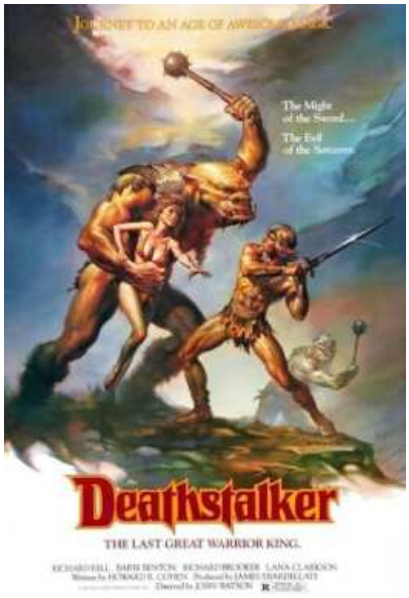
80s Sword and Sorcery Midnight Movie Marathon

Version 1.0.4













Welcome to this midnight movie marathon. We couldn't afford the rights to the better films, not many people are willing to pay for ads in these time slots, but we've done our best to bring you an exciting time. Still these films offer excitement, magic, and adventure, gore and titillation, muscle bound heroes and barbarian queens. In these films you will see the age-old conflict between swordsman and sorcerer, and brave men - and women - fight against the forces of evil and darkness. These are not the best of the best, you won't find Conan here, nor James Earl Jones's stage presence, the writing may be bad, the acting worse, and the effects special in name only. These are the films you'dwatch on Rifftrax, MST3K, or with a group of friends to mock even as you enjoy. Here you will find the Deathstalkers, the Ators, the Hundras, a fair number of Italian films, and if you're lucky a Beastmaster. So grab a drink and maybe a friend to enjoy it with, sink back, don't ask too many questions, and enjoy the action, the schlock, and the delights on offer for the eyes.

You probably won't be going to all the films in this marathon, most likely one or maybe a few, or else even a generic world to make such a film of your own - and the inevitable even lower budget sequels. Still you'll be entering here as a real world, and not a low budget film so you do have the option of having the effects and props look far more realistic, though expect the characters to be the same, and events to be every bit as dangerous as they're presented as in the film. You'll be here for 10 years, which may be a bit of self-imposed torture, but you ought to be able to live like a king for most of it. Still for putting up with this sort of world take these:

+1000 Cult Points

Good luck and good jumping.

Location: **3**
Age and Gender: **3**
Origins: **4**
Perks: **6**
- **Drop-In Perks** **17**
- **Warrior Perks** **21**
- **Sorcerer Perks** **26**
- **Warlord Perks** **31**
- **Royalty Perks** **35**
- **Ally Perks** **39**

Items: **44**

Drop-In Items.....55
Warrior Items..... 60
Sorcerer Items.....65
Warlord Items.....68
Royalty Items..... 72
Ally Items..... 75
Companions:.....78
Drawbacks:.....90
Scenario - To Become the Power:..... 100
Scenario - Foundling Child..... 101
Outro:.....103
Notes:.....104
Perk/Item Combinations.....107
Armor vs Weapons..... 109
Companion Notes..... 113
Filmography..... 117
Changelog:.....123

Location:

Well, location is hard this time. You can choose to appear in a specific low grade 80s Sword and Sorcery, or Sword and Sorcery adjacent film if you'd like. Or else you can land in a generic setting that you might see in such a film. Or you can choose to land in a patchwork world where, like something out of *The Wizards of the Lost Kingdom 2, many* sword and sorcery films that most certainly did not exist in the same continuity as each other do now.

Age and Gender:

Choose any age that you feel appropriate, and same with gender both men and women are included among the heroes, sorcerers, villainous tyrants, and even royalty in distress within these films, even if some of these roles are more likely to be filled by one than the other.

Origins:

What will you be and what will your role in the world be? Each of these, with the exception of drop-in, will grant you a history in this world with connections good or ill within it. Each of these will also grant you discounts on the perks and items associated with the Origin in question. Choose only one origin, though Dual Class represents a special option allowing you to combine two origins into one.

Drop-In: You're not from this world. Well you never were going to be. You simply appear in this world, with no connections, no history, and only your purchases, with purchased companions destined to meet you but not met yet. If you'd like, you can choose not to truly be a drop-in, but to have background memories of 1980s America before being transported mystically to this other world.

Warrior: You're the hero of this picture… probably. It's possible you're a major villain instead. Either way you've got strength of arm and of sword, and are ready to swing your sword through every sorcerer foolish enough to get in your way.

Sorcerer: You might not be the main character, but you're the real star. After all, while warriors wield the sword, you're the one with the sorcery. Whether good or evil, magical powers are yours to command, and as long as you have the power let those meatheaded masses of muscle fear.

Warlord: You're the villain, I hate to break it to you, but you're the villain. Scary, treacherous, and somehow capable of turning a bunch of murderous raiders into an army that can overrun the finest kingdoms in the land,

Royalty: You're a prince(ss). You've probably lost your kingdom, though. It just seems to be the way of things. Perhaps a passing warrior can save it for you. Still you look the part, and people seem more than eager to follow you

Ally: You are the helper of the… probably the hero, but you could be a side villain perhaps. Either way you're the individual on the sidelines giving advice and hopefully showcasing that brains are more important than power.

Dual Class (400 CP): It's not uncommon for characters in these films to combine two roles. Carl Tabot is a man from our world, but he quickly becomes a warrior who can fight alongside the finest. Many of the villains are able to all but match the warrior in combat as a warlord, or combine both the villainous roles of general and sorcerer. It's not uncommon for an ally to be a good sorcerer, or the royalty that needs aid, and sometimes

the warrior hero is the lost prince himself. By buying this origin you may select any two of the other origins and combine them. You get all the relevant discounts and freebies for both backgrounds. If one of the backgrounds is Drop-In you may choose to be a true drop-in, an individual from the 1970s or 80s transported to this fantastical realm some time ago and has since lived as the other background, transported now, or simply an oddly meta-aware individual from one of these worlds.



Shown above a tyrant swordmaster 'disciplining' a minion through a magical communication portal.

Perks:

The 100 CP perk associated with an origin is free if you have that origin, other perks associated with the origin are 50% if you have that origin. No discounts on general perks.

Anon Hunter from the Chain (50 CP): No, you're not some future caveman. You are, however, a hunter. You know the ins and outs of wilderness survival, possessing the skills to survive as a hunter-gatherer, living purely off the land. Even in bad lands you know how to track prey and game, to fashion simple traps to catch it, and to identify and find sources of water or edible vegetation and roots.



Bloodless Carnage (50 CP): You are now in possession of a mental 'dial' with which you may change the extent of bloodshed in combat. This won't affect lethality, instead it merely allows you to control how much blood is spilled from combat. You can dial it down to none, where even cutting a man's arm off or their throat will not shed a drop of blood to the ground, though they'll still potentially die of blood loss, or all the way back up to the normal amount. You unfortunately can't push it higher; those kinds of effects cost too much money for this jump's budget. This does, however, allow you to dial down the realism of blood from 'normal' to 'faintly dyed water'.

Heroes and Fools Are the Same Thing (50 CP): In case you were worrying that common sense and natural aversion to danger would keep you from joining in the fun. While this won't guarantee you're foolish, it will certainly allow you to be a hero. You possess sufficient courage and bravery to pursue honor, love, the right, or simply your ambition in the face of countless enemies. Whatever it is that motivates you, it can motivate you in the face of dire dangers and monsters unknown.

Holy Diver (50 CP): You possess the musical skills, both in singing and instruments, to rival the late, legendary James Ronnie Dio's own. This will ensure you have the musical talent necessary to use those skills as a musician as well.



On Horseback (50 CP): Unless you're bringing in vehicles from elsewhere, horses are typically the transportation of choice in these places, so it'd be a shame if you didn't know how to ride. You're now a highly skilled rider, well trained in the art of horseback riding, and know how to fight on horseback - though this won't teach you to fight if you didn't already know how. You can ride for a day, know how to charge on horseback and hit a foe without falling off, or to ride and shoot; underestimated skills.

A World Ruled by Violence (100 CP): It might not be trenches and explosions of gunfire, but living the life of a warrior-adventure would be rather hard on the psyche. Your mind is resilient, though, seemingly immune to the trauma and post-traumatic stress that can come from repeated brushes with violent death, or acts of gratuitous and intense violence. You aren't immune to other forms of trauma, but you can live the life of a warrior-adventurer without worrying that you'll break down completely; won't stop you from becoming a pessimist or a cynic, though.

Demihuman (100 CP): Perhaps you're a giant, standing a foot taller than a man with greater strength. Perhaps you're an elf with better than human senses, long life, and improved dexterity. Perhaps you're a dwarf, or a pigman, or a viking… Used for strength will be somewhat behind Mighty Thews, though this would be the base for your species as opposed to slightly above peak, and combined with Mighty Thews would be stronger, and this would likely give you other miscellaneous advantages (such as larger size and the increased reach which comes with it, resistance to alcohol, improved night vision, increased stamina, etc).

The advantages of this perk are capped at approximately the level of those granted by a race designed for PC use in D&D being relatively minor benefits.



Gladiator (100 CP): Maybe it's the thrill and the excitement. Maybe it's the sheer sweeping awe of your skill. Maybe it's your rippling muscles. Maybe it's something else entirely. Whatever it is there's something about how you fight that seems to entertain those who watch it. Your battles are like performances, pleasing to the eye and entertaining the senses and crowds, filling those who watch it with a sort of pleasure.

This even applies if your fights are about as realistic as 2 school children pretending with sticks. In fact your battles tend to have a sort of B movie choreography aesthetic. This won't affect the outcome of the battle, but while this is active they will be full of flashy parries, wide swings that should leave openings but somehow don't, senseless rolls, and the occasional kick and exaggerated punch. The fight will still be determined by what factors would normally apply, skill, strength, powers, etc, but it will translate skill in real fighting into this sort of theatrical combat. You can toggle this aesthetic shifting of how combat works on and off as you wish.

King of B Movies (100 CP): You could win the title without too much difficulty. You are highly skilled at putting together a movie for cheap. This usually involves cutting some serious corners, and this won't help you make high art, but you can make an entertaining popcorn flick that has the potential to be a cult classic and make back many times its budget.

Making money on such films requires more than making a low quality film for cheap, though. Timing can be everything. Cashing in on the next big film, when it's still the big film, is absolutely essential. As such you are an expert at predicting trends as to what will be popular as early as the first announcements or even rumors making their way through society. Besides helping you with your film production and distribution, this can make you fairly good at playing the stock market and ensures you can guess at the likely pop culture zeitgeist.

Tournament Host (100 CP): You know how to throw a fight. Well not throw a fight, but host one. When you decide to host a tournament of martial skill, you know what sort of rewards you must offer up if you want to attract the finest warriors in the land. Word of this tournament seems to spread more easily than it should, and to reach the ears of those you want to hear about it. This even seems to make whatever prizes you offer, or simply the fame of being the victor, be more tempting of a reward than it would usually be, helping to ensure that you gather fine warriors from all across the land. You will still need to put up a proper reward, and not be overtly evil; having a reputation as a murderous sorcerer will make people hesitant to trust you, after all.

Gor and Titillation (150 CP): People in these films, especially the women (even if *The Outlaw of Gor* had the more male crotch shots than had shown in the entirety of the first 4 seasons of Mystery Science Theatre 3000), have a definite tendency to look good, wear little in the way of clothing, lose what little they have, and to be put in highly erotic poses. Now this carries over to future jumps and worlds. You can expect the average appearance of the world to be pushed up by at least a standard deviation, people's opinion on proper clothing to become significantly more revealing, and for people to have a strange tendency to end up naked. You may choose at the start of each jump whether it will affect the jump or not, and whether it will apply equally to both men and women or only affect men or women, or even for certain parts to affect only one (or neither) while others affect both (such as everyone looks better but only men or women walk around half-naked).



Healer's Arts (150 CP): You are well versed in the arts of the healer. You have an understanding of mundane herbalism and medical skill which is second to few if any. While this won't necessarily match the care one could receive in a modern hospital, you are far closer than medieval medicine should have any right to be especially with the lack of proper tools and medicine. Though on the latter, you are particularly skilled in finding and making medicine from commonly occurring plants and herbs. You won't always have the requisite plants, especially if somewhere barren, but in forests, or secluded mountain valleys you can find cures for nearly anything.

Roaring Rampage of Revenge (150 CP): Few motivations drive these heroes like the need for vengeance. When you have been personally wronged, and are directly pursuing your vengeance, you will find your skill and capabilities rising based on how grievous the wrong committed against you. If someone had bumped into you when walking without apologizing this would be of little effect, if someone stole your sword you'd find your mind sharper in finding a way to take it back and their gold beside, but if someone interrupted your marriage to slaughter and enslave your village, destroying everything in your life, you could find yourself going from an average woman to a barbarian queen more than a match for several men in battle, with the cunning to sneak into an enemy fortress, and charisma to stir the people up against their overlords.



Beastmaster (200 CP): You possess a special bond with natural animals. Animals are naturally disinclined to attack you, and even inclined to help you if they find you in danger. More than this you possess the ability to telepathically influence and communicate with animals. While their intelligence may make this somewhat difficult at times, you can encourage certain behaviors, discourage others, or plant suggestions. The range of this telepathy is limited, but you are able to form stronger bonds with certain animals through time and interaction which will increase the range of this telepathy the stronger the bond becomes, and allow you to actively share senses with them seeing through their eyes, hearing through their ears, or even smelling through their noses. It does take some of your psychic power to maintain such bonds so you will eventually find

a limit to the number of animals you can connect to and the more you are connected to the harder it will be to influence others or form more bonds; with time and experience you may be able to increase this limit. Some animals will be easier to form such bonds with than others, allowing you to quickly and deeply connect to them, with less of a drain on your psychic energies.

Any ‘pet’ you purchase with CP will automatically be a highly compatible animal, bonding with you extremely easily and requiring a very small amount of your power. This will even allow you to connect to non-sapient animal-like supernatural creatures (normally outside of its power) if they were purchased with CP.



Convenient Rebellions (250 CP): It seems that when you are attempting to overthrow a government, you have the extraordinary ability to find a group of rebels eager to aid you, and if narratively possible already established in the area. They won’t necessarily be a large force, certainly not enough to oppose the government on their own, but they will have resources and connections throughout the territory. Their motives and character even reflect your own reasons for opposing the standing government; if you want to help the oppressed they’re likely a large force of the lower classes, forming a potential large-scale peasant revolt, while if you’re an ambitious schemer seeking personal power for you and your cronies they’re likely far fewer but well placed individuals who’d love to be your cronies for the proper reward.

Destined Champion (300 CP): You have a great destiny in store for you. And as one with a great destiny you cannot just simply die. This destiny isn't all powerful, but you will find that in any situation your death is less likely than it ordinarily would be. Misfortune and accident will not kill you; your own stupidity might, but mere random chance will not kill you, and your own stupidity is substantially less likely to. Even more intentional death is less likely, as enemies decide to throw you into a death trap you might escape from, wounds miss your vitals, or blows miss you entirely. This destiny is not all powerful, and will not ensure your survival with certainty, but it is to be plain plot armor, helping you to survive events.



Supernatural Aid and Helpful Witches (350 CP): How is a hero to know where to go, or how to proceed? One common answer in these films is the helpful witch. Now, when you are on a quest and do not know how to proceed, either because the odds arrayed against you are too great, or you simply lack the clues, you have an odd tendency to find a helpful witch, wizard, spirit, or other supernatural entity which will tell you where to go for the next step of your journey. These witches and supernatural entities are not necessarily omniscient, or if they are they aren't sharing all of the information with you, the methods they give you will not always be quick or easy, and they usually speak in riddles, but they will make sure that you never completely hit a dead end in your quests and journeys, always seeming to appear just in time to keep you going forward. Of course, you do need to be on an adventure for them to appear regularly, with a strong, definite, clear, and immediate goal: to find something, to defeat someone, to defend

somewhere from a certain threat. More long term and indefinite goals like world peace, to keep somewhere safe in perpetuity, or to discover the grand unified theory may be beyond these witches.

These witches and supernatural beings are not limited to appearing while you're wandering the lands aimlessly. When you are at your wits end in a fight or certain danger, they will occasionally appear to offer you some helpful advice to deal with the threat in front of you. They're still not the clearest, and they will only appear rarely, so try to make sure that you are at your wits end while in danger only rarely.

Son of the Devil (400 CP): Well maybe not the devil, but possibly his messenger and agent Belial, or failing that you definitely possess something demonic about you. This demonic heritage grants you strength slightly less than **Mighty Thews** and comparable to that of a strength focused **Demihuman**. More potent than your muscles is perhaps your hypnotic gaze capable of overpowering the will of another and putting them in an obedient thralldom. Well gaze isn't completely right, as it is less a power of your eyes alone, and more your true demonic visage as you now have a second, twisted demonic face which is clearly inhuman and which must be revealed to use this gaze. This gaze takes effort and overpowering their will with your own, and you may only keep one individual enthralled in this way at a time, leaving them with little creativity or thoughts of their own being little more than a puppet that you control. The real value that you are paying for is your resilience and resistance to mundane injury. Non-magical weapons do you little to no lasting harm; you could be stabbed with a sword and even with the sword still inside of you it would do you no harm and the moment it was removed you would be completely unharmed, decapitation by a mundane weapon would be as simple as popping your head back on; sufficiently power assaults such as cave-ins or high explosives or cave-ins might harm you, but they would inflict only a small fraction of the damage that they should. In fact weapons which pierce your flesh find themselves inside of a fiery furnace capable of melting steel. Magical weapons and supernatural/mystical attacks, including such things as chi, can still harm you, though unless they're sacred or holy in some way they will still do less harm to you than they would to a normal individual, and you will still heal from such wounds at an accelerated rate. While this will protect you from mundane fire along with most forms of direct physical harm, despite the fiery nature of your insides you have no particular resistance to magical flames over other magical forms of harm and damage. Also while this will protect you from physical wounds from mundane sources you still age, require sustenance, and this grants no particular immunity to disease or poisons.



Body Forged in a Thousand Suns (600 CP, requires Mighty Thews): You are no mere ordinary mortal. Perhaps your soul and body were forged by Zeus to create a champion that would stand as the best of humanity, something more than man akin to the gods themselves. Whether it's true or not, you possess (literally) Herculean strength, strong enough to overpower 8 strong men and crush them as a group against a wall with a massive log, or to drag 4 horses kicking and screaming and exerting all their might to move in the opposite direction simply by walking, throw a log hard enough it disappears into the distance, shatter inches thick iron chains, punch people hard enough they go flying several feet through the air, lift boulders as if they were made of styrofoam, and similar feats of superhuman strength. In fact there is something about your strength which helps you to defy physics through it, you could throw or kick objects hard enough to send them flying miles and yet by jumping on them or attaching them to something ride on or pull vehicles you are riding on, or if your size and strength were increased enough you could push apart two mountains to separate two continents; it's a mythic quality that helps you to use your strength in ways that might be seen in the narrative of myth and legend but which do not work with our modern knowledge of physics.

You are of course tough to go with your strength. By setting yourself against steel blades you can cause them to break on your flesh, and you could grapple and wrestle someone equally strong to yourself as a normal man might another normal man. Even extremes of energy do not threaten you nearly as much as a man. You could reach your arm into a cold intense enough to instantly form ice around your flesh - similar to liquid nitrogen -

and while it'd hurt you'd suffer no permanent harm. You are similarly resistant to extremes of fire and heat, able to reach into fire without harm, though sufficiently powerful magical flames could burn you or even immediately incinerate you. Your demigod nature will also help protect you from poison, disease, and magical assaults against your life force; your resilience is simply more than human in all regards.

Drop-In Perks

Born to the Wrong World (100 CP): You will never grow too fixed in your ways to change, retaining the neuroplasticity to adapt to new situations and places. While you will not necessarily learn skills at some greatly enhanced speed, you will be able to quickly change your habits and adapt to new societies or cultures you find yourself in, if not approving of their cultural norms at least being able to recognize and should you choose to live within them. If you find yourself stranded in a desert barbarian world you could quickly grow accustomed to eating roots to survive if it was necessary, or transported back to Arthurian Britain learn not to turn your nose up at the stench of your fellow peasants. You can quickly adapt to the loss of the comforts of a society, and to find pleasure and what silver linings exist in a new one you find yourself in.

Special Effects (200 CP): The effects used in some of these films are definitely special, and now yours are too. You may choose to have any out of jump powers or abilities you use appear to be cheap, practical effects or poor editing in post. Your ki blasts may look like balls painted with glowing paint and wrapped in mesh or green light badly photoshopped onto reality, your monster alt-form looks like a cheaply made costume, and your paralysis spell causes them to look like they were covered in silly string. This won't make your powers any less dangerous or effective, but merely give them a low quality B-movie aesthetic; though it may help you get them passed off as a hoax, or make people underestimate them.



When Wild Adventure was Forever in the Offing (300 CP): These films typically take place in an age when violence reigned, sorcery abounded, and mankind was as of yet untamed. In these circumstances adventure was always and forever just around the corner. Now, you will find that even in other worlds wild adventure is always up for offer. Action filled adventures will seem to fall forever in your path. Usually these adventures will only offer minor rewards the chance to win fame, glory, and enough wealth to live on, perhaps a lover for a time, but on rare occasions some will offer you more the chance to find artifacts of power to aid you in future offings, to win kingdoms and crowns, a king's ransom to live handsomely on, or a better situation and knowledge to help you in a more long term and sweeping mission.

These adventures will always have an action bend to them, but will adapt to fit the current setting. In a modern setting organized crime and vigilante justice might be involved, for example. You may toggle this perk's effects on and off if you want a more quiet life.

Mood Setting Music (400 CP): What's a movie without a soundtrack? They aren't always good, but they help set the mood and tone. Your personal soundtrack is actually fairly effective for that, serving well to enhance the proper mood of the various scenes you find yourself in; though if you prefer it may be stylistically rather out there and particularly ill-fitting to the situations. You may choose whether only you can hear it, or if everyone can, and can change this as you desire.

The important part, though, might be that the music helps set the tone of the scene. It's not the most detailed, but you will find this soundtrack serves almost like a sort of danger sense and serves to give you a warning as to what may be expected to come next. If the music turns triumphal it can alert you that now is the chance to turn the tide of battle, if you're walking and the music turns creepy and suspenseful an ambush may be imminent, when danger chords start playing it's time to ready your defenses or maybe that princess you're about to embrace is an impostor, etc. This change comes a few moments, even seconds before the critical juncture, giving you time to recognize it and prepare yourself to act upon it.

Cutting off the Head (500 CP): There's something simple in fantasy stories. You kill the usurping king and his treasonous minister, his second in command, or his nephew don't take up his standard and take control, but instead his army just seems to lose cohesion and surrender, his forces and his regime crumbling almost in instants. Now this is something that you carry with yourself as well. If you kill the leader of an organization that organization seems to instantly fall apart the moment this is made common

knowledge. If you kill the commander of an army it will lose all fighting spirit and surrender the moment you make this fact known to it. If you kill the head of a company the value of its stock will plummet as it spirals into bankruptcy. If you kill a king the country will immediately begin to fold and capitulate. This won't necessarily stop someone from trying to rebuild it from the ruins, the prince can rally the people of the country once more, or maybe in a few years the tribes that formed the enemy army will coalesce again around another charismatic leader, but it will end its immediate threat and give you at least some breathing time until someone can even begin to put it back together again, if they even can.



Unscripted (600 CP): So many of the villains and heroes here have some well defined destiny. Only the prophesied child can kill the priest-king. The warrior shall found the greatest tribe ever known to these lands. Wouldn't it suck if you couldn't act because fate had already decreed who would win and how?

But you are not from this world. You are not part of its skein of fate. As an out of context situation, destiny does not bind you, and fate has no influence on your actions; you can kill the destined hero before his destiny bears fruit, or slay the overlord despite not being the chosen one. You don't even need to shout about how you reject this reality to substitute your own, though it is encouraged. This protection from fate shields you from prophecy or precognition, and will keep you from having a specific fate written for you by others.

And it's not just when fate is involved that this capability shows up. Whether it's de-railing canon events, upsetting the natural order of the world, or just changing the status quo, your actions' ability to disrupt the natural flow of the world's events seem to be magnified, helping you to upset the events around you. You can toggle this off or on, if you decide you do not want to upset canon events, or cause social upheaval.

Warrior Perks

Mighty Thews (100 CP): The most basic aspect of a barbarian hero, and exceedingly common to those wandering champions and swordsmen who are not true barbarians. You are quite frankly exceedingly fit. In every aspect you are a prime example of humanity, whether agility, health, stamina, or even senses you are definitely nearer the top than the average. It's strength, however, where you truly stand out. You are among the very strongest examples of humanity, even in an earlier age of warriors and bloodshed, able to flex hard enough to break a noose or rope bindings, casually snap a man's back over your knee, or smash through a rotting zombie's chest with your bare hand and rip out its still beating heart.

A heavily muscular physique is optional, though available, ranging from toned to Mister Olympia. You'll find it easy to maintain this muscle mass as long as you get basic exercise and are not malnourished, or regain it if forced to atrophy.



Throwing Your Sword Always Works (200 CP): Or if not always far more often than it ought to. You are highly skilled in the art of sword throwing. You will find that any sword you can wield in your hands, you can use effectively as a throwing weapon, the sword reliably striking point or blade first. When thrown in this way the sword will strike harder than if swung by hand, and will be harder to deflect or dodge as well.

This also makes you an expert at catching swords that allies may throw at you, and at throwing swords to allies so that they do not hit point forward into them but can be caught and wielded.

Warrior (300 CP): You truly are a warrior. Your skill in the use of medieval european weapons is excellent, leaving you something of an expert in any weapon you could expect to find in such a world, as well as for some reason nunchucks, and you are also a consummate brawler. While this will make you a master duelist, able to fight with the greatest warriors in this land, your real talent lies in fighting against groups of less capable foes. In true cinematic fashion when you fight multiple foes you find it easier to deal with the openings against one which logically should be created when defending against another. While sufficient enemies may eventually get in a lucky blow, or simply bring you down through exhaustion, two or three men would be no different than fighting them in sequence, and even four or five little more difficult than normally two would be. This does seem to partially manifest by them having a tendency to attack you one at a time.



There Are Some People in this World Who Will Never Be Your Slave (400 CP): And you are one of them. Your will is like a black rock given by the volcano god, unbreakable by the arts and strength of man. Fear is yours to conquer, the pain of torture will never break you, and while force and defeat may bend your knees they will never bend your spirit. This isn't pure stubbornness, you can still change your mind or be convinced otherwise by a well reasoned argument, but the sort of charisma that sucks people in like a whirlpool will find that you are a rock which does not move easily, and even magic or supernatural forces which would warp, reshape, or bind the mind will find that your mind is like a wild horse ready to throw off such riders. You are not wholly and unquestionably immune to mind control and mental influence, but your resistance is far more than normal, and none will be absolutely guaranteed against you.

Your defiance even seems to be contagious, because when you resist tyranny, oppression, or simply the control of another, those who observe this feat will find themselves more capable of doing the same. They will not match your resistance due to this, but they will be more likely to stand up and cast off the shackles which would bind and control them.

Barbarian Pheromones (500 CP): There's something about you which draws women (or men) to you like a moth to the flames. Who can say what it is, but you are nigh irresistible to the gender of your choice, your presence seeming to stir desire and lust in their bosoms: women are more upset you don't try to make a move on them within a night of meeting them than if you do; princesses offer you their virginity; thieves give up their craft to become your lover; sword maidens throw fights so you can sleep with them; witches risk their immortality and magic to try and seduce you; women patting you down for weapons decide to lie about your dagger because they're too interesting in your sword; and amazon-warriors abduct you to use as breeding stock.

For the sort that aren't actively looking for a lover for the evening, this typically takes time and interaction, but just being in your presence will draw them to you and make them fall in love with you; and when you perform acts of physical puissance or even better saving them and those they care for this effect is only accelerated and heightened. And your own more forceful acts of 'wooing', such as extorting a night of lovemaking in return for your help, or out and out pinning them to encourage them to 'repay' their 'debt' for you 'saving them' from your pet panther are taken as more charming than they should be by any rights.

Despite this magnet for the attraction of others having a tendency to draw in the more violently aggressive, those who fall into its pull are uncommonly likely to accept it if you demonstrate another holds your heart and cannot be anything more than friends with

them. Oh, some that were already murderously insane still might rather kill you than part with you, and the villainous will still be villainous even if they desire you, but many will even be willing to help you in your quest to save your love, merely pining for the glory that can never be theirs.



Sorcerer Slayer (600 CP): The more you play into the archetype of a traditional warrior and martial champion, the more potent you seem to become against magic and other supernatural, paranormal, or even super science forces. You are able to penetrate supernatural and 'hax' protections far easier than should be possible, and you will find yourself highly resistant to magic the more in keeping with the warrior archetype you are; spells that would kill a normal man might see you merely inflicted with pain, or those that might bind one paralyzed you could overcome with effort. You can even apply raw physical strength and skill at arms to combat sorcery and other paranormal forces directly which would normally warp or outright rewrite the laws of physics: bending bars of arcane force with the strength of your arms, or pushing through a barrier that prevents all entry through sheer, physical power.

The more esoteric your own powers and further from the archetype of warrior the less potent this anti-magical property will become; wielding a magic sword that cuts through steel or Herculean strength would do little if anything to weaken this, and likely would even be necessary to overcome stronger magical forces, but firing giant laser blasts from your sword would see a drastic reduction in benefit at least for how well they penetrate

such defenses, and you will see little or no benefit when attempting to weaponize concepts through metaphysical manipulation. Though be warned even as a purely mundane warrior who lives and breathes the tropes of the archetype this will never quite reach total immunity, but as long as you play into the role magic, absolute effects, and so-called hax will always be less than perfect against you. This also applies less against things such as magical swords or energy blasts, than against more ‘hax’ magical effects such as transformation magic or instant death spells.

Sorcerer Perks

Cantrips (100 CP): You possess skill with some minor feats of magic. And we are talking minor here. These are things like illusions that last for only a few instants, and take as long to conjure, moving a small object slowly with telekinesis, lighting an easily flammable object from afar, maybe mending some light damage to an object, animating a small object and making it dance, and maybe just maybe you could pull of something like turning water into wine (or vice versa) though it'd be a bit straining for these powers. Most of them take a bit too much time and effort to put to use in combat, and you likely need to wave your hands and make funny words, but if someone isn't aware of these powers they might get you out of a prison cell.

With greater magical skill and power these spells will become easier, but rarely more potent. They, and your magic in general, do seem to be easier and more potent when used purely for the purposes of pure entertainment and flirtation. If nothing else you'd be a hit at parties.



Supernatural Figure (200 CP): You possess an air about you that hints at your supernatural and superhuman nature. It's hard to say just what it is about you, but as long as you try and give yourself even the slightest air of mystique, it becomes far more believable that you are a mystical being, and if you should happen to show your magical or supernatural powers it becomes all the easier to believe and accept that if you are not a higher being of some sort that you at least possess some connection to one.

This sense that you are connected to some higher power than mankind comes with a feeling that you must therefore be wise, and perhaps even somewhat sacrosanct. The former will make those who lack such connections to the higher world more likely to heed your words and respect you, and while the latter won't stop a motivated enemy from killing you, it'll at least leave the impression that the gods or fate itself will be displeased if they do. This won't have much effect on spirits and gods, but for mere mortals and the superstitious you are almost a higher being yourself.

Low Magic (300 CP): Now we're getting into the real powers of magic and sorcery. You possess a talent for a rather limited form of magic, chosen from those listed below. All such magic is rather tiring, and use in rapid succession is beyond you, though with training and increased skill or some greater magical power than this perk alone gives you, you may overcome this limitation.

- Flesh Changing: You possess the magic to change a person's flesh and appearance. This is limited to humans into other humans, but you could change a man into a woman, or give yourself or another the appearance of another individual. With time and effort you may learn to apply this to other species, turning a bird into another bird, or changing the appearance of a snake, but don't expect this to ever become full freeform animal shapeshifting or the like.
- Illusion: You possess the magic to fool a person's senses. Or maybe it's to create images? It is your choice when you select this perk whether you make illusions via affecting the target's mind or by creating images that everyone can see, though with time you can learn to do the other, but your magic is the creation of false sounds and images. These illusions do not have any physical substance, though as you master them you might even be able to fool touch for a few moments in the weaker willed and less alert, and typically have a few flaws that help the attentive and clever to see through them, but you can create images to beguile your foes or simply to delight the senses.
- Projection: More draining than the above two choices, this magic allows you to project your image and your mind to a far away location. This projection is similar to an illusion in that it can be seen and heard, but has no physical substance and

cannot directly interact with the world, but the range at which you can use this magic is far greater. It does require you to already be observing the location in some way - such as through a scrying pool or a security camera - or to be familiar with the place. With increasing mastery you could even use this projection to cast other magic through, though it would become far more tiring and the magic would likely be somewhat weaker in application.

- Teleportation: By far the most straining of the options here, this is the magic to transport yourself to another location instantaneously. Teleporting across a room is easier than teleporting across a country, and you might pull off teleporting across a room twice within a few minutes of each other, but the latter you might have to wait days to perform again and you're probably not making it across the world. Of course this can change with greater magical power and skill. You might also learn to summon certain pre-prepared objects, or even to teleport others away, though both of these are beyond you as of now.

You may buy a second option for **an additional (undiscounted) 100 CP**, 2 additional options for **an additional (undiscounted) 150 CP**, or all options for **an additional (undiscounted) 200 CP**.

Three Lives to Live (400 CP): You have been bestowed with not one life as most mortals, but three. At the start of each jump choose a certain month of the year. Should you die, be destroyed, or even be unmade, erased from existence, or the like and still have one of these other lives you will be resurrected during the next instance of this month, in a place of relative safety and power for you. Nothing can strip more than one of these lives from you at a time, no matter how thorough the destruction of your being, the others safe until you begin to live them.

These lives replenish at the start of each jump or 1 life every 50 years, whichever comes first, giving you in effect 2 extra lives to use each jump. The resurrected from this perk may also restore you to the prime of your life, reversing the detrimental effects of aging.



High Magic (500 CP): The heights of sorcery and wizardry. You are a highly skilled mage now, at least in the field of your choice. And highly skilled as you are, you can still progress further, in skill, knowledge, and power, this is merely your beginning, but you will know a variety of spells in the field, ranging from relatively weak to terrifyingly powerful. This magic will make you a potential challenge to a sword wielding hero, and allow you to rather easily dominate an average warrior in battle, but you are not a god yet, and a mortal man could defeat you with luck and cunning on his side. Still it grants you a breadth of utility which a protagonist can only dream of. Regardless of your initial choice, though, you can learn and obtain mastery of the entire field with time.

- Battle Magic: You have learned magic intended for direct combat uses. Spells which would blast or destroy foes, balls of fire, bolts of lightning, protective shields of energy, and even magic to bind and constrict enemies fall here, as do evocations and creations of magical energy or clouds of fog and mist. You will find that possessing this magic along with teleportation makes it easier to summon objects to you.
- Enchantment: Magic to influence the mind is yours to command. Whether it is merely a trance in which they obey without a thought, spells to create love and affection, or corrupt the will. This has some overlap with Illusion as you can beguile the senses, though it is harder and less precise images than with Illusion; though if combined they will be superior to either alone.

- Necromancy: Yours is magic to command the dead. Raising the dead as undead legions even from afar and summoning ghosts fall in this field, but so too does magic to unnaturally prolong or return life; you might be able to bring back one from the verge of death, or even resurrect a mostly intact and recently deceased individual. This can also include magic which directly assaults the life force of the target.
- Transmutation: The magic of altering the shapes of objects and entities. While precise human forms are far from easy with this (for that you want Flesh Changing) it includes magic to cause wimps to grow mighty muscles worthy of a barbarian warrior or even superhuman strength, turn people into animals, animals into other animals, objects into animals, objects into other objects, or even to bring temporary animation to inanimate objects. Coupled with Flesh Changing it will be easier for you to control specific details of appearance in general, and changing from one human to another or simply altering your own form will be much easier.

Regardless of your choice of high magic the skill and power of magic which comes with it will improve any low magic you have also purchased. You may buy an additional option for **an additional (undiscounted) 200 CP**, 2 for **an additional (undiscounted) 300 CP**, or all for **an additional (undiscounted) 350 CP**.

Potion Brewer (600 CP): Yours is not the art of spellcasting directly. Instead you are a brewer of potions. While this is a much more time and resource consuming task, it is not without its rewards. For one these potions can in theory duplicate any of the forms of magic available through **Low Magic** or **High Magic**, and possibly even combine fields. These duplications will generally not be quite a match to what a specialist could achieve in the field, and you will generally need to get the target to drink the potion or apply it as a balm, but there is a value to versatility, and while some potions do require a spell cast after they are applied, and it takes more time and (magical) energy to make the potion, they tend to be quicker and less magically draining to use than casting the spell on the spot. If you possess the relevant **Low Magic** or **High Magic** you will also find your potions in the related field being substantially stronger, able to surpass what you could do with a simple on the spot casting of a spell. It will also be easier to imbue magic of the related field into non-fluid objects, storing a single use of a spell inside of them so that another could activate it (or you could with less time and effort in the moment) by throwing the object; acorns tend to be pretty good to store spells within.

Warlord Perks

Intimidating Presence (100 CP): You carry yourself with an air of danger and, should you desire it, villainy. It's in every aspect of your appearance and stance, a sense that you are powerful and not to be trifled with, almost an aura that says you are the big bad boss, or at least the dragon they keep by their side. You can turn this off if you want, or turn it back on as simple as putting back on your resting murder face. It might not do much to heroes, but people will assume that to cross you means to risk your very real wrath.

Treacherous Snake (200 CP): There's something about you that just seems to make you trustworthy. Or well… treated as if you were despite obvious warning signs that there's something *wrong* about you. You find you're good at obtaining trust and even being granted positions of authority and power, from others. Oh some of this is a good instinct for knowing how to flatter and stay on their good side, but more just seems to be based on people finding it oddly easy to trust you as a lieutenant. This even applies if you're overtly an ambitious, power hungry, and even greedy individual as long as you do not get caught in an act of betrayal or abuse of the authority that has been granted to you.



Immortal Tyrant (300 CP): So you killed the hero's parents, and then sent out your men to kill them as a baby. Now the hero is full grown, and it's been like 20 years. You were gray haired and rather old when this started and now you're… exactly the same. Are you a sorcerer? No. God? No. Just a warlord? Ok…

It seems you no longer age unless you want to. You are adapted to this state, with a memory and mind which deals well with the weight of eternity. This adaptation also means that your skills will not atrophy with lack of use, so you don't have to worry about forgetting how to use modern technology while spending a decade in the quasi-middle ages. This also makes you a little more resistant to death from other causes as well, your immune system significantly hardier and better able to fight off disease, and poison which might kill an ordinary man would only render you in need of bedrest; this isn't immunity, to either, but your resistance to both is slightly superhuman. This applies to injury as well; a sword through your gut will still hurt you, and if not treated kill you, but you could keep fighting afterwards for a minute or so.

Crush their Wills (400 CP): So you've ousted the king, and your forces have moved in to establish your power in a harsh rule of tyranny. The people will rise up against you… won't they? It doesn't seem to happen so much to you. When you conquer a region, or simply rule over one with an iron fist, it seems to break the will to resist of the populace underneath your command. Some heroic individuals may prove too much for you, but the population as a whole will find the fight squeezed out of them in quick order. As long as you keep the appearance of force and strength in place, any large scale 'rebellion' or 'resistance' to your continued governance will be at most discontented grumbling. And the longer you maintain control the more the fight is squeezed from them. Rule with tyrannical force for a decade and people will be considering your removal a true impossibility, more ready to mock those who would oppose you - and sell them out for even a pathetically small reward - than to help them. Of course, do be sure to remove those individuals who are brave enough to rebel against you, as this effect is weakened by visible failures or successful resistance. But as long as you can keep winning you can keep a widespread or organized resistance from developing beyond disgruntled mumblings, even as you wring every drop of sweat and blood from those underneath you. This also applies little when you're a 'good' monarch. This is the power of fear, and you must maintain an iron grip to maintain it. Though this could simply mean totalitarian rule of law and justice applied equally to all those beneath you, if you don't want corrupt bands of your men riding the land treating the common populace as nothing more than slaves.

Implied Tactician (500 CP): Tactical acumen is something rarely if ever shown, but logically implied and sometimes stated among the warlords of these films. And you now have it. Well your tactical acumen is at least sufficient to be an acceptable historical general, this won't make you one of the greats, but you'd be unlikely to be considered a failure. More than your own tactical skill, this seems to include a sort of effect which makes your enemies less intelligent, especially when it comes to the direct clash of armies. You will find that even with an undisciplined horde of brigands you could bring down armies equal or greater in size than your own and conquer countries by shattering their defenders in your path. And yes this assumes you use competent tactics for your undisciplined horde, but you will find that when it comes to such a clash of warring forces your enemies trip all over themselves, their strongholds are ill provisioned or ill-prepared for sieges, their forces route when victory is far from decided, and their commanders make choices more befitting fools, or those who have never seen the battlefield, than wise and sage kings. That's not to say you couldn't be defeated on the field of war, just that morale, discipline, leadership, and even logistical planning and luck of those who clash against you in full fledged warfield all seem to be significantly reduced; one of the true greats of history might still beat you with equal armies, but an average commander will make mistakes against you that could make them infamous throughout the history books. This effect is much weaker against guerillas and insurgencies than in the true clash of armies, though it is still somewhat noticeable, and it fails completely against the actions of lone heroes, and small groups of extraordinary individuals, so hopefully you have the means to handle them already.

This also comes with experience and skill at planning murder and assassination. While this won't have the same sort of incompetence inducing effect on your enemies, you are highly creative and skilled at the art of homicide should you choose to engage in it.



I Am Entering Your Memories (600 CP): You possess the ability to forcibly reach into the minds of others in search of their memories, knowledge, and skills and rip them from inside of them. This requires you to grasp their head, holding it in place as you stare into their face, pushing your mind within theirs and with the strength of your will ripping free facets of their mind. This is a painful experience for the victim, and damaging to their mind, growing worse the deeper you go. You could extract a few surface thoughts, or some specific information without inflicting permanent harm to another's mind, but if you were to extract, for example, a wide base of general knowledge about the modern world from someone's mind it'd probably kill them; and somewhere in between lies permanent memory loss and even brain damage. You can learn skills this way, though this level of extraction will damage your victim's mind permanently, at minimum ripping that skill from them and likely doing more harm. Learning skills this way will not necessarily give you the necessary capabilities to use them; this can give you a master's skill at swordplay but not their muscles, or a sorcerer's knowledge and skill in magic, but not their innate talent of mystical energy.

Royalty Perks

Royal Beauty (100 CP): You look good enough to be a princess, or maybe a prince. You're good looking enough that you could probably make a living as a model in the modern day, at least an 8 out of 10.

Living in pseudo-medieval villages with savage raiders, or being forced to travel the wilderness in hiding from a usurper, leaves little chance or time to maintain your appearance. But as befitting a princess in these films, your appearance is hard to tarnish, looking like you've been prepared for a movie set in all but the worst of conditions, and naturally reverting to such a state when given a little time. And to make it explicit this will clean you like a shower as part of that reversion to your movie set prepared state. If you'd like a certain 80s hairstyle, this can cause your hair to naturally default to it.



Good Help Is Yours To Find (200 CP): Whether it's a lady's maid, soldiers willing to fight for your cause, or a sword-wielding champion, you're good at finding potential employees or allies. This won't just create them from thin air, but you seem to possess extraordinary luck in finding those who would be willing to serve your causes whether that means bumping into the world's most legendary sellsword, or finding a gang of thugs who would be willing to join the horde of warriors you are gathering to overthrow the king. This also seems to help you convince them to do so.

And while this won't ensure everyone you call to your banners is loyal, those guided to you by this perk will have no intention of betraying you, so any intentional traitors will be a smaller proportion of your recruits at least.

Prince(ss) in Exile (300 CP): You have fled the castle before it fell to the usurper, but that doesn't really mean you're safe. Except you have a penchant for disguising yourself. Well less disguise and more just not dressing in royal finery and announcing yourself I guess. Still it seems to work. If you put even the smallest effort into disguising your appearance and keeping a low profile, you will find that people don't seem to recognize you. This isn't perfect, people actively seeking you out can recognize you - assuming they've got a decent description - but even then they might overlook you once or twice; and if you give it a few years to age up even the usurper seeking your head might not recognize you.



They Want You Alive (400 CP): At least they do for now. Your enemies never seem to default to killing you, but instead look for reasons that you might be more useful to them alive. Or well at least not default to immediately killing you. Maybe they'd rather have

you as their bride because your beauty charms them or to confirm their own political legitimacy. Maybe they are impressed by your skills and would rather capture you and offer you the chance to serve them. Maybe you somehow acquire information that they require and they do not dare kill you until they acquire it. Maybe you'd be perfect for a ritual sacrifice, or they just hate you so much they want to torture you first. Whatever their reasons your enemies don't default to your immediate death, but will attempt to capture you and hold you prisoner for at least a day though usually longer before your death if they even consider your death instead of your use as a living pawn. If you escape the same enemy multiple times with this leeway it may wear thin, but even then it will still be fully in effect against other foes.

Loved More Than Life Itself (500 CP): Is it better to be loved or feared? Machiavelli said feared, but you seem to be proof of the opposite. While you're no better than most at making people love you, those who do love you, regardless of whether in a romantic sense or as a beloved friend, monarch, or family member, are willing to go far in your name. They will treat a threat to your life much like a threat to their own, going far, and daring further to see you safe, and it is not just your safety that they will consider; they will wish to see you happy, even if it might mean sacrificing some of their own happiness in exchange, putting your needs on a higher level than they would normally do for even one that they loved. This won't mean they'll commit suicide on command, necessarily, but they'll be far more willing to compromise on their own desires for you, and that heroic hunk or barbarian queen you grew up alongside will risk a fate worse than death to save or avenge you.

And love for you doesn't fade easily. Time might diminish it, but never extinguish it. And against what time cannot destroy what hope has the works of man or mage? While it's not actually impossible for someone to be made to no longer love you, they will resist brainwashing, corruption, and enchantment to turn them against you far better than they normally would be able to. An amazon sorceress who was easily able to beguile a noble and strong willed hero, who had proven himself against magic already, might be completely unable to affect your suitor, and even the power of gods themselves or normally absolute effects will find that they take considerable time and effort to turn a heart from you for anything more than moments. This is less effective against effects that simply remove their will completely or possess their body, but as anything more than an empty puppet their love for you will burn strong.

Note, however, this won't stop you from making them not love you anymore. So do treat them right.

Who Reigns with Wisdom and Goodness (600 CP): You are a good king, a wise king, one who the people rejoice under and love for your goodness. Or well they love you, that's definitely the case. The others are more of a case of tell don't show. Still, while this won't provide you with any great wisdom or skill at management and administration of a domain, it will help you keep control over one. Those under your rule or command naturally come to love you, and practically revere you. This is irrespective of any actual competency on your part. Oh, deliberate cruelty will break this effect, and overtly allowing your subordinates to do the same will weaken it, but you could be a mere figurehead for a vizier, or simply not a very good monarch and they would still come to see you as a beloved patriarch or matriarch. The longer you reign over them the deeper this affection and love will go; conquer a place and they won't immediately be throwing down flowers in your path to thank you, but rule over a realm for a few years and you will likely have an approval rating that's near total.

And this doesn't only apply to acting as a king/queen, or even just as a lord or governmental figure, if you are in a position of command and authority over someone, at least in a form other than captor over a captive, they will come to regard you with fondness and a sort of filial love whether that's as their commanding officer, the CEO of their company, or just the assistant manager who is above them at their dead end job.

However this doesn't affect everyone. There will always be those who are unusually ambitious or greedy who are immune and may still covet a traitor's wealth, or your position for themselves. But given how loyal most of the population will become they'll probably require outside help.

Ally Perks

Best Lines in the Film (100 CP): It's the hero's job to save the day, but the ally? The ally's job is to make it an enjoyable trek. You have an excellent sense of comedic timing, and can usually come up with a humorous line to say in most any situation. It's almost like you have a professional - if mediocre - writer putting hours into coming up with something for you to say.

Of course the ability to crack jokes at your friends' expense isn't always the best way to make friends. But you have an easy sociability about you which makes it easy for you to keep up the mood and lift the spirits of others around you, and put a smile on their faces in even the darkest of times. It might not be anything world changing, but sometimes a hero just needs a bit of moral support.

Prince(ss) of Thieves (200 CP): You are a highly skilled thief. From picking pockets to picking locks, though it seems you are especially talented in moving quietly and climbing structures, you are highly skilled in the arts of a fantasy thief. This won't be giving you combat skills, no sneak attack here, but you are good at slipping bonds, finding means of ingress or egress, and moving unseen and unnoticed. And while you may not be able to match a barbarian with their mighty thews in strength or stamina, you would win out in agility and dexterity, being at the very peak of humanity in either field, enough to edge out even the general physique of **Mighty Thews**.



Designated Archer (300 CP): Leave the swords to the muscle bound heroes, you have something better. While this won't give you the general combat skills and instincts of a **Warrior**, you possess remarkable skill with the bow and other ranged weapons such as crossbows, and even such weapons as whips and thrown ones. The speed at which you aim is simply superhuman, and your accuracy is sufficient that even when firing off arrows as fast as humanly possible you would be able to hit a human sized target every single time in the heat of combat happening all around you even in a dense magically conjured fog, or cleanly sever a thin rope by shooting straight down the center of it with a hasty shot. Simply put your archery skills are outright superhuman, able to put the arrow where you want it to go every time should conditions make it possible, and able to do so with far less time aiming than should be possible. It might take you a while to learn a new weapon, but once you are accustomed to its movements you can apply this to any ranged weapon you directly hold and fire.

Overlooked Ally (400 CP): When villains come to attack and capture the hero they have a tendency to overlook the hero's allies the moment that they are no longer a threat in battle. Now you seem to carry this with you to other worlds.

When an ally of yours is attacked, the enemies will not bother to pursue you if you leave the battle, nor will they go out of their way to kill you in it, or check to confirm that you did die if you fall or somehow disappear in the midst of the battle. Instead the moment you are no longer a threat they seem to forget that you could possibly become one. This won't apply if you were the main target of the attack, of course. This carries over to even after they have captured your allies, as they will not take extra precautions against you, and attempts made to sneak in and rescue your captured friends will be easier and more successful than they really should be.

Even in a battle enemies that are not specifically after you have a tendency to seem to overlook you unless you've demonstrated yourself to be clearly a larger threat than the others nearby. This doesn't mean they won't fight you, but they are more likely to focus on others first, and have a way of losing track of your movements and position leaving them open to being attacked by you from behind. This seems to have made you particularly effective at such sneak attacks as well, causing your blows to harm foes that have dropped their guard against you to focus on other dangers to be more damaging than they normally would be.

Mentor (500 CP): Heroes may be born with their destinies, but they do not naturally develop their skills. They often need someone to teach them, someone like you. You are a masterful and skilled teacher, able to condense into months what would normally take years to learn, and to teach even the most vapid and stupid of students and make them learn.

You excel, of course, at teaching the skills of a warrior, and the multiplication of how quickly your students learn is at its greatest here, able to make even an inexperienced fool a master swordsman in months at most. Anyone who you teach non-supernatural combat techniques seems to develop a talent for it, and if your skill exceeds normal mortal limits you can teach anyone to exceed them as well, though this will not guarantee they have a talent for the more supernatural elements such as chi or other mystical combat arts, only to the mundane art of weapons.

But this is not to say you are limited to teaching martial techniques. If a skill could be taught in its native setting, you can teach it. This won't guarantee everyone has the talent for it, nor will they be able to exceed its limits just because you are, but you will find the talent for such arts and skills are distributed across the population; not everyone will be able to be taught to be a master mage but some people will be able to be.

You are even skilled at teaching ethics and morality, but again like with non-martial skills there's no guarantee that all your students will be receptive to such learning; try to make sure and start them young.



Seer (600 CP): You have been blessed with the gift of prophecy. This manifests in you in a variety of ways. The most obvious would be through the ability to on occasion be given a knowledge of the future in the form of a prophecy. This is a rare event, and you are likely to make no more than 1 true prophecy in a decade. The details of this future are often unclear and somewhat hazy; you might know 'the son of Torren will be born in this year and will kill the spider king' but you are unlikely to know where the child will be born, or why or how they will kill the spider king. As this perk gives you no special ability to change the events you have foreseen as unchanging fate, nor to call these prophecies or decide what you are informed of, these rare prophecies are actually of limited use.

However while the true prophecy is rare, your prophetic powers do not end there. You are sometimes gifted with less certain visions of the future. These are merely probable futures, still subject to change and interference, the most likely result if you do not act on the vision. You will know the difference between the two, and while difficult it is possible to on occasion - especially with something to focus your mind's eye - intentionally invoke these visions. Many subjects will be impossible for you to see, and it is not easy, but such glimpses of the future are valuable. These visions will often still remain vague, mere snippets and pieces of the puzzle of the future. It is possible though rarer to get similar snippets of vision about the present.

Finally you have your most common, and arguably most useful, premonitions. When you are considering a choice, you will sometimes get a feeling guiding you in one direction or another. These feelings are again far from the most detailed, you might even call this merely a strong force of intuition, though sometimes they will give you specific details as well. As with the visions something to focus your mind's eye such as tarot cards or a crystal ball can improve these premonitions, and they do not always have to be a choice you are making - you can play the fortune teller by answering questions for others, though given these are rarer get skilled at bluffing such answers as well. However before you over rely on these premonitions remember they will not always show themselves; while force of will and desire can help coax one on a subject even then it will often be impossible. It is also possible to tire out your mind's eye, and while it will not begin giving you false answers it may go silent for a time from overexertion. And finally these premonitions tend to be focused towards your current goals and desires, and their utility for long term planning is completely dependent on your patience and on your ability to step back and look at the bigger picture. Also while they won't ever be truly inaccurate, they can miss elements easily enough, and while guaranteed to be better than picking at random when they show anything at all, they're no replacement for proper planning.

Even so, these prophetic gifts should allow you to guide a hero to their destiny, and are a lot more reliable than simply waiting for some (other) witch or god to tell you what to do.



Items:

The first copy of each 100 CP item associated with an origin is free if you have that origin, other items (or additional copies of the 100 CP item(s)) associated with the origin are 50% if you have that origin. No discounts on general items.

You may purchase multiple copies of items. You may import similar items into those you purchase here merging them together, or even combine similar items purchased here.

If an item doesn't list a respawn time it will respawn no later than the start of the next jump, potentially earlier if narratively appropriate or pleasing to Jump-chan.

A Good Horse (50 CP): Rather exactly what it says. This is a good horse. Fit, fast, strong, and intelligent, at least by horse standards. Well trained, and gentle for you or those you make clear are allowed to ride it, and violently spirited with others. Will be replaced within 24 hours if lost or killed.

Exotic Weapon (50 CP): Is a sword or a bow not to your liking? Well fine, select a muscle powered weapon or a medieval weapon; nothing that's mechanical like a chainsaw or even a simple fire-arm. Now a mundane weapon isn't really worth much so what we'll do is if you choose a hand-to-hand weapon you may import any hand-to-hand weapon into it to give it an alt-form, similarly you may import any missile weapon into it if you choose something that launches projectiles. And this of course works with merging items purchased here together, if you wanted a significant halberd or the most impractical ax.



Ferrets of Unusual Intelligence (50 CP): These two ferrets are abnormally intelligent. While not capable of human-like sophistication of thought, each of these ferrets is a strangely accomplished thief, and they are capable of sometimes showing levels of problem solving that seem more in keeping with humans than with ferrets. They have taken a liking for you, and while not always obedient, are more than willing to bring you their loot, or to sacrifice their lives to save yours. If one or both of these ferrets die you will get new ones within 6 months; the children of the prior pair if possible.

Hang Glider (50 CP): This is a simple hang-glider made of natural materials. Through some sort of magic it is capable of folding up to a small size easily carried on your back, and when used this hang-glider seems to generate its own thermals and lift, allowing a proficient user to stay airborne practically indefinitely.



Hunting Hound (50 CP): This is an exceptionally well trained, loyal, and faithful dog. While physically fairly ordinary for a dog, they are highly intelligent by dog standards, and seem to come exceptionally well trained almost to the point of seeming to be able to simply understand your words directly. While they can't follow complex plans (wait 15 minutes, then disarm this person, and take the blue gem on their belt before placing it into the statue's eye socket and then run counterclockwise around it three times), you could tell them to disarm the man with a helmet and they'd understand the order, or to get the gem on their belt and bring it to you easily enough. If killed this hound will be replaced by another just as intelligent and loyal within 6 months. If you'd prefer this can be a creature that could pass as a dog in a costume, such as a twisted rat-dog being.

Mystic Chariot Rocks and Rolls (50 CP): Well that's what the inhabitants of this world might call it. You would be more likely to recognize it as a car. Coming either as a fashionable convertible, or a van which has been airbrushed to resemble a heavy metal cover or some Frank Frazetta cover art. Regardless of choice it might be a little magic. Besides coming with a collection of mix tapes which seem to contain the entirety of 70s and 80s rock and metal songs, as well as the entire OSTs of any film you'd expect to find in this jump, and which will over time adjust to your tastes to only include the songs you like and to have different tapes for different moods, this vehicle maintains itself, repairs itself, and refuels itself over time when not in use; even its battery recharges itself. It takes about 24 hours to go from empty to full, and a week to go from totalled to good as new, and if truly destroyed or lost you can expect a new one within a month. As a final benefit, those mixtapes? They seem to include any song that is on any soundtrack perk you possess, or have ever been played by one (in the case of those perks that generate their music for situations and don't save them).

Tubes and Vials (50 CP): This is a chest inside of which is a collection of tubes, vials, glassware, and tools such as a mortar and pestle you could expect to be used in the medieval equivalent of chemistry. To one side is a small area for ingredients which contains some basic medicinal herbs, and reagents for the creation of potions and polstices. This is only the more basic ingredients, but the tools are sufficient for making most potions (or basic chemical synthesis), and the ingredients could be used with **The Healer's Arts** or **Potion Maker** to make the more basic and lower end of either's creations, and will automatically resupply with time.

Broken glassware is replaced within 24 hours.



Black Tiger (100 CP): This is definitely too big to be a jaguar, whatever the person who gave it to you says. This is definitely a large, black furred tiger. Though if you'd prefer you could have a normal, or white tiger, or even a lion. Whatever it looks like, this big cat is an apex predator being slightly better in all regards of physical accomplishment than should be possible for a tiger, and when fighting groups benefiting from an effect similar to the **Warrior** perk's benefit against groups. While not quite as receptive to complicated orders as the **Hunting Hound** understands basic commands and will generally follow them. If the tiger is killed or somehow lost you will get a new one within 6 months.



Shurikens (100 CP): These large shurikens are about the size of a grown man's hand. They are also wickedly sharp and powerful. When thrown they seem to hit with more force than would be expected of such a small missile, capable of sinking several inches deep through a man's forehead. You get 3 of them, and if you lose one it'll be replaced within 8 hours.

Alternatively you may get a single throwing blade which consists of a hilt and two blades. It will be equally sharp, but will return when thrown if it doesn't hit something first, never seeming to actually hit you if you fail to catch it on the return. In this case it will be replaced within 12 hours if lost.



Your Eyes (100 CP): This is an ordinary eagle. Except you seem to share an empathic link with it. You are capable of guiding its actions and movements through this link, and you can share its vision, or share your vision with it, allowing you to see through each others' eyes and to use this bird as an aerial scout. This link does have a range limit of approximately two miles, though if taken with **Beastmaster** the range of this link will be massively extended.

If the eagle is killed or somehow lost you will get a new one within 6 months.

An Abotess's Ransom (150 CP): Why go to all the trouble of an adventure, and feats of daring to get a reward when you can just pay some CP? This is a small chest containing 2000 gold coins worth approximately $4,000,000 today, enough to fund maybe half a dozen of these films. There's nothing special about this gold, but spent gold will replenish itself at the start of each jump.

Additional purchases are not discounted, but increase the money obtained by an order of magnitude (i.e. 300 CP gets you $40,000,000 at the start of each jump). Apparently you've been ransoming many nuns, or robbing many slave traders.

Dragonhawk (150 CP): This is a winged reptilian creature similar to a pterodactyl. Longer than a horse, and with a wider wingspan, it's somewhat lower off the ground, but is still sized appropriately to carry a single rider. Your dragonhawk is trained as a mount, willing to fly through a hail of thrown boulders and volleys of arrows without flinching, capable of surprisingly maneuverable and graceful flight, and powerful enough to fly

while carrying a rider or even two without need for thermal updrafts possibly. This strength is mainly concentrated in its chest muscles used for its wings, but it still has grasping talons which could carry off a man, or possibly even cattle, and a powerful beak that it could use in combat.

If your dragonhawk is slain you will get a replacement within 6 months.



Gas Grenade (150 CP): This is a fist sized glass ball, coconut, or similar object that can be thrown. When thrown it releases a thick cloud of gas which weakens or debilitates foes. When you purchase this item you must choose its contents, but you could have a strength sapping knock out gas which even a barbarian hero with mighty thews or a wild beast would be hard pressed to resist, an intoxicating drug gas which reduces your foes to a happy giggling clouding their minds and wits to make it easy to steal one of them away while the others cannot mount an adequate response, some sort of tear gas, or even simply a smoke bomb which produces a thicker, more opaque cloud over a larger area. The stronger the gas's effects the smaller the area of its cloud.

If used this grenade replaces itself within 8 hours.

Sword of Prismatic Flames (150 CP): This sword can cover itself in color shifting flames on a mental command from the wielder. While it will not cut through metal, or other swords, these magical flames are capable of inflicting visible burns on a mighty demigod, or a monster that would be immune to common weapons, and of burning a

mortal man down to the bone with ease. If held against steel it could melt it, and given many clashes it might heat up an opponent's armor or sword to unusability.

This is of course a magic sword and able to harm creatures that would resist non-magic injury, though the sword's own magic is weaker and will not harm most spiritual beings. Likewise, these are magical fires and as such can inflict some burn to even most creatures that would be immune to traditional fires, and can even burn spirits.



Amazon Tribe (200 CP): This is a large tribe or small town of a few hundred individuals. While only generally of tribal technological sophistication, they are advanced enough to have some level of iron working and all of them are attractive, physically fit warrior women who apparently occasionally go afield to acquire the help of men to produce children. The tribe accepts you as a respected (honorary) member of their people and something of their high priest(ess) if you'd like the role.

The tribe will join you in future jumps as followers. And if you'd prefer an all male tribe you may have a tribe of attractive, physically fit warrior men instead.



My Pretties (200 CP): This is a small colony of highly venomous tarantulas. While looking like any tarantula you might buy at a pet store, these tarantulas are strangely willing to live in close proximity without killing each other, and possess a venom which if untreated will almost always prove lethal to your average person within a day, and could even bring down mighty barbarian heroes. These tarantulas have an odd fondness for you and will never bite you, even if you were in the midst of killing one of them. You get a full group of 10 tarantulas ready to breed more, and if it slips below this number you will gain replacements to bring you back up to that amount within a month.

Significant Sword (200 CP): Ah the sword of the quest, the blade that will allow the hero to prevail, the sword with the marvelous power of… being able to cut through other swords? This is the generic special sword of these films, the ones that had a less than iconic example shown that is. Now, to be fair, that is the power of Excalibur in the oldest stories where the blade has a power at all, and it can cut through more than swords, cutting through human bodies, metal shields, and armor all with the same approximate ease, it might even be able to cleave through an anvil. So it'd be more fair to say it cuts through metal like a hot knife through butter, which means it makes real quick work of flesh.

Also this sword counts as magical allowing it to damage entities that would resist mundane weapons, potentially even hurting ghostly and spiritual beings. This same magical nature means that it will always be durable enough for you to use it effectively as a weapon, no need to worry about it breaking because you hit something too hard with it, though if the god that gave it to you parries it with their magic spear it might just still shatter.

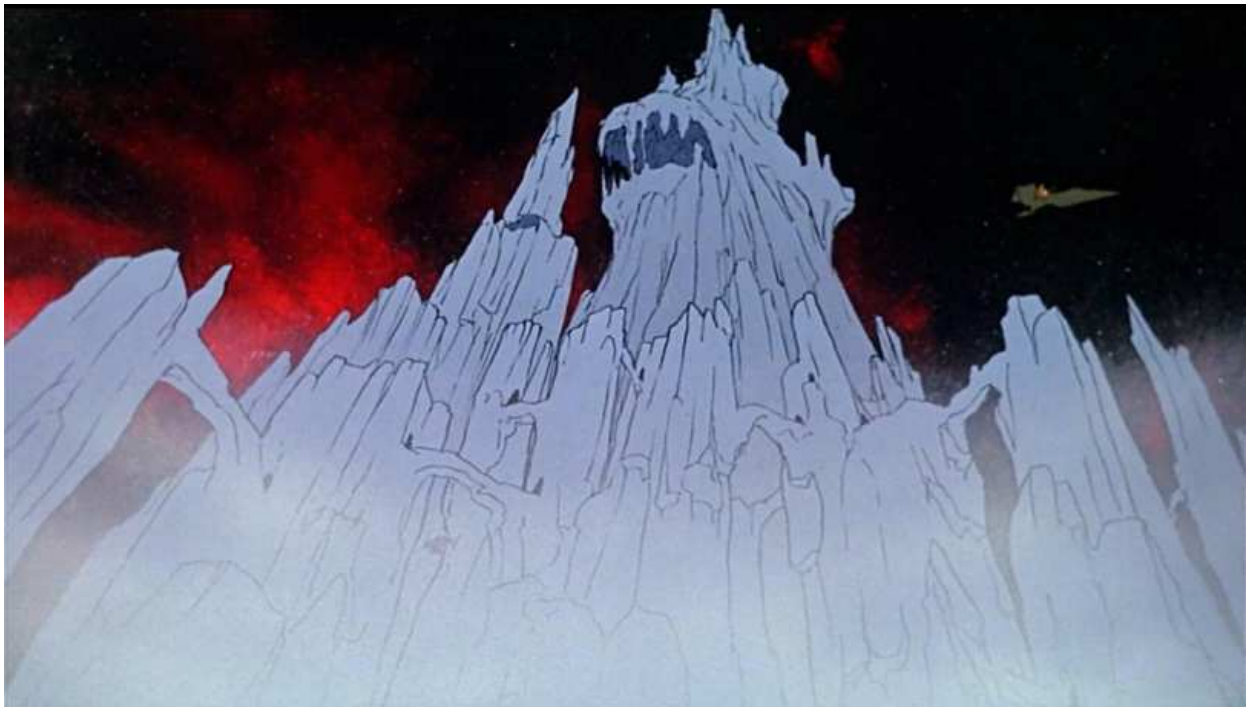


Explosive Arrows (250 CP): This quiver contains 12 round headed arrows. Just because these arrows are blunt doesn't mean that they're useless, though. These arrows contain explosives, each one powerful enough to blow a human apart on a hit to the torso. These arrows won't explode while in the quiver, and seem to not mind getting wet either, though do be careful not to drop them once you've pulled them free. You'll get a new arrow every hour if you've used one.

Also comes with a bow. This is an ordinary bow, though if you lose it or it's destroyed it'll be replaced within 24 hours.

Geometric Nucleus (300 CP): This seems to be a crystal that produces light, and which can be used to produce energy. You will find that it can produce energy on a scale of a nuclear power plant, but requires no fuel source, and is able to produce this energy continuously. Neither this energy, nor this crystal, are magical, but the result of an understanding of the natural laws of science. This is a dangerous power as, while much good could be done with this, if this crystal is destroyed it will result in an explosion in the megatons range, potentially more with an intentionally designed bomb, complete with nuclear fallout.

Glacier of War (500 CP): This is a massive glacier with a castle situated upon a peak at the center. In the castle is a throne which can be used to animate the glacier to the will of the one sitting within it. This animation is fueled by the pilot's magical power, the more magic they have the longer they can control it and the faster it can move. Alternatively the glacier can simply be expanded, though that will take greater amounts of power than moving it, and the larger it is the more power it will take to move. The **High Magic (Transmutation)** perk can be used when sitting in the glacier's throne to reshape the glacier, causing spikes of ice to form to your will, or clearing passages, allowing you more precise control of its shape, or to even generate massive, outcroppings of stone to strike at enemy fortifications like weapons, and will also make moving or expanding the glacier much easier.



"Sword" of the Barbarians (500 CP): Not a sword, but a mighty crossbow as long as a man is tall, and with a pull strength that would require **Mighty Thews** to pull back and even then it would not be quick or easy. The crossbow fires 3 bolts at once and it and its projectiles are immune to direct application of magic, reality warping, and supernatural alteration. Bolts launched from it will pierce through force fields and energy barriers as if they were not there, ignore magical protections (other than sheer supernatural durability), and hit with greater force than even their bow's size and the strength needed to pull it back, able to easily punch through steel plate, dragons' scales, or tanks. It is able to kill even normally immortal or unkillable beings with its bolts, and even if it does not kill

them the wounds it inflicts ignore supernatural regeneration, and magical means of recovery requiring them to be healed by natural methods, and until they are healed will render the wounded entity mortal; this will not prevent supernatural means being used to heal other wounds, and will not necessarily render and entity easy to kill, merely able to be.

The crossbow is theoretically destructible through sheer force, but even a **Significant Sword** would be hard pressed to damage it. If it does manage to be destroyed you will get a new one within a year.

If imported into another ranged weapon this giant crossbow form will become an alt-form, but while all forms may benefit from its resistance to damage and being transformed or destroyed by magic, it must be in a suitably large and awkward form to gain its immortal slaying property and immense force.



Drop-In Items

Film Collection (100 CP): Here's a collection of movies, available on film reel, VHS cassette, DVD, and video files on USB or the file transferring device of your choice. These films seem to be low budget and low quality action adventure films based on - some more loosely than others - your time in previous jumps, providing you with at least one film for each previous jump you have gone on and potentially more if you had many applicable adventures in a jump. And if you had none… well even if the jump was the most slice of life 9 to 5 decade, you will have an action adventure movie very loosely based on it. And, because a lot of these films would end up with comedy riff tracks made of some sort, you will also get a copy of each film with comedy commentary.



Obviously Prop Weapon (200 CP): This medieval melee weapon of choice looks like an obvious, cheaply made prop, the sort that if you squint and work to suspend disbelief you might be able to pretend it's a real weapon. Tests and examination will reveal it to be nothing more than a cheap prop, and for anyone else that's all it is. But in your hands this sword will be fully functional, able to cut as well as any other blade, and even sturdy enough for you to use it as a weapon no matter how strong you become. In the hands of anyone else who you have not given authority to wield it, it will be nothing more than a prop, and you can rescind or bestow this authority with nothing more than a thought.

You will find that it is easy and acceptable to bring this sword along with you to almost anywhere, as it is dismissed as a safe, non-weapon prop by those who see it and have not

seen it used as a true weapon. This will even include places where props would not normally be allowed as being too dangerous, though you might get odd looks.

If this weapon is broken while a prop it will immediately repair itself when you touch it once more. If it is broken when normal, or lost, it will be replaced within 24 hours.

Counter Earth Ring (300 CP): This ring is set with a large, red crystal of unearthly nature. Its true power is only revealed if the wearer is put into great peril. Once per jump if the wearer is about to die, or otherwise reach a 'bad end', it will work to transport the wearer to another reality, avoiding that fate and seeming to disappear completely. The reality it transports the wearer to could be canon to the setting if it has alternate realities, an alternate timeline, or something else, but it will tend towards a barbarian filled realm of swords and warriors, and will never be directly fatal to the wearer.



Complex of the Ancients (400 CP): This is a mostly subterranean complex large enough for a tribe of people to survive in, and to house maybe 30 people with each of them having their own private living quarters. This complex is technologically advanced with electricity, running water, climate control and electronic controls for doors, and lights. It does not require access to outside networks for this electricity, or water, maintaining them

on its own - though the electricity is sourced from a small (self-maintaining) nuclear reactor within the complex and ultimately will only produce a small fraction of the electricity of a nuclear power plant somewhere in the range of megawatts, perhaps as much as 10 megawatts.

It comes with a force of several dozen simple androids. While not creative or particularly intelligent they are fully functional as manual laborers, and come armed with ray guns capable of being set on stun or lethal settings which are capable of killing an average person instantly if they hit close to a vital organ such as a headshot or near the heart, and burning flesh on a less vital blow. These androids are radioed power from the complex, and as such cannot stray too far from it.

In addition to the living quarters and nuclear power station, this complex possesses a technologically advanced medical facility beyond the level of most modern hospitals, a radio operation room designed for controlling airborne drones or the androids from afar (drones not included), and a mirror maze for some reason.

As a warning, the power station could be set to explode, creating a small nuclear explosion more than sufficient to completely annihilate the base.

X-CAL-br8 (500 CP): This foam bracer with an electronic touch pad and digital readout screen in it connects to a computer in your warehouse which possesses what seems to a general purpose, but not truly sapient or even sentient, AI that can be voice controlled, or easily controlled by a few button inputs, can take in visual data and perform image based database searches, compute answers to questions, access your bank account, hack simpler machines (such as traffic lights), calculate trajectories including ricochets, and likely more. The arm bracer itself also possesses the ability to fire bolts of energy strong enough to break stone but capable of being set to variable settings such as to simply knock people down, and to create simple hard light constructs like a single solid cylinder or rectangle, combine the two to make a simple lock pick which could unlock handcuffs, and project visual holograms albeit as obvious, glowing light shows. The arm bracer's suite of sensors are able to detect supernatural energy, and have stupidly advanced spatial detection capabilities to instantly take in an area so that the connected AI can calculate trajectories accurately, is able to detect radio transmissions, take in both visual and auditory information to allow the connected computer to identify approaching objects, and allow for direct wireless connection between the computer it is linked to and other computers nearby to you even if they were not designed for wi-fi accessibility. You may import this computer into another computer to link this device to it, and/or the bracer as another bracer or piece of armwear.

Star Knight's Armor (600 CP): This is no uncomfortable suit of knightly plate which requires a special device to open to go pee, nor is it some barbaric set of leather, fur, and metal plates which could be cleaved through with ease. This is a full body spacesuit which doubles as powerful armor. First this is a spacesuit, meaning it functions as a self-contained environment, in particular it's able to supply air inside of it for an unknown period of time - and since you're paying CP for this that's an indefinite and continuous period of time - as well as being excellent for maintaining its own homeostasis either cooling or heating to maintain a comfortable temperature; do remember, though, that space is an excellent insulator so while this will protect you from common ranges of temperature on the Earth it might have trouble with the subarctic even though it can handle the single digits in vacuum. Similarly the suit has protective qualities against radiation and cosmic rays.

As armor, though, it is enough that by standards of the medieval period the wearer would be invincible. No mundane medieval weapon can harm the wearer, and the armor seems to carry a certain amount of force or inertia canceling effect as even a strong knight's mightiest blow with a flail couldn't so much as budge or destabilize the wearer. This will stand up to medieval siege equipment, and modern man portable firearms. It's even strong enough to resist blows from a **Significant Sword** with no noticeable damage. That said you're not invincible; while it will probably stand up to a modern man portable SAM such as a stinger missile, you will feel it inside of the armor and it will be showing the wear from it, so it's advised not to test how many it can safely receive in a short period. Similarly, while it'd be unlikely for a magical bolt or energy attack to penetrate it in a single blow, they're not covered by its warranty and sufficiently powerful ones might be able to burn a hole through it especially in quick succession. Finally it is not protected against direct magical effects and will do nothing to protect you from magic that doesn't require striking your flesh. And so it does not become useless as you grow in strength and power, this armor will always remain at least several times more durable than your own flesh, and gain improved versions of your own immunities and resistances.

The armor may be donned or removed simply by tapping its see through face plate 3 times in succession causing it to teleport itself off of the wearer; unlike the original yours won't teleport onto whoever removed it, though, but into a small storage device from which it can be reclaimed by tapping the device three times. It is also possible for the wearer to remove only pieces of this armor, though that will breach its sealed atmosphere.

The armor will repair itself over time, taking 1 week to repair if completely destroyed. Also as it's advanced alien alloys and not steel, designed to be worn potentially for long

periods, it's much lighter and more comfortable to wear than knightly plate, and has built in 'facilities' if you find yourself unable to remove it for an extended period.



Warrior Items

Sword and Sandals (100 CP): This item consists of an ordinary sword, and a pair of sandals. The sword will be replaced quickly if lost or destroyed, a new one available practically as easy as looking for one, maybe it appears in your warehouse, or in your scabbard once no one is looking. If you're actively disarmed and captured it will take a little bit longer, but even then the moment you're free you're likely to find one in a barrel, closet, or just laying around. The sandals on the other hand are extremely comfortable regardless of the weather, and do not seem to suffer ordinary wear and tear.

Even if you import a sword into this sword, the replacements will be ordinary swords, though the not-so-ordinary sword will still be replaced at its normal speed with these as just interim swords to hold you over. If combined with an **Exotic Weapon** they may be ordinary examples of the chosen weapon type instead.

Barbaric Armor (200 CP): This suit of 'armor' looks more like something that might be worn as part of a barbarian or gladiator halloween costume than effective armor. Consisting of boots, a loincloth, bracers, pauldrons, and some amount of incomplete chest and back covering certain to bare your abs, it is made of your choice of furs, leather, and metal though at least some portion of it will have some metal; a helmet that does not cover your face is optional. Despite the fact that it leaves most of your legs, large parts of your arms, and most of your torso and back bare you will find that this armor is every bit as effective as the full suits of chain and leather that you might find others wearing in these films; it's not equal to knightly full plate, while there's crossover that's more Arthurian Romance than Sword and Sorcery, but it's still equal to a suit of armor. Maybe enemies have a disproportionate tendency to strike it, or if they don't the blow is still blunted and slowed as if it had struck a suit of chain, but it works just as well as a suit of chainmail armor (including under layers), and yet it weighs no more and impedes movement no more than the light mix that it appears, and is surprisingly comfortable even for that.

If armor is imported into it (or it is imported into other armor), the armor will gain this as an alternate form for itself, and when in this form continue to function as well as if it was the complete set of armor despite being only at most partial covering, and if it was worse than chainmail armor already will be equal to it now regardless of form.

The Most Impractical Sword (300 CP): A tri-bladed sword, one with not a simple single blade and crossguard, but a wide cross guard from which 3 blades, each with their own smaller crossguard coming out perpendicular to the shared one, rise. Despite this insane design, the sword moves as if it were a normal sword, without the many and varied balance, and cutting force issues you'd expect of such a sword. In fact it cuts quite a fair deal better than most, being an equal to a **Significant Sword**, or there better in ways. This sword is able to launch its blades, firing them forth one at a time at speeds high enough to pierce through the torso of a sorcerer. Fired blades that are not manually recovered and replaced are restored to the sword within 24 hours.

It also contains an additional short sword built into the hilt which can be drawn forth as an emergency weapon. As this means drawing the hilt out of the main sword it will be hard to wield the main sword and it at the same time. But it may serve as an additional weapon should the sword somehow break (say by clashing against another **Significant Sword** repeatedly); if it does break it will be replaced within a week.



Mind Sword (400 CP): A power great enough for a son to kill his father, and which must never fall into the hands of the forces of darkness. This magic sword has a grasping hand for its pommel, a large gem, the Mind Stone, set within it. It is this stone which grants the blade its great powers. The sword comes to your hand when you will it, flying or teleporting to your grasp from wherever it happens to be. This can also be used to make

minor course corrections to its movements if thrown, but perhaps most important is its use against projectiles as it seems to be able to move at the speed of thought allowing it to deflect projectiles you are aware of parrying arrows with contemptuous ease and even blocking bullets if it comes to that. This is less effective in hand to hand combat, but its movements responding to your will still allows it to make for super fast parries. Finally the gem is able to produce a bright green glow. Besides being useful as a light, this glow seems to keep away minor creatures of darkness, evil spirits, and help to ward off corrupt energies with its protective shine; don't expect it to hold things back permanently though.

As a magical blade this sword can harm creatures normally only harmed by magical forces and even spiritual entities, though its cutting power against normal targets is not significantly improved (though it will never lose its edge). It is, however, substantially more resilient and harder to damage than a normal sword. If it is destroyed you will be able to summon a new one through a period of meditation and pure force of will.



Excessively Shiny Shield (500 CP): Well maybe it’s not truly excessive given it does seem to serve a purpose. This round shield is made of some metal golden in color, but extremely reflective, enough that it can take even relatively dim light like the flickering of torches scattered in a large cave and focus it - or really amplify it - into a spotlight like beam that shines and illuminates brighter than a high powered flashlight, and if focused on a face is bright enough to blind the target momentarily; the intensity of this light reflection and amplification seems to ebb and flow with your desires, growing brighter

when you need it to illuminate something and dimming to merely shiny metal when you don't. This reflective nature even allows it to reflect back lasers, beams of energy, magical bolts, and such things as a gorgon's gaze turning such powers back on the one who would launch them at you; though you do need to block them with the shield for that.

But this is not just a mirror shield. Like the Shield of Mordor, it is able to be used to destroy as well. By focusing your will on the task while someone - or something - looks into their reflection in the shield you can produce a powerful force that can destroy a normal human utterly leaving no trace. This blast will take time and exposure to intense and direct light to charge up again, so use it with care.

Finally as a shield it is highly resilient and sturdy, resisting damage. The strange golden metal it is made from is strong enough to stop even high powered bullets or small explosives without being scratched, and can even block **Significant Swords** without a single mark of harm; it may in fact be indestructible to direct physical harm. It is also highly resistant to magical effects upon it, enough to withstand the will of a god, at least such that you might meet in these worlds.



Sword of Might (600 CP): One of the 3 powers of creation, a sword that exists between the worlds of the living and the spirits, guarded over by the spirit of its previous wielder, and destined to be guarded over by the spirit of its current wielder in the future. The sword is a powerful, anti-magic tool as it possesses the ability to prevent magic from

entering into an area around it, able to shield at least a force of several dozen mounted warriors, and perhaps an entire army. This barrier does require an act of conscious will to erect, and its size will be somewhat reliant on your own will. Still even the most powerful sorcerer will find that their magic is shattered at the edge of this barrier. It also interferes with magic being cast within this area, it's less effective than the barrier itself, but it will still make even the greatest sorcerers of these lands struggle to work magic even at a fraction of their normal power. It may be possible to use this anti-magic property on magic already in the area when the barrier is erected, or which the barrier passes over, though it will be less effective for the task. Similarly with time and a strong enough mind you may be able to selectively allow some magic to be cast freely within its barrier.

In addition to this barrier, the sword is able to absorb a portion of the magic that it negates, building up a charge of energy. It cannot hold it for long, eventually the energy will bleed out harmlessly, but it can channel this energy back outwards as a blast of magical force; the more energy it has absorbed the more powerful this blast will become. And of course the sword is a sword, and while it is not as sharp or powerful as a **Significant Sword**, it is eternally sharp, and will always be strong enough for you to wield it as an effective weapon. Its real power is against supernatural and mystical creatures against which it inflicts disproportionately grievous wounds which prevent supernatural means of healing; even spiritual beings can be laid low by these wounds, and despite not being necessarily good, its nature as a force of creation makes it harm beings that are harmed by holy weapons as if it was one.

The sword itself is indestructible to the powers of this world.



Sorcerer Items

Dark Silk and Flowing Robes (100 CP): A wizard must dress with a certain level of class and sophistication. They do not roam the land half naked. This is an outfit worthy of a sorcerer, your choice of either quasi-medieval finery with a touch of ostentatiousness, or heavier robes. Regardless of the choice, somehow despite objective reality the outfit does not look ridiculous on you, but gives you an air of exoticness and mystery when worn. In addition if the hood is raised and pulled forward it is remarkably effective at shading your face and obscuring at least part of your features without hindering your own vision.

Conjurable Cauldron (200 CP): This is a small cauldron a little larger than a human head. You can summon this cauldron to your hand from your warehouse or its own pocket dimension, and it will carry whatever it is that's inside the cauldron with it. You can also teleport the cauldron onto another surface that can support its weight - such as a person's open laps or a table - within line of sight, or if there is nothing living contained inside of it (microbes do not count) send it back to your warehouse, or its pocket dimension where time will not pass for it or its contents.



Altar of Sacrifice (300 CP): This is a structure about the size of a room, such as a small step pyramid, a large raised altar surrounded by raised stone, or another non-mobile ritual site of your choice. It can be attached to another property you possess, to your warehouse, or appear freestanding in the jump. Regardless of where this structure appears it is a place

of power, designed to amplify magical rituals and to offer up sacrifices to the gods. While its effect on magic is noticeable, it's relatively slight on its own, but if the ritual involves the sacrifice of living creatures - especially humans and other sapients - you will find the power increasing significantly proportionately to the value of the sacrifice; a chicken won't do much, the chosen princess of a bloodline of power though might give a 2 bit wizard the power to conquer the known world and rule it for generations, and if you can't find that sort of quality enough quantity might suffice instead. It is also a sacred altar, and can be used to attract the attention of gods and higher powers through blood sacrifice, beseeching them for their favor; the more blood thirsty or violent divinities contacted this way will also be a little more well inclined to you than they otherwise would be, perhaps though it's best not to contact ones that frown on blood sacrifice however. They may not be so pleased.

If purchased by a jumper they may designate other individuals to be able to tap into this altar's powers and effects, though if purchased by a companion it will work for them and only them.

Scrying Basin (400 CP): This is a basin like one might use to wash themselves, or a cauldron if you'd prefer. Either way this is a container for water with a decent sized opening at the top. When you fill this container and focus your attention and will you can use it to observe a far away location, object, or individual. You need a clear idea of what you are looking for, the clearer the idea the easier it is for you to view. This won't tell you where your target is directly, merely allow you to observe their surroundings, but it does include audio so you can listen in on people. It's possible, though, to block this magical spying through magic of their own or perhaps other means.

This basin can also be used as a focus for prophetic powers you might possess, helping you to sharpen them and get a clearer and more certain view of future events by looking into its waters. It may even be possible to spy on individuals in the future by combining them.

Famous Brainwashing Machine (500 CP): This device, looking like a table with straps on it to restrain your victim, and with tubes filled with green and red liquids running in alternating helixes around it starting and ending in see transparent reservoirs of the same fluids, is capable of altering the minds of those forced into it. This effect is not quick, it'll take at least a lunar month of treatments - you are able to release them for over 8 hours at a time as the treatments do not take 24 hours - and in the case of the particularly willful, powerful, or pure princesses deeply in love with a noble prince may take 7 lunar months, during which time they will need multiple daily, hours long 'treatment' on the machine.

But this treatment is able to drain away their morality (stopping at the level you decide), or their love for another, add feelings and affection of your desire, or re-write as much (or as little) of their mind and will as you desire and once completed it is done, there is no more magic to dispel or an effect to reverse short of actively re-writing their brain anew. Unfortunately it does seem to be all or nothing; if the treatment is stopped even once session early their mind will remain free and unaffected. But nothing should be able to resist its treatments for more than 8 lunar months at the maximum despite magical protections, or force of will, so if you can keep them imprisoned in it for that long they will be yours forever.

Goblet of Magic (600 CP): One of the powers of creation, this golden goblet is a wellspring of great magical power, visible as a green glow escaping its top. When you hold it you will find your own magical powers amplified, any magic you possess at least twice as strong as it ordinarily would be, potentially causing it to evolve in a substantive way, such as making resurrection magic not require an intact corpse or allowing days instead of hours, making your illusions fool all the senses instead of just audio and visual ones, or allowing you to transform entire groups as easily as you would have a single man. This magical amplification even applies to potions mixed within it or drunk from it. With this even a middling mage could challenge a master and win. Even in the hands of one who did not know or practice magic themselves, the Goblet could be used to perform a variety of magical effects; this will not match a practitioner in any **Low** or **High Magic** in their field, or the potions of a **Potion Maker**, but it is possible. There is still a mental fatigue in using it this way. The goblet itself is indestructible at least to the forces of this world.



Warlord Items

Coward's Daggers (100 CP): A sword is well and good, but a dagger has its uses. This is a set of 4 daggers. They are particularly easy for you to hide, whether from searches or in your sleeve, and they seem to fly a bit straighter and more true when thrown in case you need a weapon to weaken a hero before your confrontation. If you happen to lose them you will find that they will be replaced within an hour.



Pet Monster (200 CP): This is a beast larger than a man, a horse, or even a tiger. It may be some giant spider, snake, or other animal associated with wickedness, or it could be a tentacle-bearing horror. It cannot fly - these films just don't have the budget for such effects - but whatever beast you choose it is large and strong enough to be a threat to many men, even before the fact that it gains similar benefits against groups as the **Warrior** perk provides. There's a certain trade off between durability and offensive power - a tentacle monster might be able to simultaneously attack a dozen men, but would be vulnerable to ordinary blows, while a giant spider might be unable to spread out its assault but would take a mighty hero with a magic sword to hurt it. Regardless of your choice it is likely to be a threat to a group of men who try to kill it, though one that could fight meaningfully bring a fight to a dozen men at a time would be unlikely to survive more than as many as it could kill at once, and one that could survive an army would be unlikely to be able to stop them from going around it or running from it, and traps or siege equipment might still bring it down; and no matter what it is unlikely to defeat a hero, though a hero might need a special weapon to defeat it. This beast is fond of you, and inclined to protect you, and allow you to encourage it to stay in place by feeding it, and with a bit of positive reinforcement (and negative if you are powerful enough) could be trained, but even untrained it has a strong affection for you. If killed this monster will be replaced within 6 months.

Black Knights (300 CP): This is a group of 6 men. They are each trained warriors, armed with swords, the armor common in these films - closer to a viking's than a knight's - and a horse. If killed or lost, as opposed to sent away on a mission or put into other use, they will be replaced the next time you need them. This won't be during the current 'scene', or to fight in the same battle they were slain in, but once you have narratively separated yourself from whatever you were doing when they were lost, even if it has been well less than a day. Of course you are not instantly aware of their deaths if you send them on a mission that is far afield. Still they are exceedingly loyal, obedient to a fault, and surprisingly well disciplined if not more than merely competent in their skills as warriors. If desired these knights may be beastmen, or hideous mutants of some sort instead of baseline humans, they will still be roughly comparable despite their inhuman appearance.



Key of Magog (400 CP): This is a small rod, about long enough to wrap both hands around it one above the other. Each end is capped by a small, crystal sphere, held in place by some ornamentation. This magical rod is a powerful weapon, able to shoot destructive

bolts of green energy strong enough to penetrate straight through two people, killing both by blows to their stomach - seemingly allowing some of the energy to discharge through their body causing internal damage and/or deadly levels of shock. This is the least of its powers, though, as it is also able to create telekinetic force, strong enough to roll rounded boulders larger than men, or able to create powerful winds strong enough to send people tumbling and fill an entire clothing store before shattering its windows outwards while leaving you yourself untouched and you capable of directing the energies somewhat intensifying the effect in one direction or reducing it in another, which while less lethal than the energy rays provides it with uses against large groups of enemies even if they happen to surround you. It gets its name, however, from the fact that its magical energies can be used to power other magical devices that lack their own power source, able to channel its energies into other devices; potentially a sorcerer could learn to tap its energies directly to fuel their magic without need for an external device to channel them into.

The key can run out of power, especially if you make heavy use of its more large scale powers or powering things like dimensional portals, but yours will recharge over the course of each month.

City of Corruption (500 CP): This is a fair sized, for sword and sorcery film, walled settlement. Something that could pass for a city in these worlds, but probably is only home to a few thousand people at most. It controls enough lands beyond its walls to feed itself, and its walls are well defended by the standards of this age.

However this is a city of corruption. Most of the population is composed of slaves, followed by a body of second class citizens who perform more elite tasks such as artisans, and finally a ruling warrior elite at the top who understand that as their leader you are responsible for their prosperity… and can order any or all of their fellows to kill them. It seems to bring in decadent luxuries to these warrior elites, and to you, directly in proportion to how wretched and miserable the lives of those at the bottom are, fine fabrics, decadent foods, and beautiful slaves pouring in to fill your evenings with entertainment and luxury the more thoroughly you suppress and stomp down on the populace below you. Though this will also apply to when you terrorize nearby populations as well, the more bloody-handed raiding, or sheer oppression the forces of this city project the more wealth and luxury flows into it. And if you can establish control over other lands and foster a similar warrior caste system in them you will find that they begin to gain these benefits as well.

Of course if you'd prefer something less whole-heartedly evil, you can choose to instead have a more idyllic town. It will be about the same size, though less militarily prepared, and while it will lose the decadence that comes with this option, you will find that the people here are abnormally happy and kind to each other, living in surprising peace and being as a whole exceptionally loyal to you, with things generally going very well for the populace as long as you rule over them. However this general happiness and well being will not extend to you personally.



Amulet of Life (600 CP): This glowing, red pendant possesses the lifeblood of generations, one of the three powers of creation. It is the key to life, and he who wears it cannot die. This will not grant total invulnerability, but while it is worn you will find that all damage and harm you'd ordinarily receive is reduced by a significant percentage, swords failing to cut as deep, and magical force doing about half the harm it normally would, and even things that should be enough to kill you multiple times over will fail to actually kill you as the amulet renders you truly immortal while worn, and will prevent the destruction of your head, upper portion of your spinal cord, ribcage, and heart while worn. This will also allow you to heal much more quickly than normal, wounds closing in mere seconds, and even being reduced to a head and upper torso while it is worn would be healed from within minutes. Finally the amulet allows you to change your shape into that of a mundane animal up to the size of an elephant or as small as a mouse. The amulet itself is indestructible, at least to the forces of this world.

Royalty Items

Barbarian Chic (100 CP): For all their station and power it's rather common for princesses, and some princes, to run around these films wearing rather little. This is an outfit of the fur boots and fur bikini type, or loincloth if you're a man, which is designed to show off and flaunt your figure and assets. Despite its lack of coverage you'll find it always seems to gravitate towards comfort; it won't replace truly special gear such as the clothes worn in arctic winters, but it will be as comfortable as 'normal' clothes for an environment such a winter coat, the traditional robes of desert dwellers, or the clothes for a tropical jungle adventure. It's similarly socially universally acceptable, whether you're going to the slums or having a high meeting with royalty, you will find that even the most prudish don't seem to object to you wearing this outfit. You might stand out for your beauty on display, but it won't be considered scandalous or socially wrong.

If you'd prefer you can have clothing more traditionally associated with nobility, or something between perhaps with the sort of cut expected of a sensual villain queen. It will similarly be comfortable in heat or cold, and similarly universally socially acceptable.



Throne of Fire (200 CP): Said to be a gift from Odin, this surprisingly comfortable iron throne (albeit not one made from swords) serves as a proof of legitimacy, as this throne will burn anyone but the rightful ruler who sits on it with holy fire. There may be beings strong enough to survive its flames, but that will not hide that they are struck by the wrath

of the gods for their false claim at rulership. Each jump you can choose which specific nation's rule it judges, and it will import into the appropriate place to be the seat of its head of state and it will be well known that none can rule - and be recognized by the people as having right to do so - without being able to sit in the throne.

What exactly determines a ruler's right to rule will vary between time and place. But it'd be perfect for detecting rigged elections in a democracy, that the psychotic manchild king is the illegitimate child of his own uncle, or that the dynasty has officially lost the mandate of heaven.

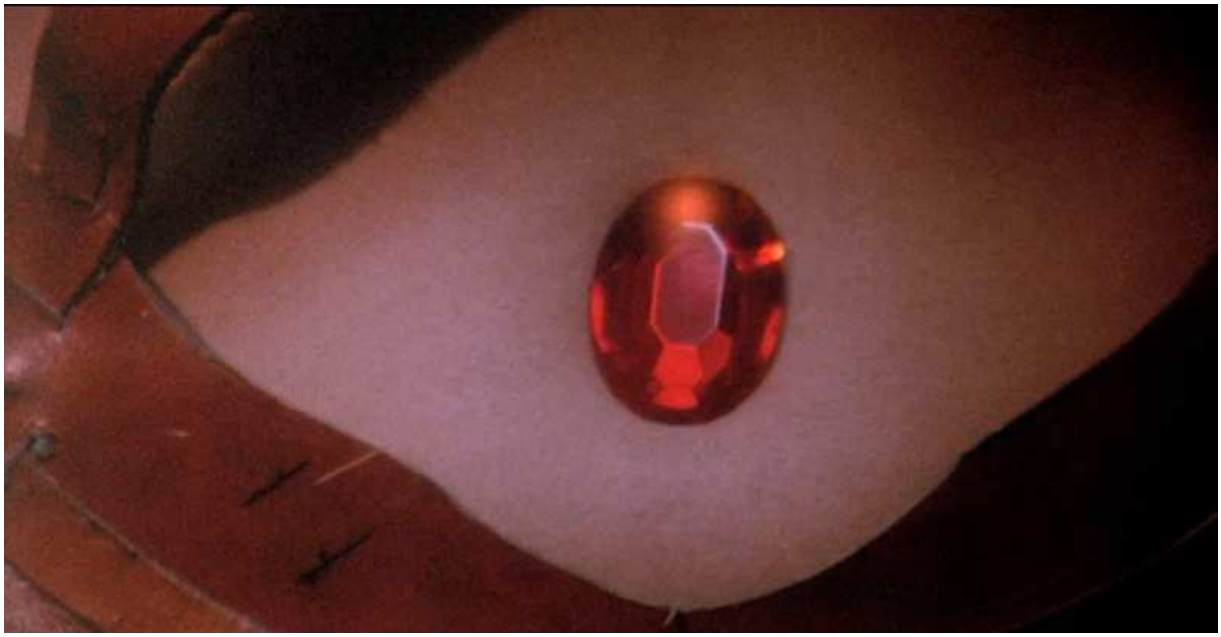
Gem of Invisibility (300 CP): This is a large jewel, though it looks sort of like cheap colored glass so don't expect to be selling it for much. At least without showing what it can do. If someone clasps the gem in both hands, squeezing them tight and shut around it, they will turn invisible, becoming completely unseen by normal mortal vision as long as they hold the gem tight between their hands. Does require both hands to be grasped tightly around it making it hard to use them for other things, though if you have 3 or more hands you could still use the extra.

Lioness of Judgment (400 CP): This looks like a fairly ordinary lioness. Except it seems to be anything but. While not physically superior to an ordinary lioness, this lioness is highly intelligent - seemingly almost human - and is a magical beast. Beyond being able to harm those who would resist non-magical blows, this lioness is somewhat resistant to magic of all sorts, especially magic to control the mind and behavior. Its true power is the ability to pass judgment. At the start of each jump you may select a moral, social, or ethical code. If asked to pass judgment on an individual the lioness can determine if that individual has broken the code, or an individual part of it if called to judge only that facet, and will maul them in accordance with the severity of the breach determining the severity of the mauling.

If killed or lost this lioness will be replaced within 6 months.

The Belly Stone (500 CP): This red gem fits perfectly in your navel, affixing itself there until you - and only you - remove it. While affixed to you it makes you more beautiful, and charismatic, increasing your personal magnetism. It also amplifies any attempts you make to cause pleasure or happiness in others, and in fact causes your mere presence to provide an aura of happiness that brightens the lives of those near to you, stirring happiness in them and serving to increase their artistic creativity. The stone also improves the power of any enchantment or illusion magic you possess, albeit less than the **Goblet of Magic**, and similar abilities that are not technically magic, this is not the largest

increase but it will always remain noticeable. Even when not worn by you, it will provide these benefits in a reduced manner as long as it is bonded to you. Normally it'd remain bonded until the wearer's death, though you can sever the bond with a touch and an act of will, and even designate other individuals as worthy of its power and allow it to bond to them until they die or you sever the bond.



Sacred Gems (600 CP): Lots of gems here. Though these 5 gems honestly look like the transparent stars that are sometimes put over Christmas lights more than gems. They even glow in various colors. They come with a monument or metal frame to put them into, something about the size of a large man. As long as they are in place in this structure they protect the justice, prosperity, peace, and happiness of the country whose capital building they are placed in. They effectively massively weaken hostile supernatural forces against the realm as a whole, and provide the country with a sort of plot armor as long as they are kept at its heart and safe, ensuring that natural disaster does not strike it, plagues are reduced and weak, loading the dice in their favor should they be invaded, and encouraging successions to go smoothly and without crises. Unfortunately all these things only protect the country as a whole, individual regions can suffer disaster if it can be lost in the size of the empire, it does not protect individuals unless they are being assaulted in a way that directly assaults the empire as a whole (for example it will help protect the king from being mind controlled as that would be magic to control the entire kingdom, but not from being killed as while that could weaken the kingdom their heir would be there to take their place), and the gems cannot protect themselves in this way. Thankfully they are nearly indestructible, unless you actively cooperate in their destruction.

Ally Items

Traveling Pouch (100 CP): This is a rather ordinary pouch, the sort that might be easily carried on one's belt or person when traveling. Well it's mostly ordinary. The pouch seems to hold about 100 times as much as it should - though things still must pass through its opening - and objects inside of the pouch seem to weigh about 1/100th as much as they should.

Responsive Whip (200 CP): This is a black whip. But in your hands it seems almost like an extension of your own body. You can 'feel' it like you could your own limb, and it moves in a way that is strangely responsive to your will, making it almost seem to change its movements in the air, and exceedingly easy and natural to aim with it or perform tricks like wrapping around something to swing on, wrapping body parts, or even grabbing an object or a live fish and pulling it to the point you desire. It'd be very possible for you to grab a fish from a lake and deliver it still squirming to your mouth with this.



Automatic Bow (300 CP): This bow has the oddest quality. Whenever you fire, it seems like the footage is recycled several times at high speed, firing additional arrows perhaps at new and different targets. However it works, when you use this bow you find that you can fire up to 3 to 5 arrows in the space in which you'd normally fire one, and without actually using more than a single arrow either. If you'd prefer this could be an automatic crossbow which can load racks containing several bolts even before this multiplicative quality, while it won't shoot as far as a longbow or gain as much from your own strength, it can be loaded and fired more easily with a single hand, and even strapped to your forearm for ease of carrying.

Divine Ark (400 CP): This is a golden chest, almost 6 ft in its widest dimension and a good 4 ft in each other. The chest itself is seemingly indestructible, and it has a tendency to be lit from above as it by a spotlight, its surface shining with glory. When closed the interior of the chest seems to be frozen in time, and inaccessible to all outside forces, and the chest cannot be opened by any except those who match parameters that you designate.

An additional value of this chest is that when you leave a jump, you may both leave the chest and its contents behind in the world you are leaving and take them with you, the chest - and its contents - being duplicated.

Note, though, the chest will not close with a Jumper or their Companion inside of it.

Balm of Protection (500 CP): Inside this small, ornate container there is a balm or ointment. Its exact effects will remain unknown until it is applied, and there's only enough of it for a single creature. But when it is applied it will provide temporary protection from a certain hazard that the recipient will soon face, or is already facing. Applied with a specific goal in mind, it will usually work for that goal - it could be used to break an enchantment which controls the mind or applied to gain protection from the fires of a monster of living flames able to instantly incinerate a human and kill even a demigod with its flames - otherwise it will just be a hazard you happen to face during its duration. The balm's effects do only last a limited time, and the more powerful or wide in scope the effect it is protecting from the shorter it will last, though it should never be less than half an hour and will never be more than 1 lunar month and usually will be less than a day. The balm's effects also tend to be rather specific in their application - it may protect you from an individual's magic or an individual type of magic, but is unlikely to make you simply immune to magic, it might protect you from a dragon's fire breath but not their claws and fangs - but will gravitate towards the greatest hazard especially if you have a specific hazard in mind; if the recipient is immune to flame but can't survive a dragon's bite it might make the recipient's skin impenetrable for a time.

If used this container will refill at the beginning of the next jump or in 10 years whichever comes first.

Bow of Kronos (600 CP): This appears to be a plain, but finely made pure white longbow. And in the hands of an ordinary individual that is all it is. But in the hands of one who has conquered fear, or since you're paying CP you even if you have not, it becomes a potent weapon of magical power. No longer does it need arrows to fire, but when you pull back the string, energy forms across the bow, materializing arrows of light.

These arrows of light seem to not only penetrate the targets but discharge energy through them on a hit, and are able to split apart into half a dozen bolts to fire at many different enemies, to swerve and move to correct their aim if an enemy moves from you or you simply didn't have proper angle to fire straight on, to pass through solid objects to strike your foes, and fly far further than an ordinary arrow should as gravity and air resistance affects them less. Now this is not to say they can shoot an infinite distance, they will eventually lose coherence but they can travel several times further than an arrow first, nor that you do not need to be able to aim because they will swerve and correct, their ability to accurately correct their course seems to be dependent upon your own accuracy with the bow and their force and power upon how much of a pull weight you can handle. Also these magical bolts of light seem to be highly effective against supernatural creatures and entities of darkness.

Finally as its master, by raising your hand you are able to call this bow to you. Its approach is relatively slow, and it won't teleport or pass through objects, but it will float back to your hand at a rate of maybe 6 miles per hour.



Companions:

The gender of all OC companions can be freely changed if you desire, how this changes other aspects about their nature and personalities is up to you to decide.

Companion Import (50+ CP): For 50 CP you can import or create 1 companion with 600 CP; they gain an origin as normal (including paying for the Multi-Talented origin if they desire it). For 100 CP you can import or create 3 companions with 600 CP. For 200 CP you can import or create up to 8 companions with 600 CP. If you want more than 8 companions you can pay an additional 50 CP per companion to give them 600 CP (and ability to get an origin). You may pay 150 CP to import 4 companions if needed.

You may pay the price to import 1 or more companions a 2nd time to give the companion the Dual Class origin for free. This follows the same price scheme as importing them in the first place and you can choose to import some companions without this and only pay the increased price for some without sacrificing the discounts for importing multiple companions (i.e. if you imported 3 companions and wanted to give 1 the increased CP you would only pay 150 CP, the 100 CP to import the 3 and 50 to import the 1 a second time).

If you desire to give a companion more CP you may transfer CP to a companion at a 1 to 1 ratio. Each companion is given CP this way separately.

Canon Companion (50+ CP): If you chose to go to a specific film instead of a generic world of tropes then for every 50 CP you pay you may recruit 1 canon character.

Disturbingly Sadistic Child (Free): This young princess absolutely delights in the suffering of others and is a completely spoiled brat. Somehow events have led to you becoming her keeper for better or worse. She is quite a bit taken with you, wanting you to be her best friend, eventual lover when she's old enough, as well as her humiliated pet and abject slave. If you can keep her alive, and she does expect a great amount of pampering and to not have to labor or work for herself, and keep her happy enough to join you on your journeys she will do so, and she will grow up to be something of a **Royal Beauty**. Why you would want this psychotic child is beyond me, maybe you consider putting her on a more proper path a challenge.

Trophy Prince(ss) (Free): This woman is royalty in despair, pursued by powerful and dark forces. A sorcerer has usurped her kingdom, and now seeks her life, intending to kill her in some dark ritual to increase their own power. Thankfully the princess has found you. If you save them and make them fall in love with you and wed them they will join

you as a companion. They have the Royalty background and its freebies, but no CP, though should you rescue her she will gain 300 CP to spend.

Amorous Amazon (50 CP): This beautiful Amazon warrior has decided that you are strong enough to be a worthy father for her child, and that it will happen regardless of what anyone else has to say on the matter. Raised in an all-woman tribe of magical warrior maidens she's not exactly the most experienced with men or romance, though she doesn't seem to be looking for the latter. She is a serious and proud warrior, who values her independence and sees little use or value for weakness, or the softer things, and sees men as less people and more tools to ensure the creation of the next generation. Still she has decided she'd rather be by your side than stay with her tribe and live within its rules, so maybe there's the chance for romance after all if you choose to pursue it. She possesses the **Mighty Thews**, **Warrior**, **Prince(ss) of Thieves**, **Designated Archer**, **Anon Hunter from the Chain**, **On Horseback**, **Healer's Arts**, and **Royal Beauty** perks, as well as the **Barbarian Chic** and **A Good Horse** items.

Confused Actor (50 CP): This man was apparently filming a cheap Conan cash in film somewhere in Argentina, and now he's surrounded by people who seem to be taking this whole thing far too seriously. Despite having been cast as the male lead of the film, he doesn't seem to have any actual acting skills, more a handsome appearance, and the ability to look the part; apparently he got the part due to his time as a model for adult magazines. Still he is adapting surprisingly well once he learned the hard way that the pig men aren't wearing masks and do not appreciate soon-to-be-slaves touching their faces. He possesses the **Born to the Wrong World**, **Special Effects**, **Mood Setting Music**, **Best Lines in the Film**, **Royal Beauty**, and **Overlooked Ally** perks as well as a **Obviously Prop Sword**, **Barbarian Chic**, and **Traveling Pouch**.

Discount Wookie (50 CP): This is a white, furred, creature taller than a man, and with powerful, ape-like arms. When you meet, or met, this creature it was being attacked by a group of would be 'monster' hunters. You saved the gentle beast and now it has taken to you. Extremely loyal to you, it can't speak, but probably could learn to read/write or sign language if someone bothered to teach it as it actually seems to be about as intelligent as a human. You've not met any others of its kind, but it's still a faithful and loyal ally. It has the **Demihuman** (white furred man-beast with somewhat increased strength and constitution, resistance to poison, enhanced sense of smell and night vision)**, Mighty Thews, Immortal Tyrant, Overlooked Ally, Intimidating Presence,** and **here Are Some People in this World Who Will Never Be Your Slave** perks.

Gentle Barbarian (50 CP): This muscled hunk of a man is on a quest for vengeance. His village was slaughtered on what was to be his wedding day, and the survivors enslaved including his bride to be. Now he seeks allies in his quest to save those who survived and bring death on those who took his future from him. His current rage belies his natural kindness and gentleness, which should not be taken for weakness as he is quite the natural born warrior especially as he claims he has no particular training in the art. He'd like to visit worlds that were more peaceful than this one, where people could live without need of the warrior's arts, though he also has a strong will to right injustice. And given it is unfortunately already too late for his future bride, as she resisted a bit too violently and was killed as a result, once she has been avenged and his surviving people freed he's likely more than happy to come along with you on your journeys. He comes with the **Mighty Thews, Throwing Your Sword Always Works, Warrior, There Are Some People in this World Who Will Never Be Your Slave**, **Barbarian Pheromones**, **Roaring Rampage of Revenge**, **Heroes and Fools are the Same Thing**, and **Royal Beauty** perks, as well as a combination of the **Barbarian Chic** and **Barbaric Armor** items.

Humble Priest (50 CP): A rather older looking gentleman than the other options. This man cuts a distinguished, if sinister, figure. He claims to be a representative of a terrible and bloodthirsty god, and he carries himself in a way that gives him an air of supernatural authority, but if he has actual supernatural powers he's not demonstrated them though he doesn't appear to age and seems to have a long and storied memory of the history of this world as if he had lived generations observing its people and learning to manipulate them, and he seems to ultimately believe in his god as nothing more than a means to obtain influence. But what he lacks in his religious honesty, he makes up for in his belief that you were sent by a higher being, and that with him at your side you could rule this world and a hundred more… and if you have a whole chain to rule would you really begrudge your lieutenant his own shiny world or two? He has the **Intimidating Presence, Special Effects, Supernatural Figure**, **Treacherous Snake, Immortal Tyrant,** and **Crush Their Wills** perks. He possesses **Dark silks and flowing robes**.

Large Shadow (50 CP): This towering figure is a giant, or at least somewhere around 8 ft tall. Still he's tall, well-built, and monstrously strong. But despite this he's not really the star of the show, better positioned to be the quirky ally than the main hero, with a somewhat shy personality, though quick with wit around those who he sees as friends. He possesses the **Demihuman** (as a giant, granting him increased strength and stamina, as well as larger size than most humans and greater resistance to poison and alcohol), **Mighty Thews, Warrior, Best Lines in the Film, Overlooked Ally, Heroes and Fools**

are the Same Thing, and **A World of Violence** perks. He possesses **Sword and Sandals** except the sword is an **Exotic Weapon** in the form of a large maul with the main version being an **Obviously Prop Sword** as well, and a **Traveling Pouch**.

Prince in Exile (50 CP): Rather like the Trophy Princess above, this prince has lost his homeland, the country overrun by the leader of a group of marauding warriors. Now he seeks the aid of someone brave and powerful enough to allow him to return and overthrow the - seemingly immortal - leader of the dark forces that stole his homeland. Of course he's starting to develop a taste for adventure, and by the time reclaiming his home is done, he's probably going to be more than having to leave it to his younger brother to rule while joining you on an adventure to lands further than the furthest horizon. Though it is possible he may be the type to develop feelings for the one who rescues him from his plight. He has the **Royal Beauty, Good Help is Yours to Find, Prince(ss) in Exile, They Want You Alive, Warrior,** and **There Are Some People in this World Who Will Never Be Your Slave** perks, as well as **Barbarian Chic**.

Seductive Witch (50 CP): This sorceress's greatest goal in life seems to be personal pleasure and hedonism, at least they show no desire to rule nor to help people, merely to live in their corner of the world and enjoy every pleasure they can find. They have decided that you would make a fine lover, and person to share their indulgent lifestyle with, and they don't seem intent on taking a no for an answer, and given their skill with enchantment if you don't want to be ensorcelled into saying yes you might should go ahead and say it. Still they have no desire to actually harm or kill you, and consider you a *pet* to be doted on. Perhaps you could teach them to consider you an equal, or even a superior, or just to value the hedonistic exploration that the chain offers them. They possess the **Cantrips, Low Magic (Flesh Shaping and Illusions), Three Lives to Live,** and **High Magic (Enchantment)** perks, some of which might be the secret behind their great beauty, as well as the **Scrying Basin** item. They have also used their enchantment magic to control the mind of several servants and slaves which keep them and their cavern supplied with all the medieval comforts, though these are not followers and would not be coming with you on the chain.

Villainous Mercenary (50 CP): This woman seems to be utterly lacking in morality. She is a sellsword willing to work for whoever will pay her the best, and she has come to the awareness that you seem to be able to pay in the form of immortality and power beyond her wildest dreams. Of course her dreams are fairly limited, and her ambitions mostly reach the level of having fine food, fine ale, and a handsome lad whenever she wants one, but maybe you will teach her greater ambitions. She does seem to have the natural makings of a villainous enforcer, and possesses the **Mighty Thews, Warrior,**

Intimidating Presence, A World Ruled by Violence, **Heroes and Fools are the Same Thing,** and **Implied Tactics** perks. She carries **Coward's Daggers**, a **Responsive Whip**, and commands a small band of **Black Knights** from the back of her **A Good Horse** while wearing **Barbaric Armor**.

Ambitious Summoner (100 CP): This sorceress-priest is convinced that you have been sent to her by her god, if you are not her god itself, to aid her in overthrowing the current order of the world. Having risen by her looks and wits from the rank of a lowly slave to a sorceress-priest who must be feared if not always truly respected in her local region, she seeks to begin with overthrowing the local king and then… Well with an avatar of a god on her side the two of you could change the world. She seems to actually be convinced that the world would be a better place under her charge, and she has many plans for how things could be improved by the hand of a benevolent dictator to bring the harsh order that it needs. She possesses the **Royal Beauty**, **Intimidating Presence**, **Treacherous Snake**, **Cantrips**, **Low Magic (any two)**, **High Magic (any two)**, and **Three Lives to Live** perks. She possesses the **Dark Silk and Flowing Robes** item, as well as either her own band of **Black Knights** or an **Altar of Sacrifice**.

Conquering Tyrant (100 CP): A skilled and ambitious commander of men, they have seen tribe after tribe bend the knee or be slaughtered and enslaved. With dreams of uniting the entire world under his banner so that he will live eternal in the memory of men, the idea of blazing a trail of conquest is quite appealing to this individual. Grim, serious, and dour, despite ruling a city of corruption, he is austere in his personal life, allowing himself few pleasures besides that of practicing his combat skills against captured warriors. His only true loyalty is to himself, though he has a sound assessment of danger and power, and he's smart enough to know not to kill the goose that lays the golden egg; if he kills you, his chance at immortality across the chain is gone. He possesses the **Intimidating Presence, Crush Their Wills, Implied Tactician, Warrior, Good Help is Yours to Find,** and **Mighty Thews** perks as well as the **Coward's Daggers, Black Knights**, and **Corrupt City** items.

Friend to Beasts (100 CP): This woman seems to be a nearly wild creature, at least with the company she keeps. The only escapee of her village when a vicious horse nomad chief swept through killing and enslaving all those around her. She only escaped herself due to a serendipitous encounter with a tiger which felt kinship for her and attacked her pursuers. Of course she's found that she's far more at-home in the wilderness than she ever was in her village, taking naturally to the life of a hunter gatherer. She's fiercely protective of her animal companions, equating them almost to being parts of her body, and watching them work together it could be believed. She doesn't seem to be actively

pursuing vengeance, but to have chosen to live a simple life with her companions, but the relative safety and worlds one could see as a companion on a chain is rather tempting. She possesses the **Royal Beauty, Anon Hunter from the Chain, On Horseback, Healing Arts, Demihuman** (half-elf granting her somewhat better than human senses, as well as resistance to enchantment and mind-influencing magic)**, Designated Archer, Good Help is Yours to Find**, and **Beastmaster** perks. Her menagerie of beasts include a copy of each of the **Ferrets of Unusual Intelligence, Hunting Hound, Bonded Hawk, Black Tiger**, and **Dragonhawk** items, she also possesses a copy of the **Barbarian Chic** item.

High Elf Archer (100 CP): Though she could pass for a pre-teen girl, this blue-green haired elf insists she's over 100 years old, though if she is she's short even by elf standards. Her skill with the bow does lend some credence to it, her archery capabilities positively superhuman, and her stealth isn't bad either. Though it didn't stop her from being in the process of being overwhelmed by a horde of beast-men, or maybe goblins it's hard to tell which they're supposed to be, when you found her, but "sometimes you just can't overcome numbers" is the only excuse she'll give. Of course as one of the last two of her people after her sister made pacts with dark forces for power and slaughtered her village with a horde of demonic beast-men or goblins or whatever they are, this young elf is on the verge of breaking down. She's realized that she can't beat her sister empowered by the dark gods as she is alone, but the only thing tying her here is her quest for vengeance. She possesses the **Best Lines in the Film**, **Prince(ss) of Thieves**, **Designated Archer**, **Overlooked Ally**, **Anon Hunter from the Chain**, **Demihuman** (as an elf with standard post-D&D fantasy elf traits of enhanced senses and agility, as well as long but not immortal life span), and **Mentor** perks. She possesses an **Automatic Bow** though should her quest for vengeance be successful it will gain the properties of a **Bow of Kronos** as well making it a truly dangerous weapon

Joined from Birth (100 CP): This is a pair of absolutely beautiful twins who were raised in hiding from a sorcerer who was seeking them, and thus have had their gender hidden even from themselves until adulthood. Mentally the two are close enough to almost be considered one person, a bond so deep that they actually possess an empathic link that allows them to feel each other's emotions and see through each other's eyes and count as a single companion. They possess the **Royal Beauty** perk, as well as all perks of a single background other than Drop-In, and the 100 CP item associated with that background; if the chosen background is Royalty they will also have the **Born to the Wrong World** perk. Given their mental link they don't mind sharing almost anything.

Lost Computer Nerd (100 CP): A fellow traveler of worlds, this woman is something of a computer whiz, able to program in all major computer programming languages, and an expert on all the latest developments ready to push the nature of computing forward by years, though given she seems to come from LA in the 1980s she might be a bit behind the curve compared to what you're used to. Still the computerized armband she's wearing and computer it's attached to seems pretty advanced even by today's standards. She's not 100% sure how she got here, the last thing she remembers is that she was driving in a storm and had lost control of his car, and then she woke up in this world. She has the **Born to the Wrong World**, **Cut off the Head**, **Unscripted**, **A World Ruled by Violence**, and **Sorcerer Slayer** in addition to her skill and talent for computer programming and engineering. She also possesses an **X-Cal-br8**, and **Counter Earth Ring** which may have brought her here.

Succubus born of Sorcery (100 CP): Created by sorcery as a replica of a certain princess, this demonic homunculi possesses the beauty of a proper princess and the heart of a demoness. Either you made her yourself through some sort of ritualistic application of magic, or your entry into the world disrupted her creation, because she is bound to you as she was supposed to be bound to her maker. This has left her deeply in love with you, hopelessly truly almost as if you possessed **Loved More Than Life Itself**, though given she was made from the darker portions of someone's soul this mostly manifests itself through physical attraction and desire, but there is still a seed of genuine care at the bottom that could be made to bloom and which will stop her from feeding on you. Oh yes, she does need to feed, and frequently, by draining the life force from lovers, before killing them. It's really quite bloody all things considered. This need to feed is due to the ritual of her creation being incomplete, her original template having escaped before she could be sacrificed, and if she could be captured and the ritual completed the succubus could be freed from this need. As a succubus princess she naturally has the **Royal Beauty** and **Barbarian Pheromones** perks as well as **Son of the Devil** and when she feeds she can use **I Am Entering Your Memories**, though she seems limited to using it through lethally feeding on the victim, she seems to retain the original princess's aura of legitimacy as well with **Who Reigns with Wisdom and Goodness**, and **Loved More than Life Itself**. She seems to possess the powers of the **Key of Magog** as an internalized power projected from her hands, as well as a suit of clothes that count as **Barbarian Chic**.

Wolf the Liberator (100 CP): This young warrior has already begun to build a reputation for himself after slaying a slaver and a band of black knights who had been terrorizing the local nunneries. Young, but brave and fearless, he is a natural born warrior,

though a bit too eager for fame and glory, and without someone to help guide him almost certain to end his life no later than when his body begins to slow from its first bloom of youth as he throws himself into ever more dangerous conflicts. Ultimately he seems to care more for the glory and even thrill of combat, and the way it seems to attract the girls, than actually caring about people, but he is saving people instead of building himself a hedonistic empire. He possesses the **Mighty Thews, Throwing Your Sword Always Works, Warrior, There Are Some People in this World Who Will Never Be Your Slave**, **Barbarian Pheromones**, **Anon Hunter from the Chain**, **Heroes and Fools are the Same Thing, A World Ruled by Violence**, **On Horseback**, and **Wild Adventures in the Offing** perks. His past adventures have given him the **A Good Horse**, and **Mindsword** items.

Child Witch (200 CP): This young waif, perhaps 14 or 15 years old, seems to hold promise as a powerful sorceress, one of the most powerful of this age. She is, however, in need of a protector, and someone to help guide her and shape the person she grows into with the power that has only now begun to awaken inside of herself, a power that many dark forces in this world will seek to turn to their purposes. She is a naturally bright and cheerful girl, though, with a youthful optimism that has yet to be tarnished with cynicism, but with great power there is always great temptation and the first attack by the forces of darkness to try and claim her has already seen her family farm destroyed and her family slain before she teleported away by pure accident so that optimism may be quick to fade if you do not shelter it and encourage it to regrow once more. She possesses the **Cantrips**, **Potion Maker**, **Low Magic (all options), High Magic (all options)**, and **Destined Hero** perks. If you guide her to value morals and the welfare of others she will develop the **There Are Some People in this World Who Will Never Be Your Slave** perk, but if you encourage her to use her power for her own selfish reasons and to practice the dark arts she will instead develop the **Crush Their Wills** perk.

Expository Wizard (200 CP): This wizard seems to believe that you have an important destiny. He has taken to following you around and offering his guidance. It might be somewhat worthwhile as he is quite accepting of your purposes as he does possess magic and skill as a teacher, possessing the **Low Magic (Teleportation), Supernatural Figure, Cantrips, Healing Arts, Potion Maker, Seer, Prince(ss) of Thieves, Overlooked Ally**, and **Mentor** perks. He also possesses **Dark Silk and Flowing Robes**, a **Traveling Bag**, and a **Divine Ark**. Has a disturbing quality of occasionally narrating events of your life and your future as if telling some disembodied watcher usually when he thinks you can’t hear him, also will often just laugh long and continuously for no apparent reason.

Killwalker (200 CP): That's probably not his name, but he is a mercenary warrior who claims cynicism and pessimism, but seems to still go out of his way to help the weak and powerless that he may find in his journeys. He possesses the **Mighty Thews, Throwing Your Sword Always Works, Warrior, There Are Some People in This World That Will Never be Your Slaves, Barbarian Pheromones, Sorcerer Slayer, Heroes and Fools are the Same Thing, A World Ruled by Violence**, **Destined Hero,** and **Wild Adventures in the Offing** perks, as well as the **Sword and Sandals**, **Significant Sword**, and **Barbaric Armor** items. He is willing to set off on a journey across realities with you as his friend by his side, claiming to be more than eager to find a world where human nature is less prone to evil than this one, though in truth he seems to enjoy those worlds where there are people to save the most.

Long Slumbering Valkyrie (200 CP): This beautiful maiden once was numbered among the gods, as a minor emissary and not one of the big names. She was cursed by the leader of her pantheon for disobedience, stripped of her immortality, and placed into an ensorcelled slumber only to be awakened by one who was brave and true enough of heart and spirit, to win her from a place of great peril. Well you might not be that, it's entirely possible that your arrival simply put you in the heart of the place she was entrapped and she had to practically carry you out of the trap filled dungeon killing the monsters you were supposed to defeat on the way, but still by waking her you have saved her. A warrior with a warrior's morality, she does believe that the honorable should be favored over the dishonorable, and that a man should seek justice not greed, though much of her morality is still based on strength. She's beautiful, even beyond the **Royal Beauty** perk she possesses, and her semi-divine nature ensures she has the **Mighty Thews, Barbarian Pheromones**, and **Supernatural Figure** perks, of course as a warrior goddess she has **On Horseback**, **Throwing Your Sword Always Works** and **Warrior**, and her time among the gods has left her wise in many ways both of how to control and change the world and magic granting her the **Seer** and **High Magic (one of your choice)** perks. She possesses a suit of armor which combines **Barbaric Armor**, and **Barbarian Chic**, and she possesses a sword combining the effects of a **Significant Sword** and **The Mind Sword**.

Scorpion Queen (200 CP): This former warlord, turned god-queen figure, seems to be part of an elder race of humanity now wiped from the world but possessing a rather exotic phenotype. In her own estimation she is devilishly charismatic, but after a long period as first a warlord and now an immortal tyrant she has grown tired of taking vengeance for her people against this world, and of killing would-be heroes who challenge her. She is a proud figure, though somewhat mellowed by her long experiences,

and she does have many and long experiences as both a conquering warlord, and as a tyrant king; not that either translates the best to modern military and political systems. She possesses the **Warrior, On Horseback, A World of Violence, Supernatural Figure, Intimidating Presence, Immortal Tyrant, Crush Their Wills, Implied Tactician, Son of the Devil** perks as well as the **Beastmaster** perk but which only applies to scorpions. She has her own **Coward's Daggers**, and a version of the **Bow of Kronos** which instead of firing light which burns away supernatural horrors fires darkness with a certain poisonous and necrotic quality. She currently rules with excessive cruelty over something roughly equivalent to a **Corrupt City** but it will not follow her beyond this world.

Skullman (200 CP): Looking like someone straight out of a Kamen Rider show complete with masked rider scarf, this skull-helmeted warrior possesses great skill, as well as seemingly super powers. He can fly albeit given the speed is comparable to his land speed when moving forward and ascent is slow maybe it'd be better to call it levitate, teleport, and possesses telekinesis. He is a man of few words, and less creativity and agency, seeking only to follow and obey the commands of the one who he serves. Still he is a mighty warrior, and his supernatural powers give him a powerful edge. He possesses the **Mighty Thews, Warrior, Intimidating Presence, Immortal Tyrant, A World of Violence,** and **Low Magic (Teleportation)** perks as well as his aforementioned form of flight and telekinesis capable of grabbing and throwing several spears at once or slamming a man against a wall without ever touching them. His armor is an inferior version of **Star Knight's Armor** possessing the sealed environment and (reduced) weight and comfort of the latter, along with its ease of removal and storage, but merely being a strong, self-repairing suit of full-plate armor, and his sword seems to be equivalent to **the Mind Dword** albeit different in appearance.

Visitor from Space (200 CP): This entity looks like a god, specifically Ganesha, more than a mortal, but they assure you they're part of an advanced spacefaring civilization whose ship was destroyed by magic wielding savages and has left them stranded here for generations. Perhaps you even rescued them from some sorcerer's tower. They play up being an elder, wiser race which has moved beyond selfishness and violence and into a life of reason and rational cooperation; though their reason and rational abilities say that this is a world of barbarians which cannot be cooperated with and is best left alone until they have weeded out their own violent tendencies. They possess the **Demihuman** (as an elephant person with 4 arms and resistance to radiation) and **Born to the Wrong World** and **Special Effects** perks, psychic energy creation/manipulation powers which function equivalently to **High Magic (Battle Magic)** although despite the bellowing and hand

waving that comes with it they insist it's not magic but merely an advanced understanding and interaction with the energies of the cosmos, as well as the ability to telepathically communicate with nearby creatures though it only allows for the transmission and reception of thoughts and not mind control or mind reading, though it is more potent with animals as they possess the **Beastmaster** perk They know the location of an **Ancient Compound** they built with their fellow survivors from what remained of their ship, which has become occupied by monstrous creatures but which if cleared out will follow you, and have a suit of **Star Knight's Armor** built for their 4 armed form as well as a stockpile of **Explosive Arrows**.

Warrior Princess (200 CP): This swordswoman was born the princess of a kingdom, but she decided she had no desire to be married off to some 2nd rate noble and to rule a kingdom at his side. Well after her kingdom was conquered by a tyrant, and she was forced to flee into exile and learn to fend for herself, she found she liked the adventuring life, and decided she'd never take a husband who couldn't best her in battle… and accept her as a warrior as much as a woman. While she doesn't advertise her status as a princess, and presumed dead by her people didn't correct them even when she helped put the leader of the rebellion against the tyrant on the throne, she does seem to have a knack for the command of men and they seem to love her for it. She has the **Mighty Thews, Warrior, There Are Some People in This World That Will Never be Your Slaves, Sorcerer Slayer, Royal Beauty, Prince(ss) in Exile, Implied Tactician,** and **Who Reigns with Wisdom and Goodness** perks as well as her own group of **Black Knights**, and **The Most Impractical Sword**.

Adora the Ethereal Princess (300 CP): This warrior princess's kingdom is long gone, destroyed by a vile necromancer seeking eternal cosmic power. Still she seeks to fight him, and prevent him from obtaining his goal, and she hopes that you can help her in that quest. She possesses great skill as a warrior, and strength that defies common sense. She claims to have once been able to return to being an ordinary woman, through the use of her magic sword, but after the sorceress who had bestowed it and her power onto her was killed by the necromancer the power to change was lost, leaving her forever in her warrior form. Though given she's a tall, beautiful, amazon with strength enough to shame a dozen men at once that might not be such a bad thing. She possesses the **Royal Beauty**, **Mighty Thews, Throwing Your Sword Always Works, Warrior, There Are Some People in This World That Will Never be Your Slaves, Barbarian Pheromones, Sorcerer Slayer,** and **Body Forged in a Thousand Suns** perks, as well as **The Sword of Might**.

Green Knight (300 CP): It's actually a bit hard to tell if this individual is a god, a man, or something somewhere in between. A boisterous figure with ornate green armor, and a green tinge to his hair and skin, he seems to possess more magical power than actual martial skill, and a great wisdom into the natural cycles of the world almost as if he is a living embodiment of its flow. He has taken a peculiar fondness in you, and has decided to watch over your travels and protect you in your time here… and beyond. He possesses the **Mighty Thews, Demihuman** (fairy-like low end resistance to magic, intuitive knowledge of nature, and slight improvement to his magical strength)**, Best Lines in the Film**, **Cantrips, Supernatural Figure, Son of the Devil, Low Magic (Projection), High Magic (Transmutation),** and **Three Lives to Live** (reviving at the beginning of Spring). He also possesses an **Exotic Weapon** which is a **Significant Sword** in the form of a large ax, a crystal ball he can use like a **Scrying Basin**, and his green armor despite having an appearance like the armor of a late medieval knight functions more like **Starknight's Armor** though it is not entirely environmentally sealed leaving chinks and gaps in its protection and its protective quality is based in magic instead of space age alloys.

Secret Name Known to You (300 CP): One of this world's gods has taken an interest in you. They normally exist purely in a spiritual form, observing things, but can materialize for short periods if you call for aid. They don't like doing this too often, it is apparently uncomfortable like trying to force your foot into a shoe that's really too small for it and truth be told they simply can't do it for too long at once or too often in a short span, but as long as you work towards their cosmic guiding principle of Law or Chaos they will be happy to aid you from time to time, and even in their spiritual form they will occasionally project themselves to give you information and guidance. Not exactly all powerful, but they are a powerful magical monster or sorcerer when manifested, though this choice is only made once. They possess the **Cantrips, Supernatural Nature, Low Magic (Projection), Immortal Tyrant, Mentor,** and **Seer** perks whether a sorcerer or a magical monster. If they are a powerful magical monster they are about the size of an indian elephant and able to fly, possessing powers equivalent to the **High Magic (Battle Magic)** perk as well as a **Body Forged in 1000 Suns**, and the **Sorcerer Slayer** perk, they also seem to innately possess the powers of **The Sword of Might** able to suppress magic and with claws and fangs that cut like a **Significant Sword**. If they are a sorcerer they possess all forms of **Low Magic** and **High Magic**, as well as **Potion Maker**, and they also seem to innately possess the powers of the **Goblet of Magic** seeing its boost to all magic they use or potions they create (or drink).

Drawbacks:

Need more than 1000 CP, you may take drawbacks for additional CP. All drawbacks fade after 10 years.

Major Hollywood Production (Toggle): Or maybe you'd like to go to something with a bit more budget and class. Maybe you'd like to meet Madmartigan, go to stop the Horned King, or see the last of the unicorns. If you'd like you may use this toggle to go to another fantasy movie that lacks a jump even if it isn't quite as schlocky as the intended core product.

Out of the 80s (Toggle): Not all cheap sword and sorcery, and sword and sorcery adjacent, movies were made in the 1980s. And if you'd like to use this jump for one feel free, it might not be the main intent, but it should still work for them.

The 80s Never End (Toggle): You want to spend more than a decade in this world? Well it is hard to enjoy being an immortal king otherwise. Feel free to extend your stay here in 10 year blocks, up to a millennia. If you want to stay longer than that it might be time to set down stakes and make this place your home, or to find a way of your own to extend your time here.

Abducted Lover (100 CP): Your lover has been abducted by a villainous individual, either one from your in jump background or a companion, and they cannot escape on their own. Rescuing them will require you to go on an adventure against a powerful (by low budget 80s Sword and Sorcery standards) warlord and/or sorcerer, and this will require you to put in the leg work for an adventure. While this enemy won't truly scale to you, you will find it scales to your powers enough to make it something you cannot just casually do, and will at least take a few days - during which time your lover will be in their hands - and some serious effort even if the danger to yourself will not necessarily be grave. And this is your lover, you will find even if you only know them from background memories they are someone you care about and regret and a guilty conscience will hound you about their fate for the full decade if you simply leave them in the hands of a twisted villain.

Athlete (100 CP): Your body is a temple, and it is not allowed anything that would be detrimental to it. After all you have to maintain your fine athletic physique, or maybe you simply swore oaths of asceticism to the gods. You are no longer able to willingly imbibe intoxicants of any sort, no rich or fattening foods, and you are unable to engage in any form of physical intimacy. If you're unwillingly forced to participate in these taboos you will find yourself feeling sickened and ill afterwards.

Awkward Dub (100 CP): The world seems to have not been originally filmed in whatever language you're hearing people speaking. People's lip movements don't quite sync up to what they say, sometimes their voice starting before or after their mouth begins to move and not always having their lips shape the sounds they are theoretically making. While this might be disconcerting, the worst part is that sometimes what they say doesn't quite make sense, as if you're listening to a bad translation of their speech which occasionally veers into mistranslation. To make things worse while everyone else seems to understand each other just fine your words are likewise dubbed and occasionally people will think you said things with a different meaning than you actually did.

Cursed Separation (100 CP; incompatible with Beastman): You have been cursed to spend half of each day as either a wolf or hawk, either the daylight hours or the nighttime ones. Any lover(s) you bring with you or purchase here as a companion is cursed to spend the opposite portion of each day as the unchosen animal. You will be unable to break this curse, even during an eclipse, and during the cursed hours your form can only be changed from this cursed shape for the worse.

Despite Your Rather Silly Name (100 CP): You have a really stupid name. A name that you find painfully moronic. Even people in this world will find your name worthy of mockery. And yet for some reason you can't get anyone - even your companions - to call you something else.

Dreams are Not What They Used to Be (100 CP): Any future seeing or superhuman predictive abilities you possess becomes inaccurate, and even your intuition and gut become less reliable. You will forget you took this drawback, leaving you to learn you cannot trust your powers - or your instincts - the hard way.

Dwarf (100 CP): You're not a fantasy dwarf, or well you are a dwarf in a fantasy world, but a person with dwarfism. You'll find yourself suffering all the usual disadvantages of this state, and any attempt to change your form will be short lived at best. Worse, you have occasional urges to act like, generally bad, comedy relief.

Gratuitous Slow Motion (100 CP): Sometimes, especially in battle, you will find yourself suddenly moving and acting in slow motion. This will affect everyone, even the whole world, but it seems to uniquely throw off your timing, and to negate any superhuman speed you possess during these slow motion periods pushing you back down to human levels.

Inappropriate Background Music (100 CP): Many of these films actually have surprisingly good scores for how cheaply made they are. Oh, they're no Conan the

Barbarian, but they're better than you'd expect. The one you find yourself in, however, is not one of these. There is background music to the world now, as if it had a movie soundtrack. Only you can hear it, and it will always be inappropriate and somewhat annoying. Needless to say your own soundtrack and ost perks and items will be drowned out by it.

Lame Tween (100 CP): You're about 12 years old, maybe 11. And you're an ungainly, dorky child. When things get dangerous you can be competent, but when the stakes are low you're consistently clumsy, lame, and unimpressive. You will eventually grow out of this after around 5 years, but you'll spend the first 5 years as a rather uncool dork at least when you're not in danger of your life.

Lone Wanderer (100 CP): At the very least you seem to have entered this world alone. While you may pay CP to import companions so that they can buy perks and items, you will never encounter any of your companions from prior jumps, nor may your followers enter this jump with you; imported companions will seem to enter another movie or world altogether to have their own decade of adventures. Even companions you purchased in this jump will not immediately come to you, nor will you have pre-existing histories with them. While you will still be assured to meet them under circumstances to help lead to them wanting to come with you, you will have to wait to meet them, and likely work to befriend them.

Low Quality Upload (100 CP): It seems reality was uploaded at a lower definition than it was meant to be. Your vision - as well as any sense that replaces it - is oddly blurry and blocky, making quick motions especially hard to follow, and leaving anything in the background looking sort of blob like for the duration of your stay here.

Padded (100 CP): Most of these films are under an hour and a half. That doesn't stop them from occasionally dragging things out with prolonged walking shots, or padded conversations that add little or nothing. Unfortunately Jump-chan seems to have decided that your jump wasn't quite long enough. While you won't have more than 10 years to meaningfully do anything, it will feel like you're here a few years longer, with the most inane and boring parts of the jump seeming to be stretched out. This won't happen any time dangerous, but when you're doing some menial task you don't particularly enjoy it will seem to take 2 or 3 times as long, and any patience perks will turn off during this prolongation.

Posing is like Acting (100 CP): People's acting seems sort of wooden. When you can call it acting. Instead of feeling like a naturally flowing world with individuals, it feels

like you're surrounded by untrained actors delivering stilted lines and sometimes just awkwardly posing. While mostly annoying, this will also make it hard to read people and their emotions because they do not reliably display them and sometimes display the wrong ones.

Practically Effects (100 CP): It would seem the budget has been slashed. While normally the effects would look like what the filmed effects were intended to represent, now they look like the filmed effects, on a particularly poor budget, or with a bad effects team. Expect monsters to look like cheap puppets, magic swords to look like cheap plastic, and spells to involve silly string and superballs.

Reverse Isekai (100 CP): Ah, the end of the decade. Instead of entering a fantasy world you will be leaving one. By taking this drawback you will, until the end of the jump, lose all knowledge of technology past the standard level of sword and sorcery civilizations as well as modern society and culture; you can still vaguely remember your experiences in such societies, but not the societal norms and customs. You can learn about these things during the jump, and you likely will, as now while you have memories of your time in a fantastic world (unless you dropped in) you will be arriving just after arriving in the strange land of Ell A; and yes, it's always L.A.

Ridiculous Outfit (100 CP): You have one, possibly including really ridiculous face paint and awkwardly winged helmets, and you will wear it no matter the circumstances. You will look dorky in it, and even here people will notice that you look rather silly. Expect to get some mockery, and more odd looks for this get up, and hopefully it won't catch on too much when you move.

Valley Girl (100 CP): Are you from LA? Well you talk like a stereotypical valley girl or the male equivalent, and will find yourself even thinking somewhat like them. You'll be ditzier and more airheaded than usual, though this shouldn't be on the more life threatening issues, and find yourself more obsessed with fashion, cute boys and girls, and a touch more hedonistic.

Tournament Trap (100/200 CP): You will find yourself drawn into a tournament hosted by a powerful individual in this world. The tournament is, of course, actually a trap meant to empower the host in a phenomenal manner, gathering the greatest warriors in the land for duels to the death for the tournament host's evil plot. You will find yourself forced to survive at least the early rounds of this tournament of sword and might, and only when it is at least half over will it be possible (though not assured) for you to realize that it is a trap and begin to work against the plan in process, likely against an already partially

empowered foe. You will of course forget having taken this drawback. If taken on your first jump this is worth 200 CP instead.

Tragic Backstory (100/200 CP): Maybe you were raised as a slave and mistreated. Maybe your village was slaughtered and enslaved. Whatever it is, your past in this world has had some less than pleasant moments and left you in emotional pain filled with hatred and a rage crying out for vengeance against the one(s) who took away the possibilities of your happiness. This rage will motivate you, driving you forward to act against these enemies, but rage can also blind so do be careful. These wounds can eventually heal, but only once you have taken your vengeance.

If taken as a drop-in you will no longer truly be a drop-in, gaining background memories and connections though given most people you cared about are dead these will be mostly enemies.

For 200 CP you are the last of your race. Whether that's your species - as a **demihuman** or **beastman** - or merely your kingdom, tribe, or ethnic group, all those you could call kin are now dead. And no longer are you filled with rage and a need for vengeance. Instead you find yourself filled with survivor's guilt, depression, and a touch of a death wish. While not truly suicidal, you will have a tendency to take unnecessary risks, and to court death. And where before vengeance and time could heal these wounds, now you will have to live with them until the end of this jump.

War of the Sexes (100/200 CP): Men seeing women as dumb slaves only useful for the pleasure they can give, or amazons who see men as brutes meant only to be enslaved and kept for the seed they can plant for future generations. Many of these worlds are as such. The world you are now entering will see your gender as such. You will be unable to change your gender, and the world will resist attempts to change it. For 100 CP the two genders are polarized between different matriarchal and patriarchal societies constantly at war with each other, and in which the opposite gender is little better than slaves at best. You can expect members of the opposite gender to perceive you as a dumb beast or a cruel slave master, though you may be able to win over people on an individual basis. For 200 CP there's only one type of society, one where you gender is considered a dumb beast to be enslaved, only valued for their ability to produce future generations; even if you overturn society and usher in a new age of equality you will find the people will have difficulty actually internalizing it and sexist mistreatment especially of you will continue. Some individuals will of course rise above this, or at least try to, but such social indoctrination is hard for people to escape.

The Unchosen Twin (100 CP/300 CP if this is your first jump): You have a twin sibling with everything you purchased in this jump, but at a somewhat superior level. Unfortunately they were the chosen one, not you, and not only do they - and your native tribe/kingdom - hold you in disregard no matter what you do, you just can't help but hate them as well, and fate is always on their side against you; it's not absolutely insurmountable, but it will always stack the deck against you when it comes to going against them, and it will ensure you go against them in your time here. This is worth 300 CP if this is taken on your first jump without any supplements being used. If somehow you can overcome your own hatred for them, best them despite fate's say, and avoid killing them and manage to get them to agree you can trade this CP to take them with you as a companion retaining improved versions of everything you purchased here.

A Few Moments' Dalliance Will Do You No Harm (200 CP): You find yourself very easily distracted by eroticism and sex appeal. Even in the middle of a quest to defeat the greatest evil sorcerer ever and avenge your parents, with a looming deadline, you would still stop along the way to hire a prostitute. You'd probably resume the quest afterwards, but you can expect to regularly stop what you're doing to pursue carnal desires, and find your caution and judgment impaired when they are on offer.

Beastman (200 CP): You are an animal person, either a pig or a wolf, or otherwise a subhuman humanoid 'monster' recognized as a dangerous creature by humans, likely associated with villainous sorcerers and warlords and their armies. This will not provide you with any benefits over a human, no animal-like senses, or bestial strength, and any fur does little to keep you warm though it does help the fleas hide. Your partially animal vocal cords make speaking more difficult, you can still speak, but you will be hard to understand and certain sounds might be impossible for you. To make things worse you are unable to change your form from that of this beast, and while others may do so, any attempt to put you in a form you'd prefer will fail. This can be a hideous mutant or other nearly human monster, maybe even a satyr.

If taken with the **Demihuman** perk this will be your **Demihuman** form, though you will gain the benefits that perk would give your form, so the form will now give benefits over a human, though you will still be form-locked and have difficulty speaking.

Post-jump this will become an altform and will be able to speak normally (and not automatically recognized as a monster), though it will not gain any notable advantages over humans if you did not take **Demihuman**.

Can't You Just Kill Them (200 CP): The Bond villains had to ask, because the length of time you are leaving your victims in death traps, and the many times you choose to order your minions not to kill your enemies have left them wondering. You seem to have a compulsion to give your foes slow and unusual deaths which offer many chances to escape. Not all your enemies will be successful in escaping, but you can expect to have a fair bit more trouble actually ridding yourself of those who oppose you.

Drug Haze (200 CP): Reality seems a little more artistic than you might have expected. Things seem liable to be laden with symbolism, not that you'll get any of it. Also things are just weirder. It's not just the creatures, but the flow of events seems a little off. And sometimes things just happen. Actually it's sort of like you're tripping a bit, or that this whole world is one giant drug trip, potentially directed by Lucio Fulci. Expect things to be a bit weirder, if not necessarily more unpleasant, and sometimes for things to just sort of happen around you.

Evil Looks (200 CP): You are ugly and overweight, with a face that is unappealing, and a body that is less so. You may still be as strong as you normally would be but your agility and stamina will be impacted by your excess weight. Also people seem to assume you're a bad person, and not even an intimidatingly bad one, but the slimy, repulsive, and gross backup villain.

Foretold in Prophecy (200 CP): Congratulations on your protagonist status. Prophecies about the coming of Jumper abound, identifying you, your most important powers/abilities/items/allies, and pinpointing you as a threat to various powerful forces who are now intent on destroying you before you can disrupt their plans.

Overlord (200 CP): You must rule this world. It's simply how things must go. You deserve it. And it's not like anyone here could challenge you. You have developed a rather tyrannical strain of megalomania, driving you to conquest and dominion over all that you can perceive. And this will be no benevolent dictatorship, as you seem to delight in proving your dominion by oppressing others, and in acts of (over the top) villainy. This also comes with a heavy dose of arrogance and egotism for good measure; you won't completely forget yourself and go challenging gods on your first jump, but you can expect to have an inflated opinion of yourself.

Powerless Has Been Jumper (200 CP): You do not lack your out of jump powers, not completely. But your powers and abilities, both from this jump and others, as well as your general competence has taken a nosedive. All your powers are reduced to a small fraction of what they were before, and you will be generally somewhat inept, better as the

bumbling assistant than the one who real responsibility lays upon. That's not to say you can't ever be useful, or even be more helpful than a hindrance, but you will have moments of startling incompetence. Thankfully this doesn't affect your companions. If taken with **Quest for Objects of Power**, anyone else with one of the objects gets a portion of your perks, but you cannot use their powers yourself. You still have to gather them and be the first to collect them or else the chain goes to another, and if they do gather them all they will still get your perks and powers still. Hopefully you have some competent friends.

Pushing that R Rating (200 CP): This world is always prone to violence but now it has increased. Murder is commonplace, and gratuitously expanded upon. Sexual violence is prolific. Slavers abound. You're fairly likely to end up seeing (subhuman) raiders violently tear a person apart like a wishbone… and if you're unlucky and unprepared enough that person might be you. Not everyone is a bastard, peaceful villages still exist, but don't expect to see good wise kings, and expect them to be victims more often than not. This is a world where the man you rescue from a band of cannibal bandits is likely to have been attacked while abducting a woman to have his way with her.

Unhealing Wound (200 CP): You possess a wound that causes you constant pain, and cannot be healed. Treatment can suppress the pain temporarily, and without regular treatment it will grow worse eventually affecting the flesh around it, but the only beings who can give it effective treatment are certain individuals in this world, who wish to use you for their own ends. And to make things worse they know of your predicament and how the wound will plague you more and more without their help.

Your Weak Point is Your Goodness (200 CP): You just can't help yourself. When you see people in danger, or being oppressed, you feel it stirring in you. Time and time again you will act against your own self-interest to help others around you, even walking into obvious traps to save or protect people who may or may not be in on it. And making things worse your enemies, and con artists, seem to realize this good-doer nature of yours and are more than prepared to take advantage of it.

If taken with **Overlord** you become extremely schizophrenic in your actions, and prone to directly oppose yourself. Expect to order your men to oppress a village, and then attack your own soldiers to save the people, and then to finish what you sent your men to do, before releasing the prisoners you just took and giving them twice what you took from them to make up for burning down their homes and farms as you swing over the course of a day between exaggerated villainy and heroism.

Balance of Good and Evil (300 CP): Your presence has, in the eyes of a powerful god, upset this balance. You can't oppose this god directly, they exist on some higher level than you can possibly reach, and throughout your time here, they will be setting hazards and enemies in your path, and empowering your enemies. This doesn't mean that your enemies necessarily fully scale to you, but you can expect things to be much more dangerous.

Lord of Magic (300 CP): The most powerful evil sorcerer ever to grace these lands has learned of your nature as a jumper and wants to usurp your place and can do it. To make things worse, one of your (most powerful and trusted) Companions - if you have any - has been ensorceled into betraying you for them and this bond of control will not break as long as the Lord of Magic lives. You will, however, forget that you took this drawback until the sorcerer has made themselves known to you, and even then you will not remember the traitor in your midst until they have struck.

Meathead (300 CP): I'd call you dumb as a stump but that'd be an insult to a stump. You are quite frankly an idiot. Expect to be a bumbling fool throughout your time here. This hasn't stopped some of the native heroes, but don't expect to be clever or quick of wit, and expect to make some rather boneheaded mistakes, or fail to notice obvious deceptions. Hopefully you've got friends to help keep you from being taken advantage of too much.

Sequels in Name Only (300 CP): At irregular intervals, though never longer than a few years, your in-jump backstory, previous actions in the jump, appearance, way of speaking and the world around you all seem to shift. These shifts have a way of resetting your position in society to wanderer or vagrant, removing your closest allies and companions and a certainty of removing your love interests, creating new enemies that you must face, and giving you new not-as-dead-as-you-believe family members who try and kill you.

Soul Tree (300 CP): Your soul is bound to a tree somewhere in this world. You cannot relocate the tree, and if it's killed you die as well. The existence of those bound to such trees is knowledge found in this world, and you will be identifiable as such to those with such knowledge but the specific tree you are bound to is not necessarily easily available knowledge, and the tree will not die of natural causes. Still you can expect learned enemies to be able to discover that you possess such a tree and it is possible to identify it through sorcerous means, and what forests such trees grow in is a known fact to some, and if you can't identify which tree you can just burn the whole forest; in fact you are guaranteed to have at least one enemy learn of the tree's (general) location and present a threat to it which will require your or your companions' direct intervention to stop.

Finally, as the tree is your soul, you can feel its pain as if it were your own; this will warn you if someone is attacking it, but it will also mean that it hurts you when they do so.

Quest for the Objects of Power (400 CP): There exists in this world a collection of objects which are said to grant absolute and fantastic power to the one who collects them all. In truth they are you. When you entered this jump your, and your companions', out of jump powers, and perks as well as access to your warehouse were scattered across the world in the form of these items. The more powerful you were the more items there will be, though at minimum there will be a sword, a goblet, and an amulet. Each of these objects grants the wielder a portion of your perks and powers or one will represent your access to your warehouse, but more importantly they represent your chain. Whoever collects all of these objects will not only truly gain all your out of jump perks and powers, no longer being reliant on these tools, and they will take your place on the chain as the jumper for themself. Each of these objects is in the hands of a dangerous and powerful individual of this world who would oppose you, and who is aware of the reward for gathering them all.

If you lack out of jump powers, perks, and items, perhaps because this is your first jump there will simply be three objects in the hands of 3 powerful individuals of this world who want them for themselves and whomever gathers them all first gets the chain. Each of these objects will also bestow its wielder magical powers as one might find here on a level akin to the 3 powers of creation, though this benefit is lost once they are brought together. Good luck.

Scenario - To Become the Power:

To take this scenario you must purchase the Sword of Might, the Goblet of Magic, and the Amulet of Life. You may take as many scenarios as you desire.

Unfortunately the three required items will not begin in your hands. Instead three powerful, greedy, and selfish individuals in this world have obtained them, and firmly believe that whoever gathers them together will have the power to reshape the world to their will.

Your goal, though, is simple. You need merely gather all three of the powers of creation as exemplified in the Amulet of Life, the Sword of Might, and the Goblet of Magic. With each one you reclaim the possessor of the remaining item(s) will be granted a portion of power, such that when you have reclaimed two of them, the holder of the 3rd will be a fitting challenge for you to face and overcome. Not necessarily an equal, but enough that to overcome them and their forces will require you to use your wits, allies, and some element of danger - if not to your life, then at least of being captured, banished, or sealed.

By being brought together these 3 Powers of Creation possess the power to perform an act of reshaping reality. This could erase even these three objects from creation, permanently separate the higher world of the gods from this one, remove or introduce magic, or otherwise alter a fundamental rule of reality. This can be dangerous, as altering a rule of reality can have devastating effects and your control is more broad sweeps: you could introduce magic, maybe even a type of magic of your choice, but you couldn't fine tune it to work exactly as you desire; you could separate the realm of the gods from that of men, but if humanity is dependent upon that realm for new souls being born into the world you couldn't also change that as you only get to make 1 sweeping change. This power would always actually exist within the three objects in this world, but for completing this scenario they will continue to function as this cosmic key to reality in future worlds. However, once used this way the items will lose all their powers until the end of the jump; post chain (or in this world) they will be able to be used this way once a century, losing their powers until they can be used again.

Failing to gather the three items together, will not fail the jump, and as you paid CP for the items they'll be in your possession post-jump, they just will lack the power to work as a key to the cosmos itself.

There is another way to use the power of these items. Instead of keeping them and using them as tools to reshape reality you can turn their power inward purely upon

yourself. This will destroy the three items irrevocably, they will never return, but you will have internalized their powers and abilities. This will not allow you to change the fundamental rules of reality as they could, but it will give you something perhaps even more potent in the form of a very different key to the cosmos. It will ignite your spark, allowing you to travel the multiverse as you will, no longer reliant on a benefactor and the whims of a patron above you. It will also increase all your powers substantially as you have truly become the power of the cosmos.

Scenario - Foundling Child

You may take as many scenarios as you desire. Taking this scenario extends your stay to at least 20 years.

Oh no. This is bad. This is a major death flag for you. Shortly into your jump you will find, or have delivered to you, an orphaned infant bearing a mark of fate and destiny. One of the most powerful evil forces of the land has orphaned them, and even now seeks their death. You lay outside of their direct reach and control for now, but their agents must not be allowed to discover the child's location until the child has reached the age of majority.

Of course it'd be easy to kill them yourself if you have the power, but if you do that the child will never become who they were destined to be. Instead you must raise them, hone their body to physical and athletic perfection, teach them the art of the sword, and instill in them a strong moral fiber. All while keeping their destiny a secret from them.

Soon after the child reaches adulthood their nemesis's servants will find them and you. This will be a horribly dangerous time for you, as fate seems to direct itself against you, bringing deathly dangers to you. And even if you survive, you must not offer the child - now an adult - any further help from this point onward except in the form of cryptic advice and riddles.

Normally destiny would do the rest from here, but now this child will have to rely instead on the skills and wits you have cultivated in them. Though if you have succeeded in honing their body to physical and athletic perfection, teaching them the art of the sword, and instilling in them a strong moral fiber they will possess the **Mighty Thews, Throwing Your Sword Always Works, Warrior, There Are Some People in this World Who Will Never Be Your Slave,** and **Barbarian Pheromones** perks.

They must find the destined and prophesied weapon of their birth father. If they find the sword in the dangerous locale it is in without your interference and you do no more than at most cryptically guide them to its location, the sword will become a **Significant Sword** and theirs to keep. It will also come with a **Sword and Sandals** and **Barbaric Armor**.

They must then confront and slay the immortal tyrant who orphaned them, potentially to their knowledge twice over. Should they succeed at this without further help from you from the beginning of the attack on your life till they had succeeded at

their destiny, and without you materially preparing the way for them with powerful treasures, weapons, and tools or by sabotaging and killing their enemies for them they will gain the **Destined Hero** perk, and if you succeeded in properly raising them they also gain the **Sorcerer Slayer** perk.

As long as they survive the jump you may also take this **Fostered Hero** along with you on the chain ahead. Even if you fail at certain parts, or all parts of the challenge, as long as they live they can join you. Though of course for each portion you succeeded at they will be that much greater (in the form of the perks and items they will have gained).

Outro:

Well given the jump was longer than most of the films it was based on I do think it's time to end things here. With your 10 years in this world up, or your failure, it's time for the final decision… Where do you go from here?

Back Through the Portal of Time: Was the barbarian life less fun than you expected? Left you wanting the modern comforts and maybe the internet? Or maybe you died and failed your chain and thus have no other option? Well you can return home. Your chain will end, time will resume on all the worlds you have visited, and you may keep what you've obtained on the chain.

A Hero's Reward: You didn't save/conquer the kingdom for nothing. You're going to stay here and enjoy what you've obtained. Your chain will end, time will resume on all the worlds you have visited, and you may keep what you've obtained on the chain. Hail to the king, baby.

Chainjumper 2 - Shift of the Genre: Or maybe you want a change of pace. Continue to your next jump keeping what you've obtained here. Good luck, and good jumping.

Notes:

Jump by Fafnir's Foe

This started as a Deathstalker jump, but it felt unsatisfying if only because Deathstalker doesn't really have a world, and the 4 movies are pretty much completely unconnected (2 is actively contradictory, 3 has 0 things to tie it with 1 or 2, and 4 actually in theory expands the world of 1 slightly), so became a Roger Corman Sword and Sorcery jump, but then I watched Hawk the Slayer and wanted to include stuff like that. At that point it became a low budget schlocky 80s Sword and Sorcery. I tried to focus on the schlock, and low budget films; the sort of things that you might see on MST3K, Rifftrax, or Brandon Tenold's youtube channel (which is what got me to watch Deathstalker 1 and 2) and away from those that actively tried to be good. I almost included everything that Wikipedia called Sword and Sorcery films… except Sword and Sorcery is not just any story with wizards and swordsmen and many of Wikipedia's films were firmly in the realm of High Fantasy/Heroic Fantasy/Epic Fantasy (for example it included *Lord of the Rings* which has traditionally been used to define the opposite end of the spectrum from Sword and Sorcery). So I ended up choosing to include films on a combination of the proper amount of schlockiness, feeling like they were trying to cash in on Conan, level of magic shown, use of both Sword and Sandal/peplum and magical elements, and whether or not they'd fit on a Generic 80s High Fantasy Film jump that may or may not be forthcoming. I will more than readily admit I skipped some that could have fit in (like *The Black Cauldron* and *Dragonslayer*), and included some questionable choices (like *Sinbad of the Seven Seas* and *Yor Hunter from the Future*).

Generally the effects of magic are mostly similar to pre-3e wizard spells. Enchantment would give you Enchantment spells *Suggestion*, *Charm Person/Monster*, *Dominate Person*, *Friends*, etc. Necromancy might give you an even shorter time frame *Raise Dead*, easier but less permanent *Animate Dead*, or maybe *Finger of Death*. Transmutation is better at turning objects into animals than D&D magic, but worse at turning objects into other objects or shaping them. Battle Magic has a mix of Evocation, what in later editions would become Conjuration (Creation), and Abjuration typically it's lower level spells than those accessed by the other high magics, being mostly 1st and 2nd level ones, but much more spammable.

Dual Class is a reference to pre-WotC multiclass rules for D&D (where demihumans multiclassed and progressed in both classes simultaneously but slower, and humans who had high enough stats could stop progression in one class and swap to another permanently). The villain from *Deathstalker 2* is used as the picture because while many

warlords were either warriors or sorcerers as well he was both (though like many warlords who are warriors probably didn't have the Warrior background as they don't particularly show the perks of it).

Roaring Rampage of Revenge is cheap because let's be real here, Jumpchain tends to be a power fantasy and having recourse to use it, especially at its upper levels, is relatively rare.

Son of the Devil is theoretically based on a character who merely showed the ability to be stabbed completely unharmed, before being killed by a magical flaming chair bestowed by Odin, and a careless disregard with a fire arrow, but given the D&D influence throughout I felt that going with the AD&D precursor to Damage Reduction, that is 'Can only be hit by +1 or better weapons' was appropriate, though given it covered cave ins, non-magical energy, and explosives it's actually better than at least the 2e version where the DM was told that excessively big things like those could get around it and it didn't apply to non-weapon damage. Well that and demonstrated a hypnotic gaze.

While many of the items are directly based on specific items that showed up in the movies I was forced to embellish details on how they function/power level for many of them. And others were combined. Like the Sword of Might was named after the sword from Deathstalker, and drew elements from it (power of creation), but actually based more on the sword from the movie *Amazons* which stopped the villain from smiting with lightning by being held up in front of the approaching army and smote a demon-creature in the Weirdways. The Excessively Shiny Shield was one part the shields Hercules kept getting (obviously based on Perseus's) and the Shield of Mordor from Ator, though I had to fill in how it's disintegrating the main villain worked and dropped its apparent ability to make a shadow warrior. Generally I went with 'let's make a fun item' over strict faithfulness to the source material since this is supposed to be a generic and not any one of the films in particular.

Exotic Weapon exists for a dual purpose. The first being a minor surcharge to buck the trend of these films to always have the important weapon be a sword, with the notable exceptions of *Conquest* and its bow, *The Sword of the Barbarians* with its giant crossbow, and *Krull* which is technically higher quality than this jump's purview and its Glaive. The second to allow you to import swords from other jumps to give them a non-sword form because of the dire lack of magic spears, axes, and the like in Jumpchain.

While I saw reviews of Ator 2 calling the Geometric Nucleus a magical nuke, its creator specifically forswore magic, and worked with the arts of science to control the natural world. At least in the English dub.

The Glacier of War could be powered by the Key of Magog to allow someone without magical energy of their own to pilot it.

Coward's Daggers can be blamed on Jack Palance, since I think actually Deathstalker alone used hidden daggers more than the villains in these films and they were actually pretty common on heroes.

A Pet Monster that is a tiger, or just built similarly to one would be stronger, and faster than the Black Tiger. If the Black Tiger is an 11 out of 10 in all physical fields for a tiger, the Pet Monster would be a 12 or even 13.

A sorcerer could use the Key of Magog as a sort of cheaper Goblet of Magic. However where the Goblet scales to your magic always at least doubling it, the Key of Magog does not though conversely the boost you can see is based on the Key's maximum power output instead of yours. In addition the Key is merely putting extra energy into your magic, while it may allow some magic to perform substantial leaps like the Goblet does it will be rarer. Finally the Key has limited power before it needs to recharge over the course of a week; the Goblet is a continual wellspring of magical energy limited only by instantaneous output.

Amulet of Life is particularly not what was shown on screen. We were told it had the life of thousands of generations and the wearer couldn't be killed. It was shown to allow him to shapeshift after he was scared off by being attacked by a magical snake, and Deathstalker once he had it didn't use it. Of course being constricted was likely painful, and he was at risk of losing the amulet when the wearer ran. But in the end I mostly made up its effect as something that felt appropriate, even though such regeneration is really beyond the practical effects budgets of most of these films.

Lioness of Judgment is based on a lioness that was called to judge a crime in Stormquest. I have no idea why this brief appearance in one film made me include is as an item in the jump for such an oddball thing, but I did. It was even originally going to be a general item, and only got put on the Royalty list at the last moment replacing an item that got turned into a general perk, so it wasn't even a 'I need to fill out this list and am desperate'.

Perk/Item Combinations

Tournament Host + Treacherous Snake: Your reputation matters a lot less now. You could be a sorcerer who openly revels in your reputation for being evil, and you could still attract all the greatest warriors in the land to fight for the right to be your heir. This even occludes the minds a bit, making people not think so closely about what it means to be the heir to an immortal sorcerer, or not notice as readily that the warriors who lose fights aren't seen again. This is not as readily, be careful of the truly observant.

Healer's Arts + Potion Maker: You are particularly skilled at creating magical healing potions and poultices. Being worse than a modern hospital is no longer particularly likely, and your results can often be outright miraculous.

Roaring Rampage of Revenge + Sorcerer Slayer: When on a roaring rampage of revenge the effects of sorcerer slayer will increase along with your other skills and abilities, substantially increasing your resistance to magic - and ability to penetrate and break it - of the target of your vengeance.

I Am Entering Your Memories + Mentor: You can now reverse the process, instead of ripping knowledge and information from someone's brain you can upload information and skills directly into them. This won't delete the information from your mind, but it is very strenuous and straining. You could probably imbue a single individual (or two twins who are linked so as to be one individual) with a few lifetimes of combat skill and a touch of magical skill once in a decade, though if you worked on a lower level you could do it more often. And just a bit of information or a few memories will be much easier than directly imprinting even minor skills.

Throwing Your Sword Always Works + The Most Impractical Sword: Despite technically being 'launching one of your sword's blades' and not throwing it, the perk will offer its full benefits to launched blades from the Most Impractical Sword.

There Are Some People in this World Who Will Never Be Your Slave + **Sorcerer Slayer**: If you are acting decently well in the role of a warrior you will be immune to mind control.

Barbarian Pheromones + Loved More Than Life Itself: While not conceived as a harem perk between Barbarian Pheromones making people fall in love with you, and accept such things as being turned down for another or being mistreated without it damaging their love for you, and Loved More Than Life Itself making them put your

happiness first and being harder for them to fall out of love for you it probably can make most people rather accepting of sharing you.

Low Magic + Scrying Basin: Besides the obvious synergy that you can more easily project places you have a clear idea of, and using Projection to then get a different field of vision than the Scrying Basin's, you will find it possible to use both in conjunction to open a 2 way communication portal in the surface of water. While Projection already would allow for such 2 way communication without a watery surface, this is less energy intensive and far less for sending spells through, and you may extend non-living physical objects partially through though they must remain partially in your grasp and you yourself cannot pass through it. Combined with Teleportation you can use the Scrying Basin to create a 2 way portal through the surface of water, though this is more energy intensive than say a communication only portal. With all 3 you can make this portal 2 ways for vision and sound but only allow physical passage one way no longer barring your own entrance, and being able to pass physical objects fully through.

High Magic + Potion Maker + Goblet of Magic: Your potions made in the goblet are going to rock. With proper ritual and ingredients you might be able to transmute the local geography to make a river, bring back the dead as truly alive once more from rotten corpses or bones, make duplicates of people that are fully alive and have their own personalities, or make love potions that permanently bind people to your will. The biggest feats still won't be easy, but if you take time your magic will be on the upper ends of things for these worlds and able to grow from there.

Loved More Than Life Itself + Who Reigns with Wisdom and Goodness: Yes this will make most anyone who serves under you become willing to die for your sake. Anyone who attempts to steal your kingdom can expect never ending rebellions and resistance. And even if they kill you, this loyalty will pass on to your heirs. Or if you just sort of leave (say to another jump) after appointing someone as your heir.

Prince(ss) of Thieves + Overlooked Ally: You are now highly skilled in ambushes of all sorts, and your bonus to damage from Overlooked Ally no longer only applies to times when they are distracted by an ally, but any time that they are unaware of you and you strike them with the element of surprise on your side; you have Sneak Attack.

Seer + Scrying Basin: You can use the scrying basin as a focus for your prophetic powers sharpening them somewhat while focusing on a single future, though it still won't guarantee success. In addition you can use it to allow others to see your visions through it.

Conjurable Cauldron + Goblet of Magic: If you merge these items you can choose whether it will be the size of a small cauldron or the more easily hand held goblet. Either way it will get a lid and be able to be summoned along with its contents, or stored in its pocket dimension.

Scrying Basin + Goblet of Magic: If you merge these items you can choose whether to have it be full basin/cauldron sized or be the more easily hand held goblet. With the latter choice it will project observed images above the goblet for easier viewing.

Goblet of Magic + Key of Magog: This could be used to make the Goblet of Magic a rod or the Key of Magog into a goblet that shoots energy beams. This would see a general increase to the Key's offensive powers, and a non-scaling increase to the Goblet's boost on your magic, as well as increasing the ease with which the Goblet of Magic can be used by non-mages, and the amount of energy the Key can provide.

Armor vs Weapons

To help give a clearer idea of where weapons/armors lay here's some comparisons of defenses on the table vs the weapons they might be up against. This assumes an average human. Magic blasts from the Sword of Might assume a moderate charge from a few spells you might encounter in this world unless otherwise stated. Battle Magic comparisons assume a rather average mage with basic (capable of 1 shotting most people in setting appropriate armor) spells, and 'stronger spells' which if accessed with the base perk without additional study would probably represent a narrowing of focus and loss of versatility.

Barbaric Armor: It's pretty much mundane chainmail+gameson that's fully effective despite being light and revealing. It will help significantly against a mundane sword or arrow, though a good hit from a bow especially at close range could still punch through and so could a sword. Prop Sword (being a mundane sword) is potentially dangerous, same with the Mind Sword, and Sword of Might as both are 'magic' swords but not significantly better at sheer armor penetration; a magical blast from the Sword of Might would probably kill you and definitely would if it was charged enough. It will offer some protection against the Sword of Prismatic Flames, but you're still getting a hot blade dangerously close to your flesh. Rapid Fire Bow will be very dangerous for you to close the distance because of its rate of fire. Shurikens will punch through it, but it might still

save your life. Significant Sword and Most Impractical Sword cut through it like it wasn't there. Bow of Kronos could phase through it. Key of Magog with a full powered 2 person killing beam will be somewhat weakened but still kill an ordinary wearer, it might save the person behind them though. X-CAL-br8 would still kill on its highest setting. Explosive Arrow leaves you just as dead as usual. Mostly useless against battle magic without Sorcerer Slayer to back it up. The "Sword" of the Barbarians would practically ignore this.

Starknight's Armor: You're immune to all common medieval weapons, and neither the Prop Sword nor the Mind Sword or Sword of Might is getting through that; a magical blast from the Sword of Might would likewise be negated, though it definitely can reach a level of charge to either destroy this armor or wound you through it (and likely kill you in it) in this world it would require a fair bit of work to charge it so. The Sword of Prismatic Flame could eventually overload its ability to insulate heat, but this would require an extended battle. Rapid Fire Bow and Shurikens are likewise completely non-threats. A Significant Sword in the hands of a competent swordsman could damage the armor and eventually cut through especially if hitting the same spot repeatedly; an executioner's swing would likely pierce the armor in a single blow, but not pass the entire blade through, two such blows would be decapitating though. Most Impractical Sword when swung is the same except hitting three spots would wear down the armor quicker and might damage its structural integrity enough to get through next time with a single blow, and when fired might penetrate at point blank range, and combined with Throwing Your Sword Always Works probably would leave you with a sword hitting the opposite side of your armor again at point blank range. Bow of Kronos could phase directly through it making it very dangerous to you. Key of Magog and X-CAL-br8 would fail to penetrate, Key of Magog's force effect might be felt through the armor and have a chance of knocking you down. Explosive Arrow might cause damage to the armor, but would not be a threat in a single shot; a full dozen from an expert archer who could capitalize on damaged areas would be. Battle Magic could eventually wear it down, but the sorcerer would probably tire out first, it could tank multiple stronger spells. The "Sword" of the Barbarians would likely penetrate this armor at point blank range, but unlikely to penetrate the other side.

Excessively Shiny Shield: All examples contingent on getting the shield between the attack and you. A common sword will hit it and you will feel the impact force through the shield, but it will not penetrate the shield and will help spread out the force, same with the Prop Sword/Mind Sword/Sword of Might. A magical blast from the Sword of Might will be reflected. The Sword of Prismatic Flames will not be able to damage the shield,

and the magical properties of its flames will be reflected back (though likely harmlessly as they can't hurt the blade itself and don't project far enough to reflect to the wielder), but the heat will still eventually build up in the shield and while it can't melt the shield it may become too hot to hold in a prolonged combat. Rapid Fire Bow will be unable to penetrate the shield, though the number of shots may make blocking hard. A Significant Sword, or Most Impractical Sword will be unable to penetrate the shield, even if launched (with Throwing Your Sword Always Works). The Bow of Kronos would be unable to penetrate the shield, and rebounded if it tried to phase through it (due to the shield's magic immunity), but might be able to swerve around the shield so you'd need to be fast enough to parry an arrow in flight which was changing its flight path. Key of Magog and X-CAL-br8 will be reflected, though the force effect could knock you down and X-CAL-br8's auto-aim could easily aim around the shield or ricochet the shot so you need to be able to block lasers guided by an AI. Explosive Arrow would likely knock you down, or stumble back, and hurt your arm with the sheer force, but wouldn't be able to penetrate the shield. Would reflect battle magic, including stronger spells. The "Sword" of the Barbarians would fail to pierce it.

Son of the Devil: A common sword or arrow will do you no real damage passing through you without harming you, and melting if it lingers. This is also true of the Prop Sword. The Mind Sword will inflict significantly reduced damage, its wounds partially healing, but could harm you and in the right spot prove instantly lethal. The Sword of Might would completely ignore this perk and leave wounds which would not heal due to the perk's effects, its benefit against supernatural evils counting as being holy for negating its effects, and it is probably slightly more effective against you than if you didn't have the perk; similarly the Sword of Might's magical blast would be holy and therefore slightly stronger than if you didn't have the perk. The Sword of Prismatic Flames will hurt you, though you will be suffering 2nd degree burns from most blows instead of 3rd degree or getting charred bones, of course it will also hurt you as a sword would hurt a normal person, although you will heal the wounds faster and they will bite less deeply. Rapid Fire Bow would be completely useless. A Significant Sword would find its cutting power noticeably reduced/wounds being healed as it passed; a blow to your torso would fail to bisect you, though it could probably cut off your arm, and if it remained in you would eventually melt. The Most Impractical Sword wouldn't do more damage, but its wounds wouldn't close as quickly and you'd have to heal them at the normal human rate; where a Significant Sword cutting off your arm would probably see your blood loss stopping before reaching lethal levels, you'd probably want to get medical help here. The Bow of Kronos's increased damage to creatures of supernatural darkness certainly counts as holy for negating the benefits of Son of the Devil and is probably slightly better against you

than if you didn't have the perk. Key of Magog could possibly kill if it hit the right place, and would leave a wound even at the wrong place, but a shot through the gut wouldn't kill you; its force wave would still knock you down, though. X-Cal-br8 on the other hand would be completely useless being a (theoretically) non-supernatural/mystical laser. Explosive Arrow would fail to affect you at all. Battle magic would hurt substantially but not be lethal and you would recover, though it might take a while to fully recover, stronger spells might kill you and would noticeably take longer to recover from. The "Sword" of the Barbarians would wound you as readily as if you were a normal human, the bolts would lose their protection now that they are no longer being fired by it, melt, and leave you with wounds that would not heal, and able to be killed by a non-magical weapon, though if it wasn't instantly fatal you could still heal.

Amulet of Life: An ordinary sword is unlikely to inflict more than a minor flesh wound, and an arrow is almost a non-threat. The same is true of the Prop Sword, Mindsword, and Sword of Might. As magical blasts seem to work by discharging energy through the body the Sword of Might's would be painful but a non-issue, though if sufficiently charged to where it could annihilate you twice over you'd be reduced to a head and organs. The Sword of Prismatic Flames will do about half the normal harm, and heal much faster, leaving you better situated against it than a Son of the Devil, though it will still burn you more than it would a demigod. Rapid Fire Bow would be annoying, but little more than that. A Significant Sword would still cut through you except for your rib cage, skull, or vertebra, effectively unslowed, but the wounds would heal quickly and lost limbs regenerate; the Most Impractical Sword would slow this regeneration probably taking something like 2 or 3 times as long. The Bow of Kronos would be only a little more dangerous than ordinary arrows. The Key of Magog would be painful, but do no lasting damage or harm, same with X-Cal-br8. An Explosive Arrow might leave you as a head and organs, but would be more likely to leave you mangled, burned, and regenerating - and very vulnerable to having the amulet stolen or simply fall off. Battle magic would hurt substantially and might leave you with some internal injuries for a half a minute or so, stronger spells could reduce you to a head and organs though more likely just badly burn you and leave you needing longer to heal. The "Sword" of the Barbarians would wound you as readily as if you did not have it, could kill you, and would leave you with a wound that this amulet could not heal, and able to be killed despite this amulet until the wound did heal, other wounds, though, would still heal, so a fatality would have to be relatively quick.

Body Forged in Light: A common sword or arrow will do you no real harm, unable to break your skin and more likely to break against you than to actually hurt you; maybe if

they hit your eye or the inside of your mouth. The Prop Sword, and Mind Sword would similarly not harm you, though the mind sword might cut you before it would break itself. The Sword of Prismatic Flames would give you 1st or 2nd degree burns instead of burning you down to the bones, and it would not also cut you. The Rapid Fire Bow would be unable to hurt you save for a lucky eye shot. A Significant Sword or Most Impractical Sword would still cut you, though these would be less effective against you than an ordinary sword against an ordinary man; the Most Impractical Sword would still be potentially deadly if fired in the right location and might pass all the way through you still. The Sword of Might is likely the most dangerous sword to you, its power against supernatural creatures making it harm you more, but it still would about even out to 'normal sword against normal man', similarly its magical blast while not assured to kill you will certainly wound you. The Bow of Kronos would be a little more dangerous than an ordinary arrow, but unless you counted as an entity of darkness would fall more into 'annoyance' than 'threat'. The Key of Magog would be painful but unlikely to kill you even if it hit a vital area, X-Cal-br8 would be less in both regards, and the Key of Magog would likely fail to knock you down unless you were particularly off balance already. An Explosive Arrow would hurt and wound you, but it would take hitting your eye, open mouth, or several arrows to threaten your life. Battle Magic could potentially wound you and sufficient blows would threaten your life, while even stronger spells would be unlikely to kill you with a single blow. The "Sword" of the Barbarians would wound you fairly badly, possibly passing all three bolts through you, but as this ability does not give you supernatural regeneration, immortality, or any supernatural protection other than sheer toughness it'd negate nothing you possess.

Companion Notes

I generally ignored Barbarian Pheromones and Loved More than Life Itself when balancing companions. I suspect more often than not Harem perks are a negative not a positive on companions, and would advise being careful around them and making sure you've got some charisma resistance before buying such companions unless you want to end up a devoted lover.

Generally speaking I aimed for the 50 CP companions to be people you couldn't build with imported/custom companions but not optimized builds and lacking 600 CP perks (though some got the almost as good 500 CP perks) under 1000 CP even with discounts.

100 CP companions were built to be about as strong as a jumper who didn't take many drawbacks in the 1100-1300 CP range. 200 CP companions were built to be definitely protagonist tier with slightly over 1500 CP. 300 CP companions could be considered balance breaking powers, with something like 2000 CP. All companions were ultimately built with the Multi-Talented background for free, though few actually got its full benefit. I tried to give an OC of each background for each price tier other than 300 CP.

I also used the OC companions as a sort of stand in for scenarios, to give springboard adventures without feeling the need to give you bonus perks or CP for taking them on and thus making these optional story prompts pseudo-mandatory. I ended up using some scenarios anyway, but one required a pseudo drawback and purchasing 3 600 CP items that you then have to claim in jump and the other is just a long and roundabout free companion.

The free companions all are scenarios/scenario-lites. The two that aren't a scenario are intended to be fairly easy… but also fairly unimpressive as companions and generally less optimal than generating a custom companion, but provide a feeling of pre-existing character and them not being someone who only exists at your jumper's specifications.

Disturbingly Sadistic Child is based on Amalthea's cousin from *The Barbarian Queen 2*. And because having to deal with her felt like a good pseudo-scenario.

Trophy Princess is based on most every princess in these films. She's in exile. She needs you to save her. She offers herself as a reward. You have 2 new flings and a love interest in the next ~~film~~ jump.

Amorous Amazon is mostly a Hundra expy, though I forgot that was the intent until partway through writing her and started out writing the villainess from The Invincible Barbarian… I didn't feel the need to change anything though.

Confused Actor is just an attempt at a 50 CP drop-in and wasn't consciously based on anyone.

Discount Wookie is based on the totally not a wookie from *The Wizards of the Lost Kingdom*.

Gentle Barbarian was originally written up as a pure expy of the main character from *The Barbarian Queen* and then sex changed. Only then did I realize it was close to being a description of Ator without his role as destined hero. I actually sex swapped a few of the companions after writing them.

Humble Priest is based on Jack Palance's character from *Outlaw of Gor*.

Large Shadow is of course inspired by the giant from *Hawk the Slayer*.

Prince in Exile was originally just going to be a default Royalty companion who was a princess in distress.

Seductive Witch is just sort of a stock character in these films. Conan had one (though she might have been planning to murder him), Ator had one, Sinbad had one, Circe in Hercules tried a bit at being one. I almost gave her a specific name as Calypso.

Villainous Mercenary was meant to be the woman warrior from Deathstalker 2, but I forgot until I had finished writing them up and then decided to make them female, and they ended up more OC than intended.

Ambitious Sorceress was just an extension of my love for 'OC who serves as an in-universe explanation for your arrival' and 'summoner who ends up servant to the monster they've summoned'.

Conquering Tyrant was originally inspired by the villain from *Ator 2 The Blade Master*.

Friend to Beasts comes from the need to have a Beastmaster expy that was distinct enough from the Beastmaster not to just feel like the Beastmaster.

High Elf Archer was the elf from *Hawk the Slayer*, genderswapped to become the High Elf Archer from Goblin Slayer and then given a quest to tie you into because I felt it made them more fun and feel more like a character in one of these worlds.

Lost Computer Nerd is a combination of the protagonists of *Ragewar* and *Gor* who then was gender swapped.

Succubus Born of Sorcery was the evil doppelganger of the princess from *Deathstalker 2*, but then recast as the main villain through being given pew pew energy beams.

Wolf the Liberator was supposed to be a naked Hawk the Slayer clone but became more of a generic protagonist when I wanted him to be more than 'warrior with the mind sword'.

Joined from Birth were the twin protags of *Sorceress*.

Child Witch started out as either protagonist of the 2 *Wizards of the Lost Kingdom* movies, but developed into something more when I decided I liked the idea of Jumper as a moral guide angle.

Expository Wizard was based on the misogynistic ass of the 'good' wizard from *Thor the Conqueror*. Would have had something for summoning animals but I decided summoning as presented in these films was awkwardly below High Magic but above Low Magic.

Killwalker is obviously Deathstalker, with a hint of the Dark One from Corman's *A Fistful of Dollars* as a sword and sorcery film *The Sword and the Sorceress* and *Wizards of the Lost Kingdom 2*, though really he's just 'generic protagonist' of one of these films.

Long Slumbering Valkyrie was Brynhildr/Brunhildal from the story of Sigurd/Siegfried, because Ator 3: The Sword of Might was a retelling of that myth (or maybe Wagner's opera which merged the two and retold them, I haven't actually seen the opera) with the serial numbers partially filed off and a happier ending.

Scorpion Queen was a mix of the Spider King from *Ator the Fighting Eagle* and Thulsa Doom from *Conan the Barbarian*, though to distance them from Thulsa Doom they got assigned a scorpion motif and gender swapped.

Skullman is Ator's brother from *Ator 3 the Iron Warrior*.

Visitor from Space is a nod at the long standing Sword and Sorcery tendency to mix in science fiction, and the chronologically earliest Robert E. Howard Conan story (as opposed to the first written or published) where he saved an elephant alien from a wizard's tower… which given Sword and Sorcery was originally coined to describe stories following in the vein of Robert E. Howard is part of the start of that tendency. Also I needed a 200 CP Drop-In OC.

Warrior Princess was not based on Xena despite the name, but instead a gender swap of the protagonist of the Sword and the Sorceress.

Adora the Ethereal Princess's name should be a clue. Started with wanting an OC Hercules which should have been He-Man, a grumble at how wrong the *Masters of the Universe* movie was, and then gender swapping Adam… at which point they became a She-Ra expy.

Green Knight is just Sean Connery as the Green Knight, though some of his perks and items are definitely a step up from what was shown; his armor wasn't shown to possess any particular defensive properties, his ax wasn't shown to be significant though did seem sharper than usual, and he was killed with a non-magic weapon, so this is a bit of an exaggerated version to justify the highly increased CP cost compared to the Canon Recruitment.

Secret Name Known to You is obviously based on the god summoning at the end of *Sorceress* though with elements of Vanir from *Wizards of the Lost Kingdom 2*, and a nod at Michael Moorcock's influence on the genre (including being part of the discussion that named it).

Filmography

Most of these films can be found on Tubi, or Youtube. Some I may have only been able to easily find in the form of MST3K episodes (*The Wizards of the Lost Kingdom 2* for example I only found in the Netflix MST3K revival).

Being on this list is not a condemnation, many of these are 'so bad they're good' or just fun adventure movies with effects and actors not up to making it as a major production. That said, being on this list is also not a recommendation, many of these films are bad, and some are serious bores with little to nothing to redeem them.

All films were the English dub if it could be found. While not every film had something make it into the end result, these were films I tried to keep in mind while making the jump. This is not intended as a comprehensive list of jumps it could be used for. Just the ones I was trying to keep in mind while working on and making it.

Hawk the Slayer - probably marks the limit towards LotR that the jump is built around; not intended as a hard limit as to what can be jumped with the jump, but a statement of intent in design.

Deathstalker - In contention for being the best of the Roger Corman films in the genre, and for being actually a good popcorn flick, if a bit on the exploitative side.

Deathstalker 2 - Self-aware self-parody of the genre. In name only sequel. Arguably the best film on the list, but as a parody it's apples to oranges.

Deathstalker 3 - No relation to either of the first two films, though he does reference how he's always getting involved with princesses.

Deathstalker 4 - The original actor returns to reprise his role as Deathstalker and it actually seems to be a sequel to the original. But it lacks the magic that made the original work. Also he has his sword back… which he destroyed at the end of the first film… and now can set things on fire from afar?

Wizards of the Lost Kingdom - probably marks the limit for high magic that it was made with intent for.

Wizards of the Lost Kingdom 2 - It's like a remix of several of these films in PG instead of R rating. It also actually crosses the line out of the personal scale and motivations of Sword and Sorcery into the more Lord of the Rings side of the spectrum that contrasts Sword and Sorcery (the heroes are motivated to do good because they are good), but I allowed it because it was Roger Corman re-mixing several Sword and Sorcery movies at a PG rating.

Ator: The Fighting Eagle

Ator 2: The Blademaster

Ator 3: The Iron Warrior - Only connection to the previous films is Miles O'Keeffe has returned to pose as a character

Ator 3: The Mighty Sword - Made by the same director as the 1st 2 Ator films, disowning the Iron Warrior… and arguably has even less connection to the previous Ator films than Iron Warrior. Also released in some areas as Troll 3.

Gor

The Outlaw of Gor - Stands out for actually being foreshadowed in the first film and obviously planned.

Conquest

The Invincible Barbarian

The Sword of the Barbarians - Sword not included. The non-sword weapon which was actually significant in the film was though.

Stormquest

The Throne of Fire

Sorceress

Barbarian Queen

Barbarian Queen II

Barbarians - Got a surprising amount from it given its quality (inspiration for the Gladiator perk, though that was a common trope, source for the Belly Stone, directly referenced in Mighty Thews).

The Sword and the Sorcerer - Vies with Deathstalker for the best of the Roger Corman films, and actually really rather surprisingly high quality when compared to a lot of his real cheap films.

The Warrior and the Sorceress - Yojimbo but sword and sorcery schlock.

Yor the Hunter from the Future - Probably marks the limit towards Science Fantasy that the jump was intended to cover like Wizards of the Lost Kingdom does for more higher magic worlds.

Fire and Ice - I tried to mostly avoid animation; it's just a different beast than live action schlock, the scope can be far more epic than a low budget action movie, and the target demographic tends to be younger, but this is so thematically and narratively in tune that I made an exception.

Heavy Metal - Really only the Dan and Taarna segments, but it falls into the same category as Fire and Ice. Technically included absolutely 0 directly from it, though many things still showed up that'd work for it (Dan and Taarna both would have most of the Warrior perk line, and Roaring Rampage of Revenge for Taarna, Taarna's winged steed would be a Dragonhawk) just except for the flying steed (which doesn't show up in the live action films) most of these things are such common and universal tropes I didn't even rewatch it or check my notes for a failed Heavy Metal jump to make this. I think the only thing that actively came in from it was the mutant option in Black Knights, though the regenerating villain from Dan's segment helped to get Son of the Devil in.

Beastmaster - Probably the high water mark for quality that still qualifies for the jump. Still despite being made as a significant theatrical release it hits the story notes and has the right exploitation and schlocky elements.

Beastmaster 2 Through the Portal of Time - Really actually more High Fantasy/Heroic Fantasy, due to the shifting in Dar's characterization and motives (he's gone from 'these people killed my village I must have my vengeance' to 'I do good because I am good and moral') but gets grandfathered in as a sequel.

Beastmaster 3 The Eye of Praxus - Didn't actually include anything from it, but a more faithful sequel to the first than Through the Portal of Time, and very reminiscent of Conan the Destroyer.

Amazons (1986)

Thor the Conqueror

Hundra

Hercules (1983) - Keep moving back and forth on including stuff specifically from this… or just ear marking the Hercules perk for if I make a Generic Fantasy Movie jump. The mythic scale and scope puts it a little outside of these films, but it watches like one and follows the story beats of the genre more than of Hercules's legends (prophesied strong man hero vs evil sorcerer king, parents killed by villain, adoptive parents also killed by villain, falls for a girl, girl abducted by villain, hero finally goes to stop villain). It's like someone watched Clash of the Titans, and then some Roger Corman fantasy films and went 'let's make a Clash of the Titans cash in in the style of these'. Except for power level it's precisely one of these films. I almost disqualified it on account of it ultimately actually being a story of cosmic Good/Order/Magic vs cosmic Evil/Chaos/Science, but in this film while Zeus made Hercules to be the force of Good, Hercules's motivation is not about that, it's about 'this King Minos guy killed my parents and abducted my girlfriend to sacrifice her' so it slips by barely.

The Adventures of Hercules - Sequel to Hercules 1983, and only made it in by the slimmest of 'I need another item for the Ally tree' levels. The quality really is the same sort of level (Need realistic statues? Paint some people with gray paint, miss some spots, and let their eyes move visibly on camera), but it tilts back towards Ray Harryhausen films of the 70s such as Columbia Pictures' Sinbad movies (albeit with worse effects), which admittedly are the direct predecessors anyway.

Sinbad of the Seven Seas - Little on the kid friendly/fairy tale side for a true Sword and Sorcery, but closer than anything Arthurian, and actually closer in tone and style than the Adventures of Hercules.

Time Barbarians - 1990 (or 92? Things disagree) film that can be summarized as Beastmaster 2 but lower quality, and with some female nudity. Most notable thing here is that because he summoned his sword with a thought and used it to deflect bullets I specifically added bullet parrying to the mind sword instead of being on the fence.

Lords of Magic - 1989 movie about a pair of white wizards who must travel to the present time. Higher magic than Wizards of the Lost Kingdom, but more reliance on sword fights. Has one of the most powerful sorcerers in the films drawn from.

The Dungeonmaster/Ragewar - Despite getting a reference in a perk, a reference as a companion, and one of the Drop-In items, it's not actually sword and sorcery. It's contemporary fantasy with sci-fi segments, horror segments, and yes points that veer into sword and sorcery. But I decided it was close enough.

Sword of the Valiant: The Legend of Sir Gawain and the Green Knight - I was, and still am, torn on including material from this one. It's not really Sword and Sorcery, being more Arthurian legend, but you can see tropes that were developing in the 80s Sword and Sorcery craze in it, and it's an odd mix of Arthurian romance and 80s schlock never able to fully pull itself into either world.

Star Knight - I really wanted to include the armor and maybe 'dragon' from the film as a drop-in item, but ultimately while very much of a similar quality (despite having been the most expensive film in Spain at the time… at a whopping ~$4,000,000 when converted to USD so right in the range of these), it's not Sword and Sorcery - arguably given it has more science fiction elements than magical ones isn't even fantasy - drawing more on Chivalric Romance for its tropes and genre conventions, and being placed in medieval Europe instead of a fantastic world/age. Still managed to get an item included.

Hearts and Armour - Again more chivalric romance than Sword and Sorcery, but like Sword of the Valiant and Star Knight felt like it'd be at home in part of a midnight movie marathon of Sword and Sorcery films.

(Dis)honorable Mentions

These films fall a little bit too far outside of what felt right for the jump. For a lot it could be said they failed the litmus test of 'can you find this movie on Tubi/Youtube because no one cares about it enough to enforce copyright'. For others they just felt a bit too far from the main thrust of things.

In the end you could consider these films that I considered, but decided against, actively working to include.

Willow - This was a close close one. In the end it failed the litmus test of being schlock enough that people don't care for the rights, and elements will likely find their way into another generic fantasy films jump (for higher quality/budget ones) I'm half-planning. Still potion maker references it, and Goblet of Magic+Transmutation+time and experience could make for most of the magic shown.

The Ironmaster - Sword and Cavemen. Interesting in that. There are some maybe supernatural maybe not elements but ultimately it's at the extreme low end of the power scale for this jump's intentions so gets a nod here. Unless I want to give an extreme pacifism drawback nothing is coming from it.

The Devil's Sword - Indonesian martial arts movie with warriors who gain magical powers - and immortality - through martial enlightenment… so early Xianxia film except it's not Chinese. Still the Crocodile Queen, and the quest for the Devil's Sword could be straight out of one of these films, and it feels more Sword and Sorcery than Warriors of Zu Mountain.

She (1983) - A gonzo post apocalypse movie and not strictly speaking Sword and Sorcery, but with schlocky production values, black riders abducting women to kick off the plot, Sandahl Bergman (Valeria from Conan the Barbarian) as the titular character running around in a barbarian skirt and top with a sword making it feel like yet another Conan cash in, and a feel that's a lot like a half-way developed version of the genre. It's weird, and close but just somewhat outside of the scope of things. It is arguably closer than Ragewar, but I didn't enjoy it as much and ended up cutting everything I considered taking from it.

Masters of the Universe - Still the best New Gods/4th World adaptation I am aware of. And better as He-Man than some newer He-Man media. Still not He-Man, and more Sword and Raygun than I wanted to include. Truth be told several things almost made it in in some form or another (Skeletor's throne, the cosmic key), and a companion referencing He-Man did make it in (though referencing the cartoon more than this), but ultimately I felt it'd fit better in another generic fantasy jump that's percolating in the back of my mind.

Conan the Destroyer - Honestly would have made it into the jump (admittedly as one of the higher quality examples) except 1) I have already made a jump for the Conan films (and Red Sonja… need to include Kull since it was written as the final film in the trilogy), 2) Conan the Barbarian as the gold standard for quality and setting the A/A+/S tier for these movies and thus not being a Bad B Movie couldn't be included and including the sequel without it would be a little difficult, and 3) it failed the litmus test. Still actually hits a lot more of the tropes that Conan than Conan did, lacking the philosophical backbone of Conan the Barbarian and being just a fun adventure romp and feeling like a D&D adventure.

The Last Unicorn - Actually is on tubi. And is oddly adult in places. It falls close, but not as close as Heavy Metal, and ultimately doesn't belong here being more high fantasy/fairy tale than Sword and Sorcery. Still would have made it in if I didn't have another jump percolating in my mind.

Legend - Similar to the Last Unicorn, except where the Last Unicorn would have slipped through if not for the other jump, Legend definitely crossed the line where I couldn't make myself include it… And the fact that it may be my favorite 80s Fantasy Movie meant that another jump had to percolate in my mind for it.

The Black Cauldron - In a similar place to the Last Unicorn except because it's Disney it failed the litmus test. It feels more towards LotR than Conan, or most of the included films. It's actually kid friendly. Its cartoon nature freed up special effects constraints that separate it from the live action schlock. And as noted it's Disney, but even if it wasn't it actually is pretty decent quality and craftsmanship, despite being a flop. Could the jump be used for it? Definitely, I think. But it would never have been a great fit.

Merlin and the Sword - Imagine Excalibur if it was a made for TV movie. This would fit in the midnight marathon aspect, it's quality is absolutely lacking, it's super cheap, I found it free on youtube… but even compared to the Chivalric Romances which did make it into the jump in some way it misses the tropes and the beats even if it does have a sorcerer duel. If the films that made it are Gawain and his brothers, this would be Mordred, their evil half-brother, close, but still not quite part of the bunch.

Avalon (of Excalibur) (1989) - I couldn't find this streaming online at all. And I wasn't ordering a DVD for it. But the bad movie review made it sound like it'd fit.

Army of Darkness - I'd have been tempted to include *something* from this if the Evil Dead trilogy didn't already have a jump. Honestly a bit too high quality, and very much an aware comedy like Deathstalker 2, but… Ashley J. Williams is the king.

Changelog:

Version 1.0.0: PDF version made. Posted as complete.

Version 1.0.1: A van was suggested. Combined it with a dummied out convertible based on Beastmaster 2, because it was too fitting to skip.

Version 1.0.2: Added a respawn timer to the tiger. Fixed Dragon Hawk to respawn in line with ferret life cycle like all other non-horse pets. Fixed an erroneous reference to MST3K being a CP value. Was prompted to put in the duration extender toggle I forgot. Renamed Dress fit for a Princess to Barbarian Chic (as was always intended). Made Three Lives to Life replenish albeit very slowly in long jumps and made it clear that it undoes aging meaning if you can keep from dying for over 50 years reliably you're immortal.

Version 1.0.3: Cleaned up an item (X-Cal-Br8) that was accidentally 600 CP instead of 500 CP.

Version 1.0.4: Fixed that Companions referenced an old name for the Dual Class origin. Made Lord of Magic drawback a little less punishing. Made To Become The Power easier to accomplish (it no longer OoC locks you, merely has the possessors scale so that the 3rd one you go after will be a worthy challenge to you), and potentially an end jump option.