Wandersong Jumpchain Draft 1.0
By Paradoxdragonpaci

Greetings, Wayfarer, and welcome to Wandersong.

Wandersong is a game developed by Greg Lobanov, Em Halberstadt, and A Shell in the Pit. It is a story and music-based puzzle platformer adventure game centered around the rainbow-colored wheel that allows the Bard(the protagonist) to sing different notes.

It is also a World that is about to soon expire as Eya, the Goddess and Creator of the World, prepares to destroy the old, failing one so that She may sing a new, young one into existence. Though such grand events will be handled by a plucky Bard and a Young Mage if you don't intervene, have a 1000 Choir Points (CP) and see how you might weave your voice into this grand choir.

Of course, having the literal world end might be detrimental unless you can survive such things or hide in your Warehouse so please be careful, though it would be rather hard to seriously prevent the Bard from doing his job unless you do something reckless.

You'll be spending 5 years(or perhaps far less) in this place, so without further delay.

Location

Roll a d8 for your Location or pay 100 to choose. You'll begin in a town or city that is closest to those regions.
Your age and gender may be whatever you choose to be within reasonable ranges.
Locations:

1. Langtree
2. Delphi
3. Tatango Islands
4. Chismet
5. Mohabumi
6. Xiatian
7. Ichor Mountain
8. Free Choice

Origins

Bard (Drop-In): You are a Bard, a Person who is able to Sing really, really well. You start off at your home in your location and are woken up by a Dream that the world is ending and you are determined to stop it!

Witch/Wizard: You are a Witch, or a Wizard, a person who can wield the arcane arts and do Magic!! You received news from somebody near to you. Whether that be your Grandmother or close friend that the world is ending and you are determined to stop it. You begin outside your home, ready to scour the world for the Nexus Points to gather the Earthsong from the Overseers.

Hero: You are a Hero, the actual person the Dream was meant for. You are well-versed in cutting down anything that stands in your path and your Destiny is Important!! Your Role in this Last Act of the World is to prevent the Overseers from being corrupted by ending their lives before then, or at least killing their corrupted forms. This of course will hasten the end of the world, but at least it will be a clean end, right? You begin on the road, having already been a travelling adventurer for quite some time now.

Overseer (200): You are an Overseer, a fundamental part of the World created by Eya.As the Song that makes up the World becomes stale and distorted and Eya begins to craft a new Song and World to takes its place, you are starting to feel the Corruption creep it's way into you as well. Your reasonable age range becomes centuries if not millennia long and you begin in your Spiritual Land, feeling your very being start to waver as the Corruption continues to sink its claws into you. Post-Jump, this will become an Alt-form that will greatly increase your control and power over your Domain. As you did pay a premium, rest assured that the Hero will not actively seek you out to kill you.

Perks:

Now, you may choose your Perks from the Selection below, please note that Perks for a chosen origin are discounted by half of the cost (50%), and perks below 100CP cost are free for their respective origins.

General Perks

Optimism [200]: You are an Optimist! Or at the very least, you have the Willpower to persevere onwards like an Optimist. You can always find the silver lining to any cloud and be able to make the best of things, even if the World ends!! This allows you to keep moving on, even in the face of the End of all things, though deep personal tragedies may still affect you for a time, or until you cheer someone up.

Eya's Grace [400]: You are blessed by the grace of Eya, who sang the world into existence and will continue singing new worlds after the old ones are destroyed before they become too distorted. You have a tiny fragment of Her power, enough to substantially improve your abilities in whatever your Origin excels at. This incidentally, also grants your Capstones additional benefits due to your excellence, which will be noted in the Notes.

Bard Perks:

Entrance to Spirit Realms [100]: So you wish to enter the Spirit Realms Jumper? Well this Perk allows entrance to the Spirit World through Nexus Points to reach the various Spiritual Landscapes which surround the Castle of the Overseer.This perk also grants knowledge of language of the Overseers which doubles as the language of Ghosts. In future Jumps, you may also find places where you can enter the Spiritual Landscape of the World and be able to speak to the dead.

Singing [200]: Your song brings the world around to life! Perhaps even literally. This Perks allows you to express any magical or supernatural abilities you might have through song, and it will even give you a perfect singing voice and some slight magical powers if you don't have them already.

Give Peace a Chance [400]: War is a terrible thing Jumper and yet so many wars are waged endlessly. No more, with this Perk you can sing with the Voice of the Masses, the Dead and even the world if they allow it. With this you can convince even a generation-spanning war to end within a month if you do nothing but play diplomatic.

Wandersong [600]: Though the Earthsong may be lost, there is still Hope. With this Perk, you gain an incredible talent for composing and Improvising songs but the main power this perk grants is the ability to lead any number of people in Song. When doing so, you can perform a Miracle, directly proportional in strength to the amount of people whom you lead. Let the whole world sing this Song of a Wanderer, the Wandersong. Though using this will exhaust you. Read the Notes for more clarification.

Mage Perks

Magic! [100]: You know Magic! You can cast fireballs and all the basic stuff that any wizard or witch should know how to do.

Instrument [200]: You know how to perfectly play an instrument and if you wish, you can express your magical capabilities through this Musical Instrument as well!

Potion Brewing [400]: You have mastered the Science(and Art) of Potion Brewing Jumper. With this Perk you might even be able to brew the fabled potion of power! Though just make sure that you are using the correct ingredients, don't want to actually create a potion of tummy aches after all!

Enchantment [600]: You know how to Enchant things! What kind of Enchantments? Well, possibly anything, though for starters you would know how to make flying brooms and walls that respond to the magic inherent to song to activate and alter the user's personal gravity to stick to that wall! Hoo. Though that is only the start of what you can do, with time and experience you might discover new applications and have the enchantments cover larger and large scales, up to a City!

Hero Perks

Weapon Mastery [100]: You are really, really good at wielding that magic sword huh Hero? Well it doesn't have to be a sword, it could be a Lance, a Spear or even a Crossbow! You are just talented at wielding whatever weapon type that you pick here I suppose.

The People's Hero [200]: You are the Hero of this Land, Saviour of it from the End Times! It is only fitting that you are able to rally the masses to your cause, causing them to become friendly to you, as long as you are not their enemies of course. But you are the Hero right?

Angelic Advisor [400]: You can hear the Voice of Eya! Or at least, one of her Angels. Whenever you are not sure of where to turn next, or just want somebody to talk to, this Angel, though invisible and intangible, will hear and speak to you and only you, counselling you on what to do next. Post-Jump, the Angel will stay with you, gaining enough knowledge to always suitably advise you. Of course, as an Advisor, following their advice is up to you and they cannot interfere in physical affairs beyond this.

As Prophecy foretold [600]: Hero…you are not meant to save this World. Rather, you are to cleanse the corrupted remains of the world as it becomes distorted, before it all ends. This is all part of Eya's Plans and thus. Whenever you follow a Prophecy, or the Will of a Divine Being, you gain a large amount of power to make this vision come through. Yet, be careful, for while the power granted is immense, it is not infallible. And once the Prophecy is through, what you do afterwards does not retain this power boost. With this power boost, you are able to kill even Gods and other beings that should be out of your league.

Overseer Perks

Domain [100]: You are an Overseer, and thus you have a Domain that you rule over and embody, like Winds or Dreams or Hearts. Thus, you may choose one to similarly rule over and embody, which basically means you are a God of that particular concept though...not one that has a particularly large amount of power by any means. To be clear, this means you gain conceptual control over that thing. For example: choosing Winds may allow you to become like the wind and hard to trap or control the "winds" of change to change your luck in minor ways

Bearer of a Melody [200]: As an Overseer, your very existence is crucial to the fabric of existence on at least some level, yet you may choose to give up this metaphysical importance and grant it to somebody else, allowing them to become more powerful in some vague way. Do note that this will cause your fall into corruption to hasten, though Post-Jump, this merely weakens you for as long as you continue granting that Importance to somebody, which you can recall at any time.

Attendant Aid [400]: This perk allows you, the Overseer, to conjure up various entities that help you spread your will. Think of them like miniature angels for your will. They can help spread your influence far from where you are and do stuff while you are away. Furthermore, you can choose one of the attendants to become your Fairy, which grants it full sapience and a larger control of your Domain, allowing it to serve as your secretary-equivalent.

Controlled Corruption [600]: Now this is a special ability here...You now always retain a high level of control over yourself, even if you are Corrupted or Mind Controlled or what else. This means that whatever happens to you, the actual impact of those things is vastly reduced. For example, even if a Slanneshian Demon was to corrupt you, the worst you would feel is a slightly increased libido and a tendency to notice flaws and correct them. You would however keep any positive effects such corruption would give.

Items

Money [100]: A Pouch full of Money, enough to help purchase a number of reasonably priced Potions commonly sold at stores and probably enough for a month's stay at an Inn.

Nice Hat [100, Bard]: Just a Nice Hat, quite fetching isn't it? Though it does make you seem quite charismatic, an important trait for any Bard of note.

Broomstick [100, Witch/Wizard]: You now have a Broomstick, which can be used to fly if you know how to handle it carefully. Just be careful not to fly into a thunderstorm alright?

Magic Sword [100,Hero]: This is a Sword, but not just any plain old sword that you can find lying about, this is a Magic Sword, capable of cutting through most of anything given enough strength. Though, the amount of strength needed to just lift it up is quite considerable

Spirit Palace [100, Overseer]: An entire Palace just for you in the Spirit World, it's aesthetics are up to your preferences. Post-Jump it can serve as a Warehouse attachment or can be placed down in either the mortal dimension or sub-dimension adjacent to it.

Ring of Colours [200, Bard]: A ring that when worn, allows you to see a ring of colours that surround you and are visible only to you. You can also see a rough Aura around things and Entities occasionally that correspond to the colours. The value is that by focusing on the Colour on the Ring that matches the Thing or Entity, you can get a sense of what needs to be done to allow you to further your goals.

Alchemist's Set [200, Wizard/Witch]: All the ingredients and equipment for potion brewing inside a workshop that can be compressed into a purse-sized object. Comes with a manual on recipes for basic potions and potion making 101. Though the rest of the potions you will need to learn by

yourself during this Jump or through others. Ingredients are auto-restocked and new ingredients may be added to this by writing them into the list conveniently placed near a shelf.

Heroic Clothing [200, Hero]: A Set of automatically cleaning and self-repairing clothes that you can choose to be of any colour or really be any costume. What it grants is a sort of...durability force field around you that makes attacks made against your person hurt less. Turning what should have been a fall to the death into a sprained ankle or such.

Grand Instrument [200, Overseer]: This is a giant instrument. Now normally, as an Overseer you would be associated with a particular melody and a particular class of instruments already. But a purchase of this and you will be able to keep it past the end of this Jumps and into other Worlds where the fabric of reality isn't Song. Thus, allowing you to with some playing, extend your control over your domain past your normal limits.

Animal Enclosure [400, Bard, Witch/Wizard]: This enclosure allows you to keep the various animal friends which you have made along the way like the Flying Seals, the Bugs. Living space,food and water will be automatically provided for them. This for a definition of Animal that implies non-sapience though. And for future jumps you may admit more animals to this enclosure.

Small Town [400, Hero, Overseer]: This is for those animals with sapience, including Humans! This is a small town that deceptively can accommodate for the needs of any number of people, like Trolls and Humans. It will reshape itself to provide new accommodations suitable for them(like caves for trolls and monasteries for monks) and will provide for the food, air and water needs of the Town. All people picked up this way are just Followers though.

Earthsong [400]: Now, this is something...Post-Jump, it functions as a 1-up but you may use it as well to stop a world from being destroyed, granting it Fiat-backed Protection from Destruction for a Year. Restored at the end of 10 years or end of jump, whichever comes first.

Companions

Single: (100 each): You can import or create a companion, giving them 600 points to spend on perks and items. Created companions are built to your specifications of age,gender, personality, quirks, and physical form. Circumstances will conspire that you meet and that they quickly come to consider you a friend. This option will also allow you to choose a Canon Character to join you in your Journey

Multiple: (400) Identical to the single import, except for up to eight companions instead of one.

Scenario: To Save the World

Jumper, something terrible has happened! The Bard has slept in and for the remainder of this Scenario, he is not going to wake up! Must have been some night before. What this means is that you will take the Wandersong's End Drawback and must take the role of the Bard, that is, to create the Wandersong which is the only method which will be the only method to save this world. If you can beat this challenge, then you'll gain a further 200 CP to be spent as you like in this Jump and Eya's Grace.

Drawbacks: You may take up to 800 CP in Drawbacks

+0 CP: Wandersong's End: If you do not wish to stay after the whole catastrophe is over, you may use this toggle to end the Jump as soon as that whole issue is resolved

+100 CP: Stubborn: you are always skeptical about new things, making it very hard to change your mind on something

+100 CP: Cynic: you Start the Jump, being a bit of a Grouch, this is likely going to make making friends become more difficult

+100 CP: Unlucky: you are unlucky, that's about it really

+200 CP: Corruption Overflow: It seems like the Corruption of the Overseers has kicked into Second Gear, I do hope you are helping the Bard in his quest or else he may run out of time.

+200 CP: Dark Clouds: Jumper: what has happened to you? It seems you start this Jump off in a funk, impeding your ability to do...anything until this Funk has been lifted

+400 CP: Supreme Unluck(must have taken Unlucky): well it seems like your unluckiness is contagious, nothing right can happen to anyone in this world it seems.Especially for the Bard.

+400 CP:Unhelpful Overseers: Seem like the Overseers and their Fairies are even more unhelpful than regular this cycle, expect them sending the Bard on Epic Quests to "prove their Worth" while also them showing their Corruption more often in jerkish behaviour.

+600 CP: Noise Cancellation: You can no longer access your Perks from Outside the Jump or the Warehouse for the duration of this Jump. But I'm sure that you can still do it Jumper!

+600 CP: Finale Flashforward: Or maybe not... for you see, this Drawback means the Apocalypse will end the world within 24 Hours due to Eya wanting to sing sooner than later. Hopefully, you have the capability to gather the Wandersong within that time with the aid of the Bard. Or perhaps you can buy more time with your other Perks, though with this Drawback, the

best you can do is extend the Timer until slightly after the Canon one.

All drawbacks are voided when your ten years is completed.

Ending:

It is now the End of your Jump, you have 3 options as usual:

Go Home: You may go home, with a Song in your Heart and a smile on your face. Maybe you can tell your family your adventure of wanderlust?

Stay: Why not? This idyllic reborn world is likely to last for a long time after it is reborn. Maybe you want to settle here?

Continue: Or you may choose to continue, with your wanderlust driving you onwards towards your final goal

Notes:

For Overseers, they no longer suffer from the inherent Corruption of Overseers post-Jump.

For Attendant's Aid, it considers any form of influence that you might have on the world.

Regarding the Wandersong Perk: Now, the most literal interpretation of the Cutscene in which the Wandersong is used is that to prevent a Planet from the Destruction requires a large number of people, around 100, to sing alongside you. However, it is more likely to mean "every living thing on the planet". Thus, fanwank this perk with the guideline that convincing a large majority of a planet's population, from the grandest kings to the tiniest of bugs, would be able to affect that planet's area.

Wandersong: people will naturally follow your lead in singing and you may have your voice be heard by anybody or anything anywhere on a planetary scale.

Enchantment: Your enchantments become much more powerful as you can place greater amounts of magic and a corresponding amount of control into those things you enchant. They are also further now, immune to the wear-and tear of Time, functioning nigh-perfectly even after a thousand years has passed.

As Prophecy foretold: You are now yourself, immune to prophecies and Fate, as you become not just a mere executioner of it, but a Weaver of it. This manifests as the ability to create prophecies of various lengths, up to 3 at a time, which can then be used to power yourself up with this Perk.

Controlled Corruption: You are now straight up immune to corruption and Mind control in all forms. Even if all the 4 Chaos Gods are to focus on you at once, such is your surety in your ownself that not even a trace of corruption will be able to affect you. In fact, any such attempts at Corruption would only grant you their benefits at twice the potency.

Dancing is a Free Action, spread the Dance.

Changelog:
V1.0:This Jump has been uploaded.