Chaotic Good Barbarian



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You ever played DnD? This is basically DnD.

This is a world full of fantasy, magic, and monsters. It's also home to a Barbarian who loves nothing more than giving Monsters a taste of their own medicine through extreme and sadistic violence, this is the world you'll be spending the next 10 years in, either as a 'Hero' or as a Future Barbarian Victim yourself.

You Have 1000 CP To Spend On This Document

Origin

Race

Human (Free)
For Free you may be a Human or a roughly 'human level' race (one with no specific innate advantages)

Elf (100)
For 100 Points you can be from a species on par with the elves, one or two natural talents that make them innately superior to humans, but not enough to make them a truly powerful force on their own.

Dragon (300)
You're from a powerful race like the Dragons, this will allow you to be a powerful force even without much skill simply by relying on your innate gifts.

'Hero'
You're a devoted follower of 'Justice' a Hero like the Barbarian who travels this world giving the monsters who dwell within it a taste of their own medicine through extreme ultra-violence- and saving the innocent if it happens to be on the way.

Villain (+400)
Well… Shit, you ARE a Monster or a Villain, and the Barbarian knows it, at some point in this Jump, he will come for you- as soon as he will have prepared to the best of his considerable ability. You are NOT ready for this, you are not built for this, and he knows it.

Perks

You receive a 50% Discount on all Perks associated with your Origin, 100 CP Perks are free if discounted.

Class Features (Free)

You may select one DnD Class or general Fantasy Archetype to be your 'Class' perhaps you're a fighter, or a wizard, warlock or ranger. All of these classes have different abilities and skillsets. You are currently 'Level One' a newbie with a solid foundation that they can grow from with experience and time.

Hero

Absurdly Large Frame (100)

Look at that thick cut of meat… much like our heroic friend the Barbarian you are absolutely *jacked* possessing a body honed through long years of hitting the gym and enough protein shakes to kill an elephant. You're at the reasonable peak of human ability in terms of strength and endurance, though your flexibility does not benefit from this Perk.

Absolutely Insane-o (200)

'I Would Like To RAGE!' Seems you're a Barbarian yourself, or at least picked up a couple of their skills, you can enter a Rage that increases your already impressive physique to superhuman levels, allowing you to do things like shatter a stone shell forming around your body with your muscles alone. However the cost of this is simple, while raging you will gain the same mentality as the Barbarian directed towards those you would consider evil, causing you to become an incredibly sadistic force of nature who does *far* worse than most villains in the pursuit of justice.

Consume The Elixir (400)

Do you like your playthings *extra durable*? From now on whenever you defeat an opponent completely and utterly you can choose to force them into a state where they won't be able to die, no matter what you do to them. They also won't be able to recover and exert their power unless you allow it, this is essentially a 'replacement' for death and it will be just as effective as finishing them off when you had the chance.

Chezzo's (600)

You've got a Bingo Card to fill out and this will help you do it. At the start of every battle you have a 10% chance of entering a state where your next attack *will* work, or the next time you're struck you *will* be undamaged. This isn't just luck, it's a state of cosmic active retconning- that Hydra will *always* have had a vulnerability to having its head ripped off, that sword *always* had a chance or shattering on your neck due to a poorly thought out enchantment. Once these changes to the world's logic are in place they will remain, and even apply to other objects or creatures of the same type. However each time you use this power the chance of it activating falls by… 10%?

Oh… I see, there is a way to enhance and replenish this power, every time you go *too far* pushing the bounds of rationality with your pure sadism towards an opponent your chance of this power activating will increase by 10%

Villain

You Little Shit (100)

You're an Iconic and Hilarious character, you have impeccable comedic timing and physicality and you only seem to get funnier the angrier you get. This also makes your pain *intensely* funny if you're the type to enjoy slapstick humor.

Unbreakable Pegasus Oath (200)

People will be unable to break their promises to you, even if they're made under false pretenses. Of course this only forces them to follow the letter of their oaths- the Barbarian may be forced to make you dinner like he promised you, but there's nothing stopping him from making that dinner from your heart.

You Won't Kill Me (400)

Your Enemies seem to have a rule against killing, in fact no matter how brutal they are they'll be unwilling to actually finish you off… but this is at best a mixed blessing, after all even if they won't kill you that doesn't mean that **Justice** can't be served another way.

All The Powers Of Evil (600)

Evil is a powerful force, but it tends to get weaker once it begins to lose. You're capable of tapping into the Powers of Evil, this allows you to augment your powers after every evil act you perform, becoming greater and greater. However when you lose this power will begin to dissipate- the more severe the loss the weaker your accumulated Evil Power will become, if you lose enough or badly enough you may stop being a threat to anyone at all.

Powers:

Immortality (100)

Wow! You're Immortal and you can regenerate from any injury, how marvelous… except you aren't any more durable than you otherwise would be, and you feel just as much pain. In fact, the more you're damaged the **less** durable you become and the more pain you feel, even your regeneration will be slowed. You could recover from being rendered down into a fine paste…eventually, but you'd go through hell to get there.

Sisters (100)

You have two Sisters of the same species as you with all your Perks from this Jump, when you're all together your collective power is increased to **3x** its baseline, however if any of you is killed the others will be reduced to **1/3rd** of their base powers until they are somehow revived.

Vampirism (200)

You're a Vampire with all the traditional powers that implies, you will not age, you can dominate the minds of foul animals like wolves or rodents, and you can even change your shape into one of those foul animals or a mist. You're also superhumanly strong, though not as strong as a Raging Barbarian. The cost for all this power is a regular need to drink the blood of others, and a vulnerability to Holy Water and Sunlight.

Siren Song (200)

You have a hypnotic song that allows you to charm others, while a person is charmed they will consider you the most beautiful person to ever exist and do anything for you- however if your song is drowned out or muffled this power will have no effect.

Petrifying Gaze (200)

You have the Petrifying Gaze of a Medusa, this allows you to encase people in a shell of stone- once this shell is fully completed their body will fully transform into stone and their minds will be trapped with all the pain and fear they feel in that moment for the rest of time. Someone who's strong enough could potentially shatter this shell before it was formed, but as long as you maintain your gaze they won't be able to attack you. Once this power is activated you won't be able to turn it off for the next hour, and it can even affect you if you see your own reflection, so be wary of a clever enemy turning your power against you.

All The Magic Of Evil! (400)

You're a Mage, you have immense knowledge of Magic and the power to ensure it can be used. You have numerous spells that you can use in direct combat, but your most powerful abilities require rituals or potions to perform. With the proper preparations you can create potions that grant true immortality or other similar feats.

MY BLADE! (400)

You're an Enchanter, you are capable of mentally designing effects and applying them to weapons and other tools. You have a certain well of power that is used to apply these enchantments and will grow with time and experience. You may choose whether you devote this full power to a single enchantment or spread it out into multiple discrete abilities. You can gain more power for your enchantments by adding negative enchantments allowing you to enhance existing benefits or add new ones.

Wish Granting (1000)

Like a Djinn you have the ability to grant wishes, when someone specifically wishes for you to do something you become capable of altering reality to enact the specific wording of their wish. The only real limit is that your wishes cannot directly alter someone who did not make a wish themselves- so no directly killing someone or making anyone fall in love, or raising the dead. Though you can naturally grant the wisher the ability to do any of those things themselves

DnD Player (1000)

While the 'Levels' in this world are purely a measurement of the skill one can acquire through training and experience you are something all together different, a person who plays this world like the TTRPG it was inspired by. You can actually gain experience by slaying monsters, and Level Up at a frankly absurd pace for the people of this world. While this power caps at Level 20 that's still enough to make you an intensely powerful being.

Items:

No Discounts this time, you'll be paying the list price for any items found here.

Class Appropriate Equipment (100)

You get a set of basic equipment suited to your skill set, weapons and armor if you're a fighter- or a simple wooden staff and cauldron if you're a caster. These things aren't particularly powerful on their own, in fact they're mundane. But they will replace themselves if damaged or destroyed. As you get stronger this gear will become higher and higher quality, gaining minor and even eventually major enchantments.

Monster Manual (100)

This book contains all the commonly available knowledge on any monstrous beings in any settings you visit. As long as anyone has fought the beast and lived to tell the tale you'll find plenty of details in this book. You can keep entries from old jumps for posterity if you'd like.

My Fucking Domain (200)

You have your own lair, it's designed to perfectly suit you and be the most comfortable possible home you could have- unlike the Vampire you will *not* have to deal with this location being filled with any of your weaknesses.

Bingo Card (200)

You have a Bingo Card with 25 Spaces, each one contains a task that by all conventional wisdom should be completely impossible- but if you manage to complete all 25 of these impossible labors you'll find that you become *vastly* more powerful in the process. Growing from a **metaphorical** level 1 to a level 20 by the time you've finished (As in you will grow to such a degree that your initial self would be as weak in comparison to the new you as a Level 1 before a Level 20 in DnD Terms). You'll also find that all of these impossible tasks are things you would have truly wanted to do in the first place, being aligned with your morals and philosophy. If you finish all 25 in a single jump you can turn the sheet over and unlock the 2.0 version, for all your sequel needs.

Potion Of Immortality (400)

This is a Potion created by a magically talented but less than intelligent witch, with ingredients such as a squirt of lemon and a lock of a little girl's hair it grants you the equivalent of the **Immortality** power, you get a full cauldron of this every jump and a single spoonful is enough to grant that power.

Djinn's Lamp (400)

You have possession of a Djinn Lamp, this will grant you three absolute reality warping wishes every Jump- however the Djinn is a capricious trickster who will try to manipulate your wishes to cause harm if you are unable to befriend them, or otherwise convince them that your interests are aligned.

Companions:

Old Friends (Free)

You may import any of your Companions into this Jump for free, they'll be given **600 CP** and an Origin with which to make their purchases.

Fresh Meat (Free)

In case you want to take anyone else out of this hellhole. You can take anyone from this world who agrees to travel with you as a companion for free. Perhaps you wish to have the Barbarian spread *justice* to other worlds, or maybe you just feel bad for Kevin- whatever the case your friends can come with you for no additional charge.

The Lawful Evil Ranger (100/Free Hero)

This elf woman got sick of those goddamn gnomes and travelled off into the wilderness to live as a Ranger, she's cynical, jaded, and sadistic having no real morals or values outside of disliking gnomes and liking nature. She does however have a 20 page 'moral code' typed out filled with everything she believes a good ranger should be. She'll follow this code to the letter… but the spirit is where she can get *creative*. Combine that with strength on par with the Barbarian… well it would probably be best to keep any gnomes out of her sight.

The Demon King (100/Free Villain)

Wow! We haven't seen this guy since the Barbarian and his Party… took care of him some time ago. Reduced to a spiritual presence by *the incident* the Demon King has become bonded to your Soul. This gives you access to powerful Infernal Magics that will only grow stronger the more evil you do as the King's Soul gradually regains its strength. Don't worry though, the Demon King will never try to take over your body or incarnate separately from you, not only does he like you quite a bit… he's also had quite enough of being the guy the adventurers can hurt directly.

Drawbacks:

Maybe A Little Racist (100)

Pick any Fantasy Species, you're profoundly bigoted against them, and you'll find yourself coming into incredibly close contact with them a *lot. In fact* a sizable chunk of that species has now decided that you're their fetish and will be pursuing you to the ends of the earth. Whenever you encounter them it will be in a situation where it would be very bad for you if you killed them.

Pure Evil (100)

Everyone who sees you thinks you're some kind of evil monster, and anything you do will only seem to emphasize that point in their minds. This means that your fellow monsters will like you, but you'll lose any ability to socialize with normal non-evil people.

You're Not Built For This (100)

You no longer have any ability to sense or judge danger, you will always feel 100% confident in any battle and spend time boasting rather than actually preparing your strategy- this will come back to bite you at least once.

Just So Evil (200)

You will do everything in the most unnecessary and evil way possible. If you need a lock of a child's hair for a spell you will go out of your way to try and use the whole child, but this is only one example. If there's ever a way you could maximize the suffering of others for no additional gain while you're in this world you'll take it.

Magpie (200)

Like the Drow you care more about having *everything* than the practicality of having something at all. You will gladly enchant your Blade with every single negative enchantment, just so you can have *every* enchantment known to man- or you might just try to collect Dragon Testicles for the meme, not realizing how *psychotic* it makes you look.

Unbreakable Pegasus Oath (200)

Like Kevin the Paladin you are under an unbreakable Vow. you may not swear, drink, steal, kill, bed fair maidens, OR bed yourself. You will be unable to do any of these things till the end of this Jump, though of course any creative work arounds you happen to find while following the letter of the law are fair game.

I Didn't Know Jumpers Were So Fragile (300)

Like the Vampire you have weaknesses to dozens of common phenomenon and household objects, as well as Holy Powers in general, any of these things cause you extreme pain, and if used as weapons could kill you easily.

I WILL NOT TOLERATE THE FORCES OF EVIL! (300)

The Barbarian knows who you are, and he's *stronger* than you. Nothing you can do will have any effect on him, and everything he does will cause you indescribable agony… but you won't die, he'll make sure of that. If you want to escape a truly grisly fate… you'd better start running.

A Fine Paste (300)

Or maybe the Barbarian already got through with you, like the Drow you've been rendered into a fine paste- you're unable to move, or do much of anything but feel pain and mumble in a voice only your companions can seem to understand. Fortunately for you however you can't be damaged any *more* than you already have been, so you don't need to fear danger.

Stay Here

Go Home

Move On

Notes:

V 1.1 'The Dragon-Fucker Update'

- Added Classes
- Clarified that The Bingo Card is not the absolute arbiter of the Universe

- Added Race Select Options
- Added 'Enchanted Equipment'