


Jumpchain cyoa

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The world of the fifth game in the dragon quest series, it is despite outwards appearances a rather dark and volatile world full of monsters, death, and slavery. Currently a demon named Nimzo is attempting to take over the world, and as part of such is kidnapping any children he can find to have enslaved to build his temple. The enslavement is only part of the reason he is having children kidnapped however as he is looking for the "legendary hero" who is the only one who can stop him, if he finds this hero they will die and Nimzo cannot be beaten. The hero will not be born for another 4 years and won't be able to stop Nimzo for at least another 8, good luck.

**1000cp**

As a result of the frequency of revival magic and death spells in this world, you will not fail your chain if you die, unless all members of your current party die leaving no one to get you revived. Alternatively you will fail your chain if you remain dead for more than 1 week.

**Race**

**Human-** humans here are much the same as in most worlds with no true advantages over the monsters around them, save for their greater propensity to make and use weapons **free**

**Zenithian-** winged humanoids with a natural aptitude for magic, they are known for taming dragons but are somewhat xenophobic **200**

**Recruit able monster-** one of the common lesser species of monster that inhabit this world, though also one of the more intelligent breeds **100** can instead choose to be any non-boss monster for **300**

**Boss monster-** you can become a copy of any boss monster in the game except for grandmaster Nimzo or Bjorn the behemoose for **400**



**Origins**

**Monster tamer-** a wanderer or drop in, you have no history in this world and no connections to anyone in it. **Free age is 1d8+10 or pay 50 to choose**

**Enslaved royalty-** unfortunately you have no surviving immediate family and you have been forced to work as a slave building a temple to Nimzo for the past 10 years, luckily for you, your counterparts the enslaved princes of Coburg and (unknown to him) Gotha have managed to escape and brought you with them. There's a kingdom somewhere in this world you were born to rule and it's just waiting for your return. **200 age is 1d8+10 or pay 50 to choose**

**Zuzwang cultist-** the bad guys of this world, followers of the demon Nimzo who wishes to conquer the world, the cultists main jobs are to find slaves for his temple or to track down and eradicate all traces of zenithian blood so he cannot be stopped **100 age is 2d8+30 or pay 50 to choose**

**Kid-** a small child incapable of doing much on your own, fortunately for you, your parents will be doing most of that for you for the next several years **free age is 1d6+3 or pay 50 to choose**




**Location**

Roll 1d8 or pay 50 to choose

**1 Whealbrook-** former home of the main character and his father Pankraz has been abandoned and fallen into ruin

**2 Coburg-** home of the enslaved prince Harry the former queen has been imprisoned and replaced by an imposter who rules with an iron fist through Harry's half brother

**3 Heavens above abbey-** church southwest of Coburg and the gambling/port city of Fortuna the main character and Harry will be here later today free for enslaved royal

**4 Monstroferrato-** home of the Briscoletti family, in a few months Rodrigo Briscolleti will open the challenge to obtain a pair of magic rings for the right to marry his daughter Nera

**5 Gotha-** a large kingdom surrounded by mountains somewhat prosperous but unknown to its people their missing king has been killed their queen imprisoned and their prince enslaved, the prince will arrive and retake the throne in 4 years

**6 Helmunaptra-** a desolate desert nation with little of note save an old magic helm nobody can wear, nothing of importance will happen here for at least 12 years

**7 Zenithia-** a formerly floating castle that crashed into a lake, home of the zenithians an isolated winged people, and the dragon they tend to worship free zenithians

**8 Free choice-** free choice of any location in the world be it listed above or not

**Perks**

100cp perks are free to their respective origins and other perks are discounted

**Monster tamer**

**Monster taming-** this is of course the prerequisite skill needed to be called a monster tamer, occasionally after you beat a member of a lesser monster species unconscious they will decide

they want to follow you, and will give you their service forever, even if you get them killed literally once per day **100**

**Zoom-**a classic of the series, you now have the knowledge of the spell Zoom which allows you to teleport to the entrance of any city you've been inside before. To make this better you also gain the knowledge to make evac-u-bells and chimera wings, single use items which teleport the user to the entrance of the dungeon/building they're in, and to the entrance of the last city they visited respectively **200**

**Healing magic-** the ability to mend the wounds of yourself and others, you start with the basic heal spell and have the capacity to learn the rest of the heal spell series and if you put in the effort you can even learn the zing and kazing spells which can revive the dead, post jump these spells will only work once each on any person or monster you cast it on. **400**

**Golden opportunity-** once per jump you may return to the past, to any point when you were alive and take any single object you desire before returning to the present, the object taken will be replaced by a very convincing fake that will be conveniently destroyed before anyone can notice. This perk doesn't change your own past and cannot create a paradox **600**

**Enslaved royalty**

**Never forgotten-** nobody ever forgets you, even if you've been missing for 10 years animals will recognize your scent and the people you've met will automatically know who you are when you return **100**

**Jumper prince of-** if you have blood ties to the royal family of a nation, be it the current family or former, you can quickly easily and legally take the throne for yourself, by simply killing whoever happens to be ruling at the time. If you do so nobody will ever question your right to rule and none of the deposed leaders' followers or family will ever seek revenge. If you would prefer not bloodying your hands you may also convince them to give you the throne by fulfilling whatever traditional rites of succession the country may have **200**

**Support magic-** while not quite as awesome as tossing about fireballs or as celebrated as healing wounds or fantastic as reviving the dead support magic has its place and it is a strong one, you now have the basic spells to cure any status ailment, increase your teams stats and decrease enemies stats, and you may learn the more powerful and advanced versions of these as well, though admittedly none are so dramatic as zing or whack **400**

**Warrior king-** the people of this world are of the firm belief that a king should be on the frontlines of battle rather than waiting in their castles, and now so are you. Your strength is amplified greatly putting you beyond the natural limits of humanity and able to strike down most monsters with a single hit and adding to this is the unique ability that any strike you launch will

occasionally land twice on an opponent without you hitting them twice. You are the king jumper, and so you may take on opposing armies singlehandedly and you can win **600**

**Zuzwang cultist**

**Bad guy's R us-** monsters and criminals recognize you as one of their own and are therefore less likely to attack because of this, in this world a monster will not attack you unless you attack first or it is ordered to do so and could even be persuaded to work for you if you have something to offer. This effect is less effective in future jumps and as an example a zombie from another world will still try to eat you, but if you avoid pissing it off a dragon might allow you into its lair for a meal. **100**

**Monster maker-** you now have the capabilities to create lesser monsters from your own powers, from slimes to trolls if you've killed a monster before you can recreate them and while they start off weak and stupid, they can grow in both power and intelligence with time. Boss monsters cannot be recreated **200**

**Attack magic-** the first thing most people think about when they hear the word mage in context to this series, you now know the basic spells frizz, crack, whoosh, bang, zap and zam and have the ability to learn the higher forms of each series in time. You also have the potential to eventually learn the spells whack thwack and kathwack, an inaccurate but terrifying series of spells that instantly kills anything it strikes **400**

**Demon form-** you may take on a monstrous demonic form at will, this form is vastly more powerful than your prior state and taking it instantly heals all wounds you had before. While in this state you become nearly invulnerable to physical attack, resisting by the nature of your body 90% 0f any damage from a purely physical strike, though this gives no resistance to magic. While transformed you gain the ability to turn enemies who are vastly weaker than yourself into stone statues. **600**

**Kid**

**Imaginary friends-** you are always capable of seeing anything around you, if a species of fairy can only be seen by children you could see them even as an old man, if a ghost cannot be seen by the living you could see them in the prime of your youth and health **100**

**Rebjorn the behemoose-** if you kill a particularly powerful monster such as a boss you may at will choose to have them reincarnated. The reincarnated monster will be weaker than even a slime but absolutely obedient to you and able to come with you as a follower. Of course, if trained properly the reborn monster can eventually regain the strength it had in its previous life, and possibly even exceed it. You may reincarnate up to 2 monsters per jump **200**

**Generalist magic-** learning how to attack support or heal with magic is great but learning to do all of it is better, so long as you see or are hit by any low to mid-level spells you will instinctively learn how to use them yourself this however cannot give you the ability to use the strongest of each spell series and cannot give you access to the whack or zing series at all **400**

**The legendary hero-** any sort of item or weapons that requires a certain person to use such as the zenithian equipment here or the master sword in the legend of Zelda will work just as well for you as it would for the intended wielder, and if the object wasn't already it becomes indestructible while in your hands **600**



**Items**

100 cp items are free, and others discounted for their respective origins

**General**

**Gold-** a bag of 10,000 gold **50**

**Mini medals-** a bag of 10 mini medals **50**

**Basic weapons-**this world is a dangerous place and it'd be impolite to leave you without a way to defend yourself; you gain a weapon made of iron or steel, basic but high quality the first is **free** for all but further purchases are **50**

**Basic armor-** most people in this world wear some kind of armor including the monsters, so you'd stick out if you didn't, you get a set of basic but well-made armor be it cloth iron steel or wood. The first is **free** for all but further purchases are **100**

**Monster tamer**

**Whip-** a magic whip with an odd effect, the whip itself cannot inflict damage to anything but people, on animals or monsters it instead makes them more friendly towards the user with each lash, you'll still need to beat them for them to follow you but each lash makes the chances of them deciding to do so far greater **100**

**Magic sword-** not necessarily a sword but a well made magic item regardless, it can have one of a few effects, it may inflict a status ailment on contact, have the ability to launch a low level attack spell of an element of your choice, or have the ability to heal your wounds a bit with each strike **200**

**Knick Knackatory-** an old museum has fallen into your care its empty now but it's the perfect place to display all those items trinkets tools and Knick knacks a jumper tends to pick up, post jump becomes a warehouse addition. **400**

**Enslaved royalty**

**Royal cape and turban-** not necessarily a cape r a turban, but it is a distinctive bit of clothing that causes everyone who sees you wearing it to instinctively recognize you as royalty, whether you actually are or not **100**

**Pankraz's sword-** a memento from your deceased parents, nothing magical about it but its blade is strong and sharp enough to cut through forged steel or dragonhide like they're made of hot butter, and the blade itself never breaks **200**

**Gotha-** not literally the kingdom of Gotha but your own small kingdom from this world can be brought with you on your travels, along with anyone born in its borders. **400**

**Zuzwang cultist**

**Chains and tools-** everything you'd need to build a temple to an evil demon sorcerer, or rather everything you'll need to force somebody else to build it for you **100**

**Bjorn the behemoose-** an old ceramic pot the size of a man, it contains an ancient and powerful monster the size of a mountain and with enough power to wipe a city of the map with a single blow. Once per jump you may remove the lid from this pot, freeing the monster to rampage across the world until someone manages to kill it. Be careful it's as likely to kill the one who freed it as anyone else **200**

**Crocodilopolis-** a completed dark temple to a powerful evil monster, built on decades of labor from kidnapped child orphan slaves and complete with a portal to the local hell equivalent and powerful monsters serving as guards **400**

**Kid**

**Night light-** despite the name not a light to help you sleep at night, instead a lamp akin to that of a Disney genie that has the power to turn day to night and night to day in an instant **100**

**Stolos staff-** a powerful magical staff, once per jump you can use this to return someone who has been turned to stone to normal **200**

**Zenethian gear-** a full set of copied zenithian equipment, powerful armor and a sword each with unique effects, comes with the ability to use it free with the child of legends scenario **400**



**Companions**

Due to the 4 person teams prevalent to this world you may halve the price of companions if you purchase 3 and only 3 companions

**Canon companions-** you may take any canon human character from this world as a companion if they're still alive by the end of the jump and you can convince them to join each cost **200**

**Saber the sabercat-** you may take any monsters you recruit during this jump with you so long as they're still alive by the end of it each cost **100**

**Drawbacks**

You may take up to 600cpworth of drawbacks the 400cp drawbacks stoned, and Nimzo's target do not count towards this limit

**Bad luck-** for the duration of this jump you are entirely incapable of winning any bets or game of chance but are also completely unaware of this face **+100** or an additional +**100** you are convinced that you have a perk that makes you incapable of losing a bet despite all evidence to the contrary

**Slime bait-** for whatever reason slimes really like you, this has the unfortunate side effect of causing you to be constantly attacked by them when outside of cities and finding them in the worst of places when in cities, like your bed, baths, clothing drawers, food stores, and the cup you were drinking from +**100** for an additional **+200** you cannot gain any exp from any monster from the slime family, including metal slimes.

**Illiterate-** for the duration of this jump you cannot read and cannot learn how to read, everything that isn't spoken must be communicated through simple pictures **+100**

**Monster allergies-** for the duration of the jump you are violently allergic to a single family of monsters and sneeze uncontrollably in their presence can be taken multiple times **+200** slimes give an additional +**200** if taken with slime bait, gives an additional **+300** for monsters if they choose their own family

**Seasickness-** during this jump you become violently ill whenever you try to use any form of transportation aside from your own 2 feet (or your mount if a slime knight) be it magical or mundane, this is worse on water +**200**

**Generic soldier-** for the entirety of this jump you are completely incapable of using any form of magic or out of jump powers **+300**

**Enslaved-** you start the jump in crocodilopolis as a slave being forced to build the temple for Nimzo you have one year to figure out a way to escape or you will be killed as a sacrifice for Nimzo cannot be taken with the Grandmaster Nimzo scenario **+300**

**Orphaned-** your parents are dead; you have nobody to help you survive in this world of monsters and cannot use out of jump powers for the first 3 years of the jump kid only cannot be taken with the The Child of legends scenario **+300**

**Stoned-** at some point during the jump you will be turned to stone for 8 years, time as a statue doesn't count as time passing for the purposes of time in the jump, while nothing will happen to you during these years you will be aware the entire time, unable to eat sleep drink close your eyes move or use out if jump powers. You will be forced to endure 8 years of nothing, try not to go insane **+400**

**Nimzo's target-** grandmaster Nimzo believes you are the legendary hero, and so is ending everything, he has to kill you. This includes a literal army of cultists and monsters and several generals who are completely immune to all damage unless fighting a zenithian, due to taking this drawback Nimzo and all his followers are not immune to your out of jump powers cannot be taken with Grandmaster Nimzo scenario **+400**



## Scenarios

**Jumper son of Pankraz-** you replace the games main character and instead start at the beginning when you are 6 years old, you must face and conquer every trial he would have faced and defeat the demon Nimzo to rescue your new mother. You have the opportunity to fix things and can avoid being turned to stone unless you've taken the drawback. You will be staying for the 22+ years the game covers and if you should succeed you may take your spouse, children, saber, and your family servant Sancho with you as follower or companions at your discretion, if you purchased Gotha from the items section you may take both the actual kingdom of Gotha and your spouse's home city with you. Cannot be taken by Zuzwang cultist or kid

**The Child of legends-** you now replace the child of the main character, be it the son or daughter you will regardless be the one to bear the zenithian gear, you will start the day you free your father from his stone prison and will continue until the games events have ended. If you succeed in defeating Nimzo you may take your parents, sibling, saber, and your family servant Sancho with you as followers or companions at your discretion, kid only

**Grandmaster Nimzo-** rather than being some random cultist you are their leader the Grandmaster Nimzo, within the next decade you must take over the world, kill the legendary hero, and quash any rebellion against your rule. In return your power will be multiplied greatly and you will gain the ability to turn others into monsters, granting at will weakened copies of your own abilities and should you desire to do so, these monsters will be invulnerable to all damage that doesn't come from a member of your own species Zuzwang cultist only