Garden of Avalon

Fate Legends: Arthurian Britain
By Valeria

Introduction

The world is changing, these days. There used to be something in the air we breathed that is now slipping away. Heroes appear less and less but so do the beasts they are needed to fight. Ever so slowly, mankind is claiming this world for their own, growing beyond their maker's control. Yet there is one place that stands tall even against the evolution of mankind.

Britain. The country of the Fae, where mystery yet reigns as it did in ages long since past, not seen since the days of King Solomon. Where men are born with superhuman power to battle with monsters of the darkness. It is here that the terrible king Vortigern watches over his country, maintaining the mystery and legend of the land with a brutal rule over his subjects. But it is also here that, 14 years ago, a heroine was born. Her name is Arturia Pendragon, son of Uther Pendragon, and the future King of Britain.

This would be king is still unaware of her fate, long since seen and prepared for by the wily Merlin, chief wizard of the old kingdom. She has been raised by one of Uther's loyal knights in secret to protect her, Sir Kay, and will not become King until she pulls out the sword in the stone, Caliburn, in one years' time.

Her challenges will be many and at times, feel impossible to overcome. But Arturia, sealing away her own feelings, will conquer them all. At her side will be the Round Table, her greatest knights, but as great as she and her supporters are, her ultimate doom will come from within the ranks. A doom that will leave her in utter despair, though her legacy will live on.

But that is all yet to occur. At this moment in time, as you wake up in a new world, it is still a year till Arturia starts on her path for good. You have the chance to change things for better or ill or ignore them entirely. You will stay in here for eleven years, leaving on the day that Arturia, in her original tale, would have her final battle with Mordred.

You have 1000 Choice Points (CP) to spend below, to better prepare yourself for your time here.

Location

Camelot

The jewel of the Kingdom and some say of the entire world. Camelot, even before Arturia takes the throne, is a sight to be seen. A awe-inspiring city that rules an already notable country, which will only become more such as time goes on. Whoever you are, you may begin in the outskirts of this city. You may be here on a trip with your sister, here to search for an offer of service from a lord, here to set up a magic shop or here to plot in advance. There's something for everyone.

Origins

Royalty

The Pendragon family is not the only royalty on this island, though they will come to be the most notable. You are a member of one of the many other royal families that rule other countries or states on this island or even a member of a royal line that has lost it's place in this world or a cousin to the Pendragons. You may be a heir to a throne or still be wandering, searching for your place. Whatever your goal is, there is an air of importance about you, as if you were fated for something greater than the common man.

Knight

Since you were a boy, you desired to be counted amongst the ranks of those shining men in armour. And now, after years of harsh training as a squire to a minor lord, you have become a knight in your own right. You have the basic training of your position and the most minor noble title, without even a plot of land to your name. All you own is your sword, your armour and a simple horse. But that is more than enough to make your fortune, should you find a lord or quest to give you the chance.

Magus

In this age and this land, magic is still thriving. There are many magi around and while they are not trusted nor well liked by all, they are far from living in secrecy. Indeed, some like yourself even have humble little magic shops to sell your services and wares to the common man. It may be a cozy way of living or just a stepping stone until you can become a master of your craft.

Threat

Monsters, traitors, bandits and beasts. The enemies that howl at the gate and the ones that you can call kin, in purpose if not blood. You are a burgeoning threat to Camelot, to Arturia's future and to the rest of the British Isles. What you are after is up to you but you have already made connections to a few common bandit groups and packs of beasts. Perhaps with work, you could organise a real force to take your ambitions by force?

Your age is 14+1d8 and your gender is the same as it was before. Either of these may be changed for 50CP.

Perks

All 100CP perks are free for their origins and other perks are discounted for associated origins.

A Different Age- Free

This isn't the year 2004 anymore. We're in an age and a place where mystery is heavy in the air and heroes still spring up like weeds to challenge hordes of creatures out of legends and nightmares both. To be born in this era, especially to be born with the potential to be a hero, means to be something special. You have physical and magical abilities beyond the common man of the modern era. As an adult with no further training, you have a good deal of talent for combat and the physical attributes to kill a modern man in a single blow or outrun an olympian with little effort. You also possess just over a 100 top quality magical circuits, at least by the modern standards. In these times, they're only high quality. You have no magical training but the potential thrums eagerly within you. And of course, the mystery in the air is seemingly quite good for a growing body, as you're very likely to grow up to become quite the lovely specimen. You won't be wowing many people in this country but in the modern day, it's likely you'd be quite the lusted after creature. Especially since your body, if you want, is naturally inclined towards becoming very curvy. Or hard. Depending on what you prefer.

Royalty

The King is a Queen- 100
This age is one far from the relative equality of the modern world. A woman has her place, as does a man, and the people that populate Britain for the most part do not care for those that break the mould. They just have a little blind spot when it comes to you. Whenever gender, race, age or disability might cause you to be discriminated against or lose certain opportunities or be thought less of, people just forget to do so against you. A king and his court will accept you as a heir over younger brothers even as a girl, a kingdom will look up to you as a rightful king even should you be a foreigner and no one will look down on you for being young unless you prove you have the naivety of youth as well.

Idolised- 100
Too often are the kings and queens of this world distant to the commoners. How can you truly have faith in someone you have never seen? How can a knight believe in a leader that shows no emotion at the passing of his friends in battle? Perhaps all they need to do is look a little bit further into you to find what they want. You find it incredibly easy to connect to everyone that is following you or has you as a leader, even if you've never met them. You are able to form an emotional bond with them so long as your actions affect them, as if you had a chance to talk to them personally. This also lets your actions speak for you, even if you never show emotions, letting people believe in you even without saying it outright. The better you are for someone, the stronger the bond you can force from afar with them.

Blood of the Britons- 200
The blood of kings now truly flows within you. You are a true born child of Uther Pendragon, younger sibling to Arturia Pendragon herself. While her claim to the throne is stronger, you are almost as vital to the governance of the nation and someone held dear to the heart of your future King as well. Being part of this legendary line bestows a fair boost to your natural talent in combat and command, though relying on this talent alone will not be terribly impressive. However, in future worlds, you may find yourself the member of another important royal family, as a sibling or child to an important figure within that family.

Heart of a King- 200
The life of a king is not one for the faint of heart. When one must balance the lives of every member of the nation against each other, deciding who shall live and die, who shall prosper and who shall be abandoned, one must have the strength to continue on no matter what. You possess the will to carry on in the face of struggles, failures and your own flaws. Be it standing before a roaring dragon that embodies the darkness of your homeland or forcing yourself to put loyal citizens to the sword to spare others from a plague, your will is stronger than fairy steel and just short of unbreakable. You are able to suppress your own emotions and desires for the sake of others and devote yourself truly to anything without breaking, though if you do devote yourself so wholly and find failure at the end, it may take time even for you to recover.

Golden Age- 400
There are many skills that a king must master to lead his nation into a era of prosperity. He must be a excelling military commander, be able to inspire loyalty in others, have mastery over finances, rule wisely on civil matters and the planning of cities and castles, be an expert in getting others to work as a team and more. Most of all, he must take the long view, thinking beyond not just the next few

years but further even than his own reign to truly ensure a golden age. You have all these skills at a fantastic level, more than enough to make you remembered as one of the great kings of history and legend, should you get a handle on the throne. Your best focus is certainly on long term planning, especially on adjusting your kingdom to survive long after your death and adapt to the changing times, such as to adjust to the loss of the age of magic.

Shining Form- 400
Your will is infectious. Those that stand with you find that they share all your great determination and quickly develop a close understanding of who you are, feeling your ideals unfold before their eyes and understanding why you must act as you do. It is a powerful thing to feel such intimacy with your leader and it can quickly inspire an incredible degree of loyalty in others, letting them become close friends, staunch supporters and excellent battle brothers in just a few battles together. Should someone fight alongside you for long enough, they will even find themselves unwilling to break their oaths to you. They may end up opposing you as an enemy but they will not act dishonorably and break a vow they made to you. They owe you that much at least.

Dragonheart- 600
When you were but a babe, a mad wizard decided to test out a new spell on you. He infused your body with the blood of a dragon, granting those same abilities in your frail human form. Or not so frail anymore. Your core has become akin to that of a Dragon, immensely enhancing your magical abilities. Your mana will grow immensely as you age, becoming close to equaling that of an adult Dragon by the time you are an adult, and continuing to grow at a slower rate as long as you continue to live. It will replenish at a terrifying rate, refilling from empty in but an hour of time as your inner dragon generates nearly endless amounts within you. This draconic power also grants you a extremely high level of resistance to magic, rendering you immune to spells save from the highest class of magus, such as Merlin himself. However, it does also make you slightly more vulnerable to attacks that have an advantage against dragons, due to your nature.

Humanity's Offer- 600
Even a King can be laid low at times. They suffer failure as any one else does, the consequences are merely much greater for a ruler that governs so many people. But just as the cost of failure is so much higher, so are there many more who seek to take advantage of that to gain your favour. When you are in need or desire, you will find powerful forces and beings offer deals for you. These beings can range from simple hermit magi that happen upon you to grand embodiments of cosmic forces, depending on your own power and importance. You can gain power and influence by accepting these deals, often enough to greatly help you achieve success where you failed before or fix your mistakes, but the deals will come at a cost. These beings will ask tasks of you, some before giving their rewards to you and some may simply take a price from you to grant new power. It is not impossible to worm your way out of the contracts after you have made them, but it would take great luck and cunning to do so.

Worthy- 800
Once every few centuries, someone special is born. The sort of person that you just know will be something great as soon as you see them, even as a child. In these times, that person is Arturia Pendragon, the future king of Britain. But what if there was another like her? You've been found worthy of the favour of the World now and been blessed for it. Your path is one of great destiny, paved with many gifts and prizes, leading to truly incredible feats. And all it takes from you is to take the first step to adventure. So long as you pursue great feats and pursuits, you'll find yourself

surrounded by advantages. Mentors and teachers of incredible skill and fame appear to teach you skills, spells and abilities. You'll find yourself involved in many stories in favourable ways, gathering friends, allies and resources without even trying to gain them. As you attempt to improve yourself, so long as it is in the aim of accomplishing great things later on, you'll find no end to the breakthroughs and leaps of progress you achieve. While on this golden path, you'll be protected from many minor dangers and risks, never needing to fear dying or failing because of accidents or the threat of unimportant foes in your story. Finally, this blessing of the World has ensured your natural charisma has skyrocketed to immense heights. Even if you act as an emotionless robot, you could gather a small army of devoted and powerful retainers over just a few years. It has it's limits though, don't expect people to stick around forever if you never show them a smile. Whatever path you take, it is one where you are assured to reach the centre stage of the story.

Knight

Knightly Nature- 100
Who can look at themselves in the mirror and call themselves a knight if they didn't have skills worthy of the title? Not you, that's for sure. You're an expert horseman, a skilled fighter with sword, shield, lance and bow and you're well trained in all the courtesies and manners you need to mingle with the rest of the nobility. While these skills would put you above the average knight by a good margin, they're still a long way from being worthy of the Round Table. What is special about you is that you are able to effortlessly maintain a noble, knightly appearance. Even when you've been fighting for hours in the muck and crush of war, you have a handsome, brightly shining countenance that any fool would know is the mark of chivalry.

Done Right By- 100
Putting your faith in someone is infinitely easier when you can understand them. You are highly talented in coming to understand who your superiors and leaders are as people, even if they attempt to hide their true nature and emotions from others. Working with a superior will lead you to become intimately familiar with who they are as a person within just a few weeks, thus learning just what can hurt or help them emotionally. It's also a lot easier to be confident knowing your king truly is a king that rules righteously.

Forgive Me- 200
A life beholden to chivalry is a hard life, as the code is strict and uncompromising. Those few who can truly call themselves flawless may stick to it easily but most knights make mistakes. Thankfully, you find it surprisingly easy to be forgiven by your mistakes by other people, even when you are indeed in the wrong. Trespassing on someone's honour can be fixed with a simple apology, instead of causing a war. Accidentally commiting a serious crime may take a task to make up for but it will be a far cry from you being hunted down and killed. Even committing treason against the king could be forgiven, should your help be needed and you are genuinely remorseful about what you have done.

Dark Knight- 200
Chivalry forms the shining front of Britain, a hopeful star the citizens can look up to. But there is a need for more than honour and hope to run a kingdom, a need you fulfill. You are a master of the dark side of life, being one of the greatest minds in history at the arts of torture, interrogation, espionage, assassination and other dirty tricks. You can lie even to a magician without being detected, extract secrets even from some of the greatest heroes alive and steal in and out of an enemy fortress in plate armor without anyone knowing you were ever there. At least, not until they find the many, many corpses that were left behind.

Power of Words- 400
The long days of traveling the country are greatly lightened by the presence of a knight with musical talent. You might find yourself quite popular amongst your fellows, as you are a masterful musician and singer with a wide knowledge of songs from this age. You can even rouse the boors around you to get a good harmonisation going. Your real power however, lies in just how powerful the words that come from your mouth can be. You are the kind of person that can lift someone out of the deepest despair with a speech or set an entire kingdom on path for ruination by speaking a cruel sentence about a controversial king in public. You could inspire an entire army to fight on against terrible demons with only your words, even if you yourself have a humble presence. While you can

bring your words down to a more humble effect, preventing them from being quite so persuasive, you should try to learn from the experience about how harmful careless words can be.

Fairy Blessed- 400
It's a rare man that gets the attention of the Fae and even rarer for that attention to be as positive as what you receive. From your handsome face to your caring heart to just a smell about you, fairies of all different kinds find that they can't help but adore you and being around you. Not only are they almost never violent with you without serious provocation but they are almost eager to become friends with you and help you out. They can make for powerful allies and unlike most people, are quite helpful with you if you should attempt to navigate their byzantine rules and tricks. One might even say their pranks truly are good natured with you, rather then the sadistic tricks they do to others. Past this fairy love, you have also received a blessing of great luck from the fae race, one that applies in battle alone. This luck blessing is quite powerful, allowing you to defeat foes you should normally struggle greatly against with relative easy for most of the time. It is fickle, a fairy blessing is given by fairies after all, but by relying on your own skills as well, you can find yourself scything through entire ranks of the enemy like a flash.

Ex-Limitations- 600
Excalibur is the mighty sword of the King, at least in time. Too mighty some may say, as the Round Table Knights applied many restrictions to it's use to prevent it from being used carelessly at fully power. Or in another perspective, they may have found that applying those restrictions only increased the power of the blade. The truth can be clouded at times but what is obvious is that you possess such a power. You have the ability to place restrictions on your own powers and equipment, the more numerous and more severe the restrictions, the greater the ability or item becomes when it meets them. A sword that unleashes a holy laser of mana may be made many times as powerful by meeting 13 fairly strict requirements but layering on hundreds of easy to meet rules may only provide a minor boost. Because it is sourced from yourself, the restrictions will be aware of what rules are truly hard to meet for you and what can be easily adhered to, so it is impossible to cheat the system with cunning alone.

Saint of the Sun- 600
If there was ever a morning person, you'd be the guy. And also an evening person, funnily enough. Why? Because it seems like the sun just can't get enough of you. During the hours of 9AM to 12PM and 3PM to 6PM, you'll find that the sun charges your overall power and individual abilities until they are three times their normal power, at no further cost to you than normal. Additionally, any damage you receive in this state is greatly reduced, enough that attacks that might harm you normally are now barely even scratches. If you could find some way to maintain the presence of the sun in a condition similar to the hours of power you have, you might even gain this boost for longer than normal. Lastly, even when outside of your normal hours, you can briefly activate the sun power for a few seconds, though this is terribly tiring.

Peerless- 800
The knights of Britain are renown for their skill, power and honour. The knights of the Round Table exemplify Britain's virtues to an even greater extent. You? Lancelot at his height is the only one you can call a peer and he doesn't remain there for long. Few men are as perfectly well rounded as you. Your physical abilities are enough that you could fight powerful adult dragons and demons to a draw with your bare hands or even win if you added a good weapon to your side. You've got unbelievable levels of martial skill in both offense and defense, across two dozen kinds of weapons, such that

even without your physical abilities being so great you could slay armies. You have strategic and tactical abilities that let you lead small forces to crush far larger ones and can even make a good substitute for a king if your liege needs to spend a few months away at war, though you are far below the sort of king that can create a golden age. You have a high level of natural talent at any skill or ability you try your hand at and find it very easy to learn and train to become better at new things, quickly surpassing even the most venerable of warriors in their specialties. Of course, you would not be peerless if you did not also look the part. Among all the men in the world, only the divine could outmatch your physical splendour and even then, only by a touch. Your king might frown on the hordes of maidens that lust after you but you really can't help it, as you gather admirers and love interests even when fully armoured and masked. Just something about you.

Magus

Arcane Tricks- 100
You were apprenticed to a master magus as a child, one that took a liking to you and taught you well. Out of that training you came armed with knowledge of all kinds of magic and how best to use it too. You have a fair degree of skill in over half a dozen magical disciplines, such as Alteration or the summoning of spirits, and significantly better and more magical circuits as any ordinary warrior or witch around these parts. If you were in the modern world, you'd be a fair bit beyond the Tohsaka heir in power and well beyond her in versatility. Perhaps due to your rather quirky teacher, you also picked up skills on how to really mess with other people. You can get all but the most stoic people to snarl in anger at you and provoke a good laugh from an entire troupe of soldiers with little effort.

False Truths- 100
An important skill in dealing with the arcane is the ability to discern what is true from what is false and this is a skill that you seem to have mastered. You easily uncover lies, even picking apart most supernatural methods of hiding the truth from you with ease. From the mouth of a trickster or a misdirection purposefully laid on an ancient manuscript, you get an instinct for when you are being mislead and have good fortune in uncovering the truth. As a side effect, you also see through any lies you tell yourself, being unable to delude yourself as to what you know is the truth. It may make life a bit less pleasant at times but it keeps you on your toes.

Flower Power- 200
Not many can match the grace and beauty that you possess, even if you are a man and your competitors are the finest maidens in the land. Maybe that beauty comes from your close connection with flowers? They do happen to sprout around you quite often. In fact, unless you purposefully prevent it, you will be surrounded by a small field of flowers at all times. This field even appears to override any environmental or world traits that might normally apply in the area you are within and will grow larger the more beautiful you yourself are. With practice, you may even be able to control what flowers are produced, should you be in a mood for particular kinds. Even when not producing flowers however, you will possess a wonderful fragrant scent about you.

Conceptual Fertilization- 200
The secret art of Conceptual Fertilization is one that may seem a bit strange and even unnatural to those not as invested as you in the mystic arts but…well, they don't complain so much when you show them the results. Conceptual Fertilization refers to a very rare magical ability that allows one to combine two things during the creation process of one of those things, transferring the qualities of the second thing onto the first. Combining the blood of a dragon with a infant in the womb to grant them the magical power of that dragon as they grow up, for instance. With time and further mastery, it may even be possible to combine more than one thing in this way, though one cannot begin to think of the sacrifices the failed attempts might cause. Additionally, you find that you are also able to perform this process on other things in their creation process, not just living beings, allowing you to infuse weapons or other objects in the process of being created with the traits of other things.

Sight Beyond Mortal Eyes- 400
This is the mark of a magus destined for greatness. You are a clairvoyant, a being that can see into the future and into the past and even to far away places as easily as you see the things in front of you right now. At the moment, your range is not too far. You could peer for a few moments into the

future of tomorrow or spend an hour visiting a week in the past or even watch events occurring several kilometers away without being present. But as you practice with this, and as your magical skill improves in general, your range in time and space will improve and you will even be able to combine your future/past sight with your ability to watch distant locations.

Sword Wizard- 400
Magic is a beautiful thing, capable of such incredible things and filled with endless amounts of mystery. Yet…one hates to say it out loud but perhaps the meathead knights have a point. It really is so much quicker to just smack things with holy swords. Even the great Merlin is himself an exceptional warrior, so you saw about taking after this path yourself. As your magical skill rises, you also find your skill in combat rises alongside it too. While you may not learn specific techniques out of nowhere, you do have an easier and easier time fighting others in battle, unarmed or with a weapon, the better you become at magic. Almost as if the two have become linked in some manner. Unfortunately, you do not necessarily gain the physical attributes to make the best use of your skill in combat but perhaps that wondrous magic could be turned to shoring up that fault.

Incubus- 600
Infernal blood runs within your form, the mark of your mother copulating with the Devil himself. Or so they say. It's hard not to agree when one sees the signs of your Incubus, or Succubus, nature. You have immense magical power within you now, vastly more even than one infused with the blood of a dragon. Even as a beginner, your spells could tear through entire castles and leave just ash and ruins behind. What would you be like once you became truly skilled? Beyond your raw power and energy, which is already only equaled by the Wizard of Flowers, you have gained some more devilish traits, ones that allow you to easily charm and seduce almost any living being. At least living beings that can be aroused.

King Maker- 600
Your place is not at the forefront of this story but behind the curtain. Yours is the hand that guides the heroes to success, raising farm girls to be kings and serving boys to slay dragons. You are the maker of kings and bringer of heroes and this is only too apparent in how you can guide others. Even should you lack knowledge of the specific path your proteges may wish to pursue, your constant presence and tutelage brings out vastly more potential than should be possible for your students. People discover brand new powers and levels of strength that they did not believe they had and may very well truly lacked before you took charge. Lessons and study that should take half a lifetime can be compressed to just days for even a dull brat to digest. The ones who call you mentor and master are almost assured of becoming legends that are known throughout the world and will continue to be remembered for centuries after they pass. Of course, they also develop a loyal affection for you, even if you are a strange, oft annoying and troublesome teacher to have.

Grand- 800
The truth of magecraft is thus. It is not power that matters, not really. It is knowledge and skill and talent that allows one to become unsurpassed in this field. A true master of the arts does not need the power of a thousand magi to blow up a fortress. He just needs a spark of mana and the right words to utilize it properly. And a master like that is far below you. Among all the magi in the world and those from history long since past, you are something special. A magus with such skill and knowledge that they have the potential to be a Grand Servant. There is little to no discipline of magecraft that you have not mastered to such an extent that others think you are wielding True Magic. Almost no spell you do not know as intimately as a husband knows his wife of several

decades. No inch of your own magical circuits or energy that you do not exert absolute and total mastery over. Merlin the Incubus, Solomon the King of Magic. The names of the only two other magi to be your equal in knowledge and skill, though the matter of magical energy and power is something different. Perhaps you could find a way to take that too?

Threat

Heir to the Throne- 100
The games of succession can be complex and lethal in this age, just not for you. So long as you are the true child of your parents, even if not willing and without their knowledge, you will be accepted as a true son and heir to their lineage, provided you act the part and show loyalty to them. Even if they're not the parental sort, they'll make an effort beyond the norm for you and try to show affection and care to you. Should you fail to carry out your role as their child, even being their biological son won't stop them from treating you as an outsider or worse.

My Own Path- 100
Men cannot choose from whence they are born. What they can choose is what they do with their life after that moment, even though many others can forget this and judge people just by their lineage. But when it comes to you, you have a chance few others gain. No matter your origins or associations, so long as you have truly good intentions others will accept you into the fold. Honestly and genuinely seeking to become a knight in the service of a good king because you wish to help them rule justly and with honour will see your fellow knights accept you even if you are the son of a wicked witch. They may not give you everything you want but you'll not be turned away or mocked or treated as a enemy.

Hidden Disease- 200
King Arthur will go on to create a kingdom truly worthy of standing for eternity. Few threats could even hope to scratch it from the outside. But from within? Everlasting Camelot is not so eternal. You have great talent in fermenting unrest and planting the seeds of rebellion in almost any organisation or group that you are part of. Even as a low ranking member, you can turn a fair number of your peers and immediate superiors into traitors over time, corrupting them with your whispered words. Should you have real power to offer or a high enough position, you could tempt and twist much more important people or much larger sections of the faction to your side. Of course, you must be careful that you and those you cause to become corrupt or rebellious do not reveal your presence too early.

Child Rearing 101- 200
Children are ever so precious, especially when they make such perfect tools to turn against your foes. You have the knowledge of the strange processes used to create homunculi children and, beyond the norm for this kind of magic, you can do so as long as you have even a single sample from the body of your target, such as blood or a strand of hair, instead of needing semen. The homunculi can be carried to term within a artificial womb that has been properly prepared or within a woman, it makes little difference. The child will be a true descendant of the sample it was made from, possessing similar appearance and many of the same abilities and talents as their parent, though they are still beginners. Unlike their parent however, they will rapidly reach adulthood in just a year, quickly mastering their born advantages. So long as you created them, you are also able to effortlessly mould your homunculi into pursuing a purpose of your choice. They may try, through your mistakes or the influence of others, to take their own path in life but they will find that destiny agrees with you and be unnaturally forced towards the goal you decided for them. They can break free but it will be an epic task.

Fairy- 400
Despite having human parents, you are a long way from being human yourself. An ancient, long buried heritage in your ancestry has awakened and you were born as a Fairy. A Fairy is an extension of Gaia, similar to how the hairs or fingers on your body are an extension of you. Despite this, you retain your free will completely, thus allowing you to benefit quite significantly from being considered a natural part of the world, especially when it comes to your magecraft being accepted as entirely natural. You are also able to become invisible to the senses of any being without magic. Beyond this, you have amazing talent in creating magic items and while you are right now a long way from crafting something like Excalibur or Arondight, you are still several times as skilled, fast and efficient in the creation of magical items as normal. Lastly, you have the potential, with enough power and/or age, to evolve into a full fledged Elemental, granting you greater authority and importance to the world, along with a not insignificant boost in power. In future worlds, you may choose to have a similar connection to the world you begin on as you do with Gaia here.

Coward Tactics- 400
A spy cannot accomplish their mission were they to be found out as easily as any magus taking a peek at them through a magical lense. For that purpose, you took on a mighty enchantment that conceals many aspects of your being from detection. Your identity and true name, your level of power, skill and the nature or details of your abilities, even the equipment you have available and whether or not you possess any magic or are inhuman is hidden from magical sight, unnatural powers or methods beyond mere observation. Someone can figure out your name by seeing your face and matching it to an image they have seen before but they cannot cast a spell to know so automatically or learn it by taking your blood and matching it to a sample with technology.

End of Eras- 600
For every truly great hero, there is a truly terrible foe that lays him low at the end of his story. The dragon that kills the king after his pride leads him to ruin, the traitorous knight that ruins the kingdom out of jealous rage, the former friend that stabs an emperor in the back because he has gone too far. These heroes that are destined for great things are defeated by beings like you, the villains of the story. You have the ability to break through things like fate and destiny in order to kill those who should not die yet and stop stories that should yet go on. Luck and the protection of a story are nothing before you and indeed, the greater the fate and more protected by destiny your opponent is, the more powerful you seem to become when faced against them. The Once and Future King, despite their lofty purpose, is truly never weaker than when before you.

Dark Witch- 600
For every good man, there is a wretched criminal to match them. For every Wizard of Flowers that whimsically brings forth great heroes, there is a Witch of Darkness that devotes herself to the ruination of her enemies. And now there are two such Witches. While you are not a magus on Morgan's level, you can certainly claim to equal her as a Witch, having immense skill in curses, charms, potion making and all sorts of nasty rituals and monster based magics, enough to threaten an entire country with the right preparation and resources. As well, the curse that lies deep within Britain, a black energy of hate and fury, now infects you as well as it does Morgan, the evil sister of King Arthur. This black energy has suffused you totally, imbuing your supernatural abilities and magical energy with many times their normal intensity and weight, despite not increasing the amount itself. Thus the energy is several times more powerful and just as much more efficient. Just contact with this energy can harm others as well, as it corrupts, warps and destroys that which it touches, though this side of it can be suppressed.

Darkness- 800

Mankind has grown arrogant in their progress. They've forgotten where they came from, what used to rule over them and what made the heroes they adore and despite in equal measure so very vital to survival. Beings like you exist to remind them of the past, often in an all too brutal way. You embody a metaphysical darkness, one that represents the mystery of ages past, and which allows you to transform from being a mere human into that of a ancient dragon of darkness, with all the unimaginable power and magical abilities that would be held by a dragon that lived for millenia. It's power enough that even the entire Round Table led by King Arthur at their height would only barely be able to match you. You command darkness around you as well, shaping it into powerful weapons and using it to corrupt others by reaching the darkness inside. Your final ability is perhaps the most important for your role, the ability to wind back the ages in an area the size of all of the island of Britain to the Age of Gods. Once done, monsters, myths, fables and mystery will return to the area affected by your powers in full force and what is brought back will be loyal to your commands, though nothing beyond your own power can be reawakened. Even in future worlds, you can use this to bring stories and legends to life once more. If you wish, you can use this ability on a more specific area or singular targets too.

Items

All 100CP items are free for their origins and other items are discounted for associated origins.

Arturia Pendragon and the Holy Grail- 50

It's a DVD case and a wireless projector that seems to not run out of power. I wonder what could be on this disc? Perhaps you could find out together with some friends. Maybe gather the Round Table one night for some entertainment. Just hope that whatever is on the disc, the knights don't take it upon themselves to act out in an attempt to make their king smile for once.

Royalty

A Horse, A Horse- 100
It's a horse fit for a king. This incredible beast is much like a king himself, one of horses. Towering over other breeds and yet possessing enough speed and agility to keep up with, and even kill, even magically enhanced knights on the lower scale. The horse is surprisingly intelligent, though far from human levels, and cares greatly for you. Perhaps you could assist it in becoming even faster by training alongside it?

Carnwennan- 200
A mystical dagger that belongs to the king, though it appears he will not have much use for it now that you have it. This dagger, beyond being a enchanted weapon that can cut through steel like a hot knife through butter, has the ability to turn the holder invisible when they wish to be. It becomes impossible to detect the user through sight, even with magical sight, though other signs of the users' presence will remain, such as the sound they make or the heat they give off.

Avalon- 400
The legendary sheath of Excalibur, a copy of which now rests at your hip, though no one finds it strange that it does so. This sheath is an incredibly valuable artefact, as it bestows powerful regenerative abilities on you while at your side, allowing you to heal from almost any wound in minutes at most. Even if most of your body was vaporised, as long as your brain and a fair amount of the flesh and bone connected to it remained, you could restore yourself to normal in five minutes of healing. Avalon cannot heal brain wounds and you will die if it is destroyed, though the item also struggles to handle cursed wounds. Though it drains your energy, you can also activate the special power of the sheath, which will place you in the world of Avalon while you maintain it. While here, it is almost impossible to reach you and even dimension crossing effects will only work from insanely powerful users. Effectively, it lets you dodge away out of almost any effect in an instant. Notably, Avalon as a sheath will resize to fit any sword you wish to put into it.

Rhongomyniad- 600
The lance that shines to the end of the world, one of the two great artefacts held by King Arthur. This lance is now in your possession, as a copy of the one that the King will come to hold. This weapon is just a reflection of a much greater construct, a pillar that holds apart the two sides of the world. That of reality and the side where mystery, gods and phantasmal beasts makes their home. As a lance, it can pierce any armour and strike through any defence. By calling out it's name, one can even release a blast of light sourced from the pillar it represents, an incredibly powerful attack. However, the lance is restricted by the same 13 Rules that bind Excalibur, limiting it's power unless used in the right conditions. If the lance were to be broken, the two sides of the world would combine into one, filling the world back up with all kinds of fantasy. In fact, Rhon retains this quality even in future worlds, allowing you to break the lance to fill the world with magic, myths and mystery appropriate to it. The lance will be restored at the beginning of your next jump and if repaired while in the same jump as it was broken in, it will separate the worlds once more.

Knight

Shining Armour- 100
A knight cannot be so without a proper set of equipment. You have a full set of plate armour, customised to fit your theme and personality. Perhaps it is a brilliant silver set with a lion helm or a dreary and dark plate with hard lines and no curves. It is fitted perfectly to you and you can channel your mana into the armour to enhance it's protection with ease and, unlike most reinforcement, it appears to have no upper limit. The armour will also repair itself if damaged or destroyed, though this takes hours of rest.

Lordship- 200
No longer are you among the common knights, wandering in search of a liege to live under. Now you're a bit more important. You're a lord of the land, possessing your own fortress castle and a large area of land around it, along with the towns and serfs that populate them. You do pay tax to your lord but have a great deal of wealth and men of your own now. In future worlds, you'll retain a similar title and territory, though it may take on different forms depending where you are.

Fairy Weapon- 400
All of the Knights of the Round have their own special weapon. A magical sword, a enchanted bow, a special shield. These weapons are often crafted by the hands of the fairies themselves, creating immensely powerful weapons for the greatest protectors of Britain. Now you too have a legendary weapon in your hands, on the same level as things like Excalibur Galatine, Arondight or Lord Camelot. You might choose an enchanted sword that can unleash gigantic blasts of energy at will or a bow that fires a dozen shots for every single one you loose or even a flail that can command the wind as it slams into your foes. You could even have a magical prosthetic arm that unleashes blades and blasts of light on command.

Holy Grail- 600
The holy grail, at times, is a device capable of granting any wish. This is not always the case and over the years, what the holy grail is exactly has taken many forms. There have even been many different grails. What is held common between them is that they all represent a miracle. A miracle you now find yourself in possession of. The miracle you hold, taking the form of a simple object like a cup, allows you to sacrifice the object once per jump to achieve a miracle capable of saving someone or a group of people from any one thing. This can be up to as many as one entire country, like Britain, worth of people. It could cause the partial defeat of a terrible dragon, forcing them out of the limits of the country and preventing them from returning. Perhaps it might bless someone with protection against an attack that might be otherwise fated to kill them. It could even save someone from a terrible corruption, cleansing them entirely. The miracle will become available to use once more in your next world.

Magus

Puppy- 100
What a cute little doggy. Or is it a kitty? It's hard to tell with all that fluff. But it really does have such pretty fur. And it can talk too! It doesn't do so with many people but seems quite chatty when it comes to you. The cute little animal hasn't given you it's name yet but it seems okay with giving a hint or two about magic every now and then. Maybe if you got better at magic it could open up a bit more to you?

Ladies Lake- 200
A gorgeous glade of your own, with a small but totally pristine lake. This place is totally free of corruption and filth, regardless of where you are, and the waters of the lake can hide from detection anything submerged in them. If you stay in this glade for a time, you will find that heroes and those destined to become heroes often come to visit you. By accident or with some purpose, it becomes an excellent way to find those looking for assistance or willing to offer it.

Holy Staff- 400
For a magus who looks to do work in the crush of battle yet still requires a proper mystic code, there's no need to look further than this. A fairy made weapon, similar to Excalibur if much weaker, has been mounted on a staff made from a very old and magical tree. Together, they form the perfect weapon for one such as you. The blade, beyond being a holy blade of excellent power, can unleash good sized blasts of holy light on command. The staff will significantly increase the power of magic used while holding it, as well as making magical energy much easier to shape and direct, even energy from outside the wielder's form.

Wizard's Tower- 600
Avalon is the land of the fairies, an almost unreachable realm that has only seen a handful of human, partially or fully, visitors in all of time. Within Avalon, there can be found smaller realms, such as the one that Merlin will eventually come to be imprisoned within. The realm you find yourself with access to is similar to that realm but does not imprison you. This place, a small dimension measuring a few miles across, is filled with a field of gorgeous flowers. In the centre of the dimension is a tall wizard's tower. There are many rooms, workshops and laboratories within this tower, filled with extremely rare materials, resources, reagents and magical curios, as well as a fair few creature comforts and luxuries. Many of these resources will replenish in time too. There are even a great deal of books written on various magical subjects, some by Merlin himself and some by those much older than even him. You may enter this realm with just a thought, through all but the most powerful and thorough of preventions against dimensional travel, and exit out into any location without those most powerful protections. While others can potentially invade your dimension should they find out about it, the tower realm has protections against invasion on a similar level to the sheath Avalon does when activated.

Threat

Dark Place- 100
The enemies of Camelot can hardly live in the open, not with the immense power the Round Table may wield against their enemies. But that is why those enemies keep places like the one you have now, dark places hidden from the searching eyes of the king's men. You have a hideaway, such as a witch's hut in a swamp or a small home made deep in a cave system. Not only is it very hard to find through normal means but it also heavily warded against magical forms of detection or searching. There are a fair few monsters around this home but they're fine with leaving you alone so long as you don't disturb them.

Samples- 200
There are many dark works that require special ingredients, the sort not looked well upon by even those who understand magic and the strange ingredients it can sometimes require. You however, have quite the valuable stock of such things. Boxes of organs from those just at the ripest age, vials of blood from pure virgins and vile criminals alike, genetic material from a range of fit subjects and even bundles of human skin and bone for when your own emergency supplies run low. The prize of the collection however, is a significant genetic sample from a important figure in Britain, even one so highly placed as Arturia herself. This collection will quickly replenish anything short of the single sample described at the end, though that sample may be taken anew in each new world.

Clarent- 400
The corrupted sword that Mordred stole to use against her father, now finds a copy of itself in your hands. It appears that it acknowledges you as a rightful owner however, a touch different to poor Mordred the thief. Clarent is a powerful magical blade, one that makes the wielder stronger, faster and tougher when holding it as well as significantly increasing their charisma and presence. The most notable ability of the sword, at least now that it is here, is that you are able to channel your emotions into the blade alongside mana to unleash potent attacks. The deeper the emotions and more mana you put in, the more powerful and large the outgoing blast will become.

Rebellious Elements- 600
Perhaps more a circumstance than an item, you're able to find rebels even in the most unlikely of places. Once, at the beginning of each decade, you are able to decide that one particular faction, such as a country or organisation, is targeted. This faction will be filled with a significant amount of people that are willing to rebel against the rest and are vastly more open than normal to attempts from you to corrupt, subvert, drive mad or convert them to your side. Their reasons for rebelling may vary greatly but it becomes almost too easy to incite them to violence against their former masters, especially since even high ranking members can be affected by your choice here. This is enough that, even with only small effort on your part, you could force an entire country into a brutal civil war or the total destruction of smaller organisations.

Companions

Import- 50

A life spent with friends is a life well spent. For every 50CP you spend on this option, you can choose to import a companion you already have or create a new companion from scratch, so long as you're reasonable about it. Imported or created anew, they gain a free origin and 600CP to spend on what they desire, though they may not take any 800CP perks.

Canon- 50

No one can be blamed for having their eye caught by some of the handsome men rushing about in this country. For 50CP, which you may take several times, you gain the chance to convince one existing character in Arthurian Britain to come along as a companion with you. They will take a great liking to you on your first meeting and you'll be assured of many meetings after that, should they still be alive, but you must convince them yet.

Drawbacks

You may take up to 800 points in drawbacks from the following section.

Prototypical- +0
Since when has King Arthur been a man? That's a completely ridiculous idea. And yet it somehow feels so natural. Maybe you just need to let your body get used to the idea to get comfortable with it. The gender of all named characters within the Arthurian Legends you now take part in has been swapped, though the roles the characters play remain the same. Perhaps this has resulted in wider changes as well.

Deny Yourself- +100
It was for the good of all those who rely on you, that's what you told yourself as you sealed away all those feelings within you. You've forced yourself to become like a robot, locking away your emotions and becoming an unfeeling machine that works towards your goals without regard for petty feelings. You may feel things in the greatest extremes, such as despair when everything in your life falls apart or a brief flash of happiness when everything truly comes together, but the rest of your ten years here will be spent coldly.

Absolute Fealty- +100
You have a nasty habit of giving too much of yourself to others. When you devote yourself to another, be it a person you give fealty to or a ideal you are loyal to, you'll find yourself quite a lot more loyal than you may have intended. Simple friendship may seem to others like you considered the other a close friend. Bowing your knee to a king will quickly become a near overriding life goal to serve them properly. Perhaps if you are careful, you can avoid any bonds that connect you to another, but that sounds like a terribly lonely life.

More Dread- +100
That's a long way from how a knight should be acting, isn't it? I didn't think they were meant to run from battles or be unable to tell their lords the truth. You're a coward at heart, unable to truly face the things you fear and those are many indeed. You can still take part in battle but it will be immensely difficult for you to fully commit to any strike. Don't expect to be known for great acts of bravery.

Knight of Lewdness- +200
Like something out of a lurid inn tale, you just can't keep a lid on your codpiece. You're a lusty bastard that can't control their own desires, leading you to constantly seek out the romantic and/or sexual attentions of those you find attractive, which seems to be quite a broad range. While this is already enough to make some dislike you, your unfortunate luck in constantly pursuing, charming or outright bedding the wrong people will get you into a lot more trouble, often to a lethal extent or causing even more trouble for others associated for you. You better keep some excellent excuses on hand when that angry duke catches you in bed with his already betrothed daughter, else you might start a costly war for your king.

Sibling Rivalry- +200
You weren't an only child, that's for sure. You had a sibling that really doesn't like you and too bad for you, they've got quite a bit of power to show their displeasure. This evil twin looks very similar to you but has access to many powerful magicks, given they are an accomplished magus themselves.

They're not a match for true evil like Morgan but they could definitely challenge one of the Rounds with their prowess. They'll be hunting you till they can kill you for good, always trying to keep the subtle route until they are sure of victory.

Death to Blood- +200
The half-sister of Arturia Pendragon has discovered what you are and managed to take advantage of your presence, seeking to turn you against her hated foe. You and your allies have been ensorcelled with a curse that forces you to seek out the death of Arturia to the best of your ability and to appear as a great enemy to her and her allies. This curse is not one that is unbreakable, provided a mage as great as Merlin could help you, but you and your own allies will be unable to break the curse yourselves. Hopefully you can convince someone to help you but if not, the curse will lift once your mission is complete.

Punished Jumper- +300
A terrible tragedy in your childhood brought you to the edge of death. You only survived by making a deal with a being that is a long way from something with your best interests in mind. The Counter Force appeared before you just before the end and offered a deal. It would enable you to survive at the price of one hundred years of service, to be paid at a certain point in time, which just so happens to be the end of your time here in this jump, be it through death or the timer running out. Once the service begins, you will work as a Counter Guardian in the service of Alaya, in constant battle for the next century. At times you will be forced to purge ordinary humans that stumble upon dangerous secrets, even if they are innocent. Other times, you will be pitted against some of the most terrifying and dangerous foes of humanity in existence. This ceaseless battle will expose you to constant risk and what's worse, you lack the backup energy the Counter Force normally bestows on it's agents. Should you truly die in your service here, it will count as an actual death and failure for your chain.

Eleven Great Battles- +300
Arturia will not be the only one with many tasks laid ahead of her now. Akin to the would be King, you will find yourself facing eleven impossible battles in your time here. Each battle will be such that fleeing or failure is not an option and each conflict will force you to go beyond what you believed possible in order to win. Only by breaking your own limits and the expectations of those around you, winning against odds that push you to the very edge no matter what you have, can you emerge victorious.

Jumper's Dreadful Son- +300
The mistakes of the past always come back to haunt you, whether you are aware of them or not. A being has appeared, a false child made for you. They appear very similar to you and seem, in both body and abilities, to be a true child of yours. They also appear both incredibly powerful and unnaturally good at harming or killing you/your allies. Isn't it a good thing that they only seem to desire your approval and affection? They just keep wanting more though. At first they might only want a head pat and a bit of praise but maybe then they start expecting gifts or celebrations of their achievements. Maybe they start expecting your trust them with important responsibilities. Or demand that you let them share in your life's work or even take over it entirely. They're your precious child after all. Isn't it only natural for them to expect you to give up your life for them? If you keep giving into them, they'll eventually want that too, never ever satisfied with what you give. And if you refuse, they'll feel utterly betrayed and begin to work to bring you down in revenge.

Ending

And as with all stories, this one too comes to a close. It is time to say your farewells, or to say hello once more, as you choose where your tale will continue onto.

You may choose to *Go Home* to your original world.
You may choose to *Stay Here* in Britain and the world of Nasu.
You may choose to *Continue On* to a new world and new adventures.

Notes

Super special thanks to NuBee, my one and only knight in shining armour.