.