Welcome to a land of Myth and a time of Magic, where the destiny of a great kingdom rests on the shoulders of a young boy. His name...Merlin



The great kingdom of Camelot has risen, forged by Uther Pendragon after breaking the hold of the Old Religion. The creatures, forces, and practitioners of magic have been driven back, and Uther holds a fanatic hatred of all things magical. The mere act of aiding a magic user can be punished by death and practicing it yourself will definitely earn you a swift and public execution.

However by some twist of Fate, there is a prophecy foretelling that Uther's son, Arthur Pendragon, will one day reunite all of Albion, along with the Old and New Religions, and bring about an age of peace and prosperity.

...Or he was. Who knows what your presence will do to this place?

Here's **1000CP** to spend as you wish.

Location: Well, that depends on who you are.

Roll 17+1d8 for your age, and your gender stays the same. Or pay 50CP to choose both, if you're so inclined.

So - who are you, then? Choose one of these **Origins**:

Drop-In

(0)

If you don't want any new memories shoved in your head, you can appear in Camelot with only what you purchased here and what you brought with you. You awaken passed out in a tavern with the owner yelling at you.

Knight

(100)

A minor noble of some sort, you've joined the Knights of Camelot and trained alongside Arthur himself. Expect to command respect and a fair sum of money, but be aware that you'll also have duties and responsibilities. You awaken in a bed in the castle. Since this is classic medieval times with classic medieval values, this is a male only background. However, choosing it comes with a free gender change, if necessary.

Druid

(100)

A group of peaceful, nature-loving, ~~hippies~~ magic users. You have a natural sensitivity to magic and have likely picked up some tricks from other Druids, but be warned that being associated with druids means that you are likely to be arrested and/or executed on sight if someone discovers this. You awaken in a druid camp, in a forest.

Welll, now that we know who you are, why don't you buy some **Perks**: (Discounts are 50%, Origins get one of their 100CP perks for free and a discount on the other):

Drop-In

He Went To The Tavern

(100, Free or Discount for Drop-Ins)

Your employers will tend to be much more lenient than usual, ignoring your quirks and even letting you get away with disappearing for days at a time without firing you.

Just a Humble Servant

(100, Free or Discount for Drop-Ins)

People are much more receptive of your advice, even when they normally wouldn't be. Even if you're a servant, a king would at least consider your advice, and suggestions you give to complete strangers won't be offhandedly dismissed.

You Cheated!

(300, Discount for Drop-Ins)

You're very good at doing things in plain site without being caught. Whether it be sleight of hand to cheat during a card game or covertly using magic in front of a crowd of people, you're very unlikely to be found out.

Respect You Too Much

(300, Discount for Drop-Ins)

You're pretty good at lying. Well, that's not exactly true. It's more that people are more willing to believe lies you tell them, even when you're seemingly caught red-handed and the lie is ridiculous. You won't be able to stab someone to death in front of a crowd and get away with it, but if you get caught over a body with a bloody knife, it shouldn't be too hard to convince most people you just found the body and pulled the knife out to try and help.

Gift of Prophecy

(600, Discount for Drop-Ins)

You have the ability to foresee Events that are likely to occur in the future. Normally this comes in the form of vague prophetic visions or dreams that can't be controlled, but you are different. Along with your Sight being much clearer, you can enter this state at will - though doing so continuously or for long periods of time is exhausting. Also keep in mind that the future can be changed and relying too heavily on this may be dangerous.

Dragonlord

(600, Discount for Drop-Ins)

You are a Dragonlord. This gives you the ability to speak the language of dragons and causes them too

view you with respect. You can call any dragon you know by name to your location, and command dragons and as dragon-like creatures, such as Wyverns. It also means you'll likely be killed if this is found out, because you'll be grouped with other magic users. Also, you may want to know that there's currently only one dragon and one other Dragonlord.

The Future is Not Certain

(800, Discount for Drop-Ins)

Not only are you immune to Fate, but it's threads actively unravel around you. A certain defeat is suddenly much less certain simply thanks to your participation, and those destined to die may yet live due to your intervention.

Knight

Knightly Skills

(100, Free or Discount for Knights)

You've had training in the basic skills of a Knight. You know how to ride a horse, put on armor, and know which end of a sword or lance to hold without stabbing yourself.

Chivalry

(100, Free or Discount for Knights)

You can, at will, hide all emotions and tells behind a mask of courtesy and chivalry. You can work alongside or for someone you hate for years, or continue to serve someone while plotting treachery, and they would be none the wiser.

Authority

(300, Discount for Knights)

You have an aura of authority about you. You are naturally respected, and most people will obey simple, reasonable orders you give them without question.

Loveable Prat

(300, Discount for Knights)

People like you...even if they really shouldn't. You can be a total asshole, but people will still be friends with you and just ignore it. Maybe they'll temporarily get mad at you and a fight will erupt, but the problem is easily fixed, all is forgiven, and you relationship will suffer no permanent damage.

Paragon

(600, Discount for Knights)

You are seen as a paragon. A pinnacle to be strived towards. Nearly everyone respects you, even if they don't like you, and some people will outright revere you. Over time, those you frequently interact with will slowly become more like you, to a greater or lesser degree. Mostly this comes in the form of adopting parts of your code of honor. This perk alone won't make a serial killer into a saint, but it might make an unrepentant monster into a noble demon. You may even cause Uther to lessen his hatred of magic.

Charisma of Kings

(600, Discount for Knights)

You're pretty persuasive. Like, start a rebellion, create a kingdom from warring nations, and talk a nun into bed - all at once - persuasive. On top of this, you're naturally adept at running large organizations and managing lots of people under your command.

The Once and Future King

(800, Discount for Knights)

You're destined for greatness; those with the gift of prophecy can foresee it, though not neccesarily what that greatness will be, and even normal people seem to know that you will be important. Whatever the great things you're destined for are, outside forces seemingly conspire to help you on your way. You always seem to find just what you need to advance your goals. Whether it's learning the information you require, meeting the right person at the right time, or stumbling upon the Supreme Magical Macguffin you need to save/conquer the world.

Druid

Mystical Sensitivity

(100, Free or Discount for Druids)

You have innate sensitivity to magical occurences. In addition, this allows you to hold a telepathic conversation with similarly sensitive individuals.

The Lay of The Land

(100, Free or Discount for Druids)

What kind of Druid would you be if you couldn't mannage yourself in nature? You gain knowledge of how to navigate and survive in the wilderness. Even on a completely different world, you'll have instinctive knowledge of where it's safe to walk and which berries you can eat without pissing blood.

Physician Training

(300, Discount for Druids)

With your training, you could be a court physician. You know how recognize various plants, herbs, roots, etc. You can brew many droughts and medicines to help with ailments and heal the sick. You can even brew potions and are familiar with various alchemical aspects of the Old Religion.

Lore Knowledge

(300, Discount for Druids)

You have knowledge of the lore of the Old Religion, allowing you to recognize various monsters, magic items, omens, ancient customs, and various other things related to it. You also know the way to deal with most of them. The weakness of a Lamia, the specific being you have to invoke in a specific location to banish spirits, etc.

Magic

(600, Discount for Druids)

You have training in the use of magic, having the ability of do simple magic, such as telekinesis, non-verbally and more complicated spells via an inacantation. You have basic knowledge of magic and the potential to learn new magic very quickly, if you can find a source to learn from.

The Fisher King

(600, Discount for Druids)

Through the use of a complicated ritual, you may bind yourself to an area of land encompassing several dozen square miles. You have influence over the weather and state of your land and a degree of control over the mood of it's inhabitants. In addition, if fatally wounded while on your land, you may go into a state of barely conscious hibernation wherein you will survive, but not heal on your own, and the land will become barren and hostile.

Child of Magic

(800, Discount for Druids)

You are more than human, effectively becoming a creature of the Old Religion. Magic flows through you, and you stand as a peer to Emrys himself. Your potential is great; perhaps some day you will be able to turn day into night and destroy armies with your spells. In addition to this, you have great resistance to magic and can potentially live for thousands of years. However, this perk alone does not

grant you training or knowledge required to use your power - you'll have to find that on your own.

Or maybe you'd like some knick-knacks instead? Here, buy some **Items**:

Gold Coins

(50)

A sack of gold. Enough to live comfortably for most of a year.

Unlimited Supply of Ale

(100, Free for Drop-Ins)

Exactly what it says on the flagon.

Knight's Gear

(100, Free for Knights)

Basic knightly gear: a sword and board, chainmail, a saddle, etc.

Magical Ring

(100, Free for Druids)

A ring that stores a modest amount of magical energy and recharges on its own.

Mage Stone

(300, Discount for Drop-Ins)

Essentially a Philosopher's Stone, this egg-sized and shaped lump of amber can transmute other materials into gold after a short incantation.

War Horse

(300, Discount for Knights)

A fine horse, fit for a king. This horse would be the envy of anyone who knows anything about horses.

Sidhe Staff

(300, Discount for Druids)

You posses a staff that once belonged to a Sidhe mage. It's capable of firing blasts of magical energy that can harm even the Creatures of the Old Religion. In addition, it can act as a focus for your magic.

Dragon Egg

(600, Discount for Drop-Ins)

You've come into the possession of the egg of a dragon. Once there were many, but now they've been reduced to a single dragon and one other egg. Once it hatches - which normally requires a Dragonlord, but an exception can be made in this case - you must give it a name, and it will imprint on you and be near absolutely loyal.

Dragon-Forged Weapon

(600, Discount for Knights)

You have somehow obtained a kin of Excalibur. A magical weapon, forged in the breath of a dragon. It is supernaturally sharp and durable, and will never dull or rust, but most importantly, it can harm creatures of magic, and kill beings that can't be killed by normal means. Any wound inflicted by this weapon counts as a mortal wound and would require powerful magic to heal. Can import a weapon to gain these qualities.

The Cup of Life

(600, Dsicount for Druids)

Somehow, you now have a perfect replica of the Cup of Life. The cup is a holy artifact of the Old Religion, and an item of great mystical power. Anyone who drinks from the cup will be healed from anything - even normally unhealable curses and poisons - at the cost of another life being taken in their place.

Companions:

Destined Pair

(200)

Can either be a new companion entirely or an imported one. May be purchased multiple times. A loyal friend and powerful comapnion whose fate is intertwined with yours. They recieve half your total CP.

Companions of the Round Table

(50)

Can be purchased multiple times. Import one companion, they get a free background, any freebies that come with it, and 400 CP.

More? Greed isn't a very attractive feature, you know? Well, if you insist. But it's going to cost you. Choose up to 800CP worth of **Drawbacks**:

Again?

(100)

You're kind of a flake and a lazy bum. Or, at least, everyone thinks you are. Even if you spend all day, every day working and always keep your word. No one will ever trust you completely.

Dollop Head

(100)

Describe "Dollop Head"? In one Word? "Jumper". You're a self-righteous prick. Very arrogant and abrasive. Good luck making friends. And keeping them will be even harder. I hope you have some redeeming qualities.

Bounty

(200)

Somehow, you've earned yourself a sizable price on your head. Whether you committed some crime, were framed for one, or just pissed off someone important, it doesn't matter. You'll have to deal with at least a few people looking to collect, and most people with any authority will attempt to capture you on sight. Maybe you can clear your name, but it won't be easy.

Warlock With a Grudge

(200)

You've pissed off an evil sorcerer. He's rich, powerful, competent, and has a bunch of loyal flunkies. Expect to deal with cursed objects, magical poisons, assassins, and more. Thankfully, he's a notorious criminal himself, so he won't be moving too openly, and isn't likely to confront you directly.

Heretic

(300)

You've somehow upset the High Priestesses of the Old Religion, and they will attempt, to the best of their ability - and they are very able -, to kill you in a painful manner. They are quite powerful, with a

plethora of dangerous magics, artifacts, monsters, and knowledge at their disposal. In addition, their magic is seemingly more effective against you, despite any resistances you may have to such things. If Morgana turns and becomes one herself, she will also hold the same grudge, and hate you nearly as much as she does Emrys.

Known Warlock

(300)

Whether it's true or not, you are widely known to be a Warlock. In fact, Uther himself seems to have a personal vendetta against you, believing you to be somehow connected to Nimueh and the death of his wife. Expect posters of you to be up everywhere, a large sum on your head, and at least one group actively hunting you. If you change forms, people will still somehow recognize you eventually.

Curse of the Bastet

(600)

You have become the unfortunate victim of a curse. On the stroke of midnight, until the light of dawn, you transform into a Bastet - essentially a giant black panther with bat wings and an uncontrollable bloodlust. When you awaken the next morning, you'll have no memory of what you did during the night, simply a feeling of exhaustion and dread. In this form, you are exremely strong, fast, and durable, making you extremely hard to kill - which is good, because many people will want to do so. You can be temporarily calmed while in the presence of someone you trust completely, but it's all too easy to set you off again.

Having reached the end of your 10 years here, you face choice between three options:

Stay

Maybe you've met your true love. Maybe you've cared out a place in the world here. Maybe something else entirely. Whatever your reason, you can stay here. Your chain ends, you get to keep everything you've gained up until this point and I'll set things right on your home world.

Home

Or perhaps you'd prefer to return there yourself? Well then, you still keep everything you've gained, but this also ends your chain, so be sure you're ready.

Onward

We all know this is what you're going to choose, don't we? After all, what defines a Jumper more than their wanderlust?

Notes

Magic gives you roughly the same potential as the High-Priestesses of the Old Religion. Near the end of you ten years you can be one of the most powerful mages in the setting. This alone will eventually cap out, at that point, however, so you'll never reach the top tier. Merlin will still have much more raw power and skill than you, and Morgana will be a step above you. The increased learning speed also applies to magic from other settings.

Child of Magic gives you Merlin's power and potential, but you have no training, nor any special ability to learn magic. Purchasing both Magic and Child of Magic will essentially make you Merlin's equal. The power boost also applies, to a lesser extent, to magic from other settings.

Magic in the series is varied and powerful, but often requires incantations and rituals for stronger and more complex effects. Examples of what it can do are elemental manipulation, teleportation, minor time manipulation, age manipulation, forcibly shapeshifting people, and laying curses and enchantments on people and objects. However, it is capable of an even wider range of effects that would take way too long to list here; I recommend checking the wiki for a better idea of what it can do.

Dragonlord gives you control over dragons from other settings, up to the strength of Kilgharrah. Any stronger and you can only influence them unless you are personally at least as powerful as them, or somehow best them in combat.

Outside of this jump, you can still command and understand dragons as normal, but you will have to actually learn the language yourself, if you wish to speak it. The perk does make learning draconic languages much easier.

Dragons are sentient and capable of powerful magic and prophetic abilities. They live for thousands of years and once mature are incredibly resistant to both mundane and magical harm.

Lore Knowledge gives you knowledge of occult lore in future jumps, as well.

The Once and Future King is not a Charisma perk. It basically bends fate and plot to make you into someone important on a grand scale - similar to how Arthur is destined to unite Albion. Essentially, you'll count as a protagonist. Things will happen to advance the plot - even to the point of seeming contrived. "Advancing the plot" generally means furthering your goals - but beware that there can be twists to said plot. Also, it by no means guarantees success. It simply...lends a helping hand.

The Dragon-Forged Weapon can kill essentially anything, up to and including minor gods.

Choosing Bounty and Known Warlock will make you persona non grata in Camelot and earn you a special place in Uther's blackened heart. Expect a man who has proven willing to drown innocent children to actively hunt you and throw large resources into hunting you down.

If you have Curse of the Bastet, you will not transform in the warehouse, but upon exiting, will transform and stay transformed for the amount of the transformation you dodged while in the warehouse - no matter what time of day you exit - and this stacks, so staying in the warehouse for days at a time is not advised.

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