

Merlin BBC Jumpchain - CYOA V1.1
By Some Bored Guy On The Internet

In a land of myth, and a time of magic. The destiny of a great kingdom rests on the shoulders of a young boy, his name... Merlin.

Or it was supposed to, until you arrived that is.

I am happy to welcome you to the Merlin (BBC) Universe. For the next decade, you will be sent to a world of Arthurian Legend- at least one of its adaptations.

This world is loosely based off of medieval England, with the exception of magic, dragons, deities, and nobles oppressing people- well that last one is relevant at any time period. Last I checked Prince Andrew was a client of a man who did not kill himself.

But that's not here and there.

This world primarily focuses on the destiny of two young men, Arthur Pendragon and Merlin.

Before I forget, here take this:

+1000cp

LOCATION

Roll 1d6 to determine your starting location.

1. **Camelot:** You start your journey in the City of Camelot.
2. **Camelot:** You start your journey in the City of Camelot.
3. **Camelot:** You start your journey in the City of Camelot.
4. **Camelot:** You start your journey in the City of Camelot.
5. **Camelot:** You start your journey in the City of Camelot.
6. **Free Choice:** Aren't you the lucky one, you get to choose your starting location from one of the above choices.



ORIGINS

Drop-In [Free]: You have no new memories or history in this world; you'll randomly appear in whatever location you have chosen with whatever you purchased. You begin your journey in a pub in the citadel.

Servant [Free]: You are a servant of Camelot's royal household. The work hours are terrible, the work itself is humiliating, difficult and the pay is a measly sum. Yet, this gives you a large degree of respect. Anyone below nobility sees you as someone important, and your association with the royalty allows you access others could only dream of. You begin your journey in a small hut outskirts of the citadel.

Knight [100cp]: You are a lesser noble by birth. But unlike most who drift into the unknown, you secured your place among nobility. You trained hard and earned a spot amongst Knights of Camelot, training and serving under Prince Arthur. Your position brings you a steady income, and great honour. You begin your journey awakening in a chamber within the castle walls. In keeping with the conventions of a traditional medieval order, this path is reserved for men.

Secret Sorcerer [200cp]: You are a practitioner of the arcane arts, you stand apart from servants and nobles alike. Whether you were trained in secret by a reclusive master or awakened to power through rare talent, you possess command over magic. Of course due to the current policies in place, you are likely to have hidden your nature as a sorcerer. You can choose to start outside the walls of Camelot, or be working at a pub, hiding your gifts.

Age: Roll a 1d8 + 17 to determine your age
Gender: Keep your previous gender or change it to male for free
Or pay 100cp to determine either of these yourself

PERKS

Perks trees are discounted to the origin, General Perks are non-discounted, 100 cp perks are free to the origin. Discounts are 50% of the original cost.

General Perks

Historical Accuracy [100cp]: Why is Guinevere a peasant? Wasn't Mordred supposed to be Morgana's son? Wasn't Merlin the son of a nun and a demon? Why is the most powerful sorcerer a servant? Since when is Arthur older than Merlin? Well, it is a fact that modern interpretations of Arthurian Legends are highly inaccurate, with this perk, you can decide to correct anything you might not like (ie. make Gwen a noble lady, or Merlin an old sorcerer, etc.).

These Chains Can't Hold Me [200cp]: While others might be capable of capturing you, it is impossible to keep you imprisoned. Even the chains that bound the Great Dragon can't hold you for long, within a few hours of your capture you can escape from the most secure prison in the world.

Friend of Vates [400cp]: The Vates are powerful Seers of Druid descent. Their power of prophecy is said to be unrivalled. They occasionally will contact you and give you direct warnings about threats to you and your goals. In future jumps you will get monthly notes regarding threats to you.

Dragon [600cp]: You know what they say. Always be who you are. Unless you can be a dragon, then be a dragon. Arguably the strongest Creatures of Magic besides deities. They are long lived, fire breathing, flying giant reptiles. Each of them can burn down Camelot, and burnish weapons with their flames to make it capable of killing immortals. Their magical potential is at least comparable to that of a High Priestess. In future jumps, this can be an alt-form.



Drop-In Perks

Sleight of Hand [100cp]: You have mastered the art of sleight of hand. You can pick pocket a seasoned knight's wallet without him being any wiser.

Breaking In [200cp]: The Vault of Camelot was rumored to be unbreakable, however, many manage to enter, and now you are very very good, so good in fact there are no vaults in the world you can't break in with enough preparation.

Gift of Prophecy [400cp]: In this world there are individuals with the ability to see the future. You are now one of them. You initially start by seeing warnings of future threats in your dreams, but once you learn to focus, learn to control your visions you can gain knowledge of the future even when awake.

Dragon Lord [600cp]: You inherited one of the most coveted gifts in this world, making you a Dragonlord. You have a connection with any dragon you know its name of, allowing you to contact them through a telepathic connection even in great distances. You also know the dragon language, and can speak with them in it. Furthermore you can force a dragon to submit to your will, gaining access to their knowledge, magic, and natural might. In future jumps, this power can effect anything that can be considered as a Dragon (ie. Dragon Type Pokemons, Kaido of One Piece, Alduin of Skyrim etc.). Exclusive for males as this is an ability that is passed down from father to son.



Servant Perks

Just a Servant [100cp]: Normally nobility ignores servants unless it is to complete simple tasks. Expecting them to operate in background without voicing their opinions unless asked. That isn't the case with you. Your employers are far more susceptible to your suggestions than they would be of someone else in your position.

Court Physician [200cp]: You may not be the Court Physician, but you certainly have the training of one. You have near supernatural talent in recognizing various plants, poisons, herbs, and more. You can brew medicine and know how to treat ailments as well as Gaius. In fact, your methods of treatment are superior to his, and if you want, you can even replace him.

Craftsman [400cp]: You are a master craftsman, best in Albion's history. The armors you forge are of highest quality, weapons you smith can even cut through steel, even the King would be willing to pay a fortune for your work. But what makes this perk worthwhile is your proficiency in making chains. These chains are capable of holding beings as powerful up to and including minor gods.

The Once and the Future Queen [600cp]: In the Arthurian Legends Guinevere is a royal lady, and- originally- fateful wife of King Arthur. However, in this world Gwen is not only a servant girl, but she publicly cheated on Arthur with one of his royal knights, despite that, he still married her, and she became the sole monarch at the end. Now, like Gwen, not only are you charming enough to make the most sought after man/woman easily fall in love with you, but even if you were to cheat on them and shame them publicly, they will forgive you.



Knight Perks

Knight of the Round Table [100cp]: You may or may not be a Knight of Camelot, but you can certainly pass for one. You are skilled at wielding most medieval weapons, ride horses, lead armies to battle, and even knowledgeable about the basic layout and laws of the kingdom you are in.

Ward of the King [200cp]: Those in power tend to favor you greatly. While they might behead someone for raising their voices in their presence, they would merely reprimand you. Even if you were to commit treason, you would be punished with something as simple as house arrest for a few months. For this Jump, you can choose whether or not you are Uther's Ward (secret bastard).

Power of the Crown [400cp]: While you may not be the King or even the Crown Prince, people under your command tend to treat you as if you have that kind of authority. They follow your orders to the letter, even if they were to disagree with your choices, they still follow it.

The Once and the Future King [600cp]: You are destined for greatnessness and the world knows it. Your coming was foretold, although none are sure your part in the great story that is about to be told. Meaning while you are not subject to the whims of the world, it does favour you greatly. Outside forces help you advance your goals. This could manifest in the form of the strongest sorcerer ever becoming your servant, meeting capable teachers, stumbling upon the Holy Grail, or even finding the Excalibur when you are about to face an immortal army.



Sorcerer Perks

Magical Telepathy [100cp]: You are in possession of a form of magic that allows sorcerers and creatures of magic to transmit speech directly into someone else's mind, allowing communication in secret. Unfortunately, you cannot contact non-magicals with this method.

Priest of the Old Religion [200cp]: You studied the Old Religion extensively. You can at sight detect magical creatures, artifacts, omens, and various other things that are related to it. In future jumps you will have knowledge of the local supernaturals.

Magical Prodigy [400cp]: You began studying magic from an early age, you can use simple magic such as telekinesis non-verbally, and know more complex magic such as elemental manipulation. You currently know a few dozen spells, but you are remarkable at picking up new magic, especially if you find a willing teacher. This gives you the potential to match High Priestesses.

If you want to start the jump on par with Nimueh, you will need to purchase Magical Prodigy and Priest of the Old Religion.

Child of Magic [600cp]: "You are son of the earth, the sea, the sky. Magic is the fabric of this world, and you were born of that magic. You are magic itself."What does that mean? Well Jumper, it means you have the raw magical potential of Merlin himself. Although you do not have his talent of learning spells quickly, if you study hard enough for a century, you should be capable of matching him. In future jumps you will receive a huge boost to power of magic perks you purchase.

If you want to be on par with Merlin, you need to purchase Magical Prodigy and Child of Magic perks.

Purchasing every single perk in the Sorcerer line would make you EOS Merlin's equal, yes the one with centuries of experience, making you the most powerful sorcerer in history.



Items

Item trees are discounted to the origin, General Items are non-discounted, 100 cp items are free to the origin. Discounts are 50% of the original cost.

General Items

Sack of Gold [100cp]: You start the jump with a large stack of gold, it's enough for someone to live comfortably for a decade.

Avalon Vial [200cp]: A small glass vial containing water from the Lake of Avalon. The water contains healing properties, it can cure anything, even magical ailments. The vial is refilled every jump or every 10 years.

Jumper's Jewel [400cp]: Like Cornelius Sigan, you enchanted a gemstone that contains part of your spirit. If you were to pass away for any reason, this will allow you to come back to life by possessing the first person who touches the jewel. You will have access to your full power, as well as the person you are possessing. However, be warned, if you die and no one touches the stone until the end of the jump, it will be considered as Jump Fail.

Kingdom of Jumper [600cp]: There are 5 Kingdoms in the land of Albion, you are now the sole monarch of one of them. It is a powerful and rich kingdom, second only to Camelot. In future jump, you can either insert the Kingdom into the setting, or become the monarch of a kingdom within the setting.



Drop-In Items

Blood Crystal [100cp]: You are in possession of an enchanted crystal. These crystals were enchanted to allow their wearers to take the appearance of anyone whose blood it touches. Although it can only allow you to take the appearance of one person at a time, you can reset the crystal with a short incantation now known to you.

Manticore's Box [200cp]: A golden box containing a Manticore, if opened you can unleash it into the world. This Manticore is capable of possessing others, has a deadly magical venom, and is incredibly powerful, especially for its size. While most manticore are evil to the core, this one is surprisingly loyal to you and possess human level intellect.

Fountain of Scrying [400cp]: You have a fountain in your warehouse (or a location of your choosing), this fountain can be used to view events happening elsewhere, you just need to know of the general location or the person you wish to see. Normally, this would require a great degree of magical power, but since you are paying with CP, you can use it even if you don't want to have magic.

Dragon Egg [600cp]: Dragons Eggs are eggs from which dragons hatch- duh. What this gives you is a dragon companion (or follower) that is waiting to be born. He or she is extremely loyal to you, and possesses all the powers and potential a dragon of this setting has. Normally you would need a Dragonlord to give it a name, but this egg is exceptional, you can awaken it even if you are not a Dragonlord.



Servant Items

Bottle of Ale [100cp]: Being a servant is hard, I suppose you can use this bottle. It's filled with the most delicious bottle of ale in Albion. And every time you close the bottle and re-open it, it refills.

Library of Camelot [200cp]: You are now in charge of Camelot's Library, it currently contains materials on anatomy, history, politics, anything you may expect in a medieval library. In future jumps, the books in it will be updated, for example if you went to Naruto world, it will contain information regarding Ninjutsu. Although, since magic is outlawed, there are no books regarding the subject.

Mage Stone [400cp]: A powerful tool of magic that could be used to harness the power of transmutation. What this means is it can turn melted lead into any other element within the periodic table, including gold and silver. Furthermore, it can absorb and deflect blasts of magical energy, even sorcerers as powerful as Merlin are powerless if you use this right.

A Remedy to Cure All [600cp]: Believe it or not, this is not magic. This is a product of science, a very special ailment that can cure any and all non-magical diseases. You receive 5 vials, and hand written instructions on how to make more. But be warned, the one thing this can't cure is old age.



Knight Items

Noble Title [100cp]: The first doctrine of Camelot states only those of noble blood can serve as the Knight of the Realm. Don't worry, you did not have to forge documents to enter the ranks of knights, you were born to a noble family. You are now a third son/daughter of a Baron- lowest ranking noble. If you want, you can purchase this perk multiple times- only the first purchase is discounted to Knight Origin. The second purchase would make you a Baron, and the final purchase would make you an Earl. In future jumps, you can start the jump with a higher social position (ie. Mayor's son, Mayor, Senator)

Black Knight's Armor [200cp]: The Black Knight was a Wraith that could not be killed by mortal weapons, while you may not be a Wraith yourself, you are very, very difficult to kill. Especially when you are wearing your armor. The wearer of this armor is granted regenerative abilities comparable to a Wraith, meaning nothing short of near total bodily destruction, or incredibly powerful magic can kill you.

Dragon-Forged Sword [400cp]: Finest black smith in Camelot forged a weapon just for you. This was his masterpiece, but what makes it truly special is what happened next. You somehow managed to get it burnished in dragon's breath. The sword is now nigh-indestructible, capable of killing anything up to and including minor gods- be it mortal or magical, living or dead, immortal or undead. But be mindful of how you wield it, those cut by a sword burned in dragon flame has never survived.

Questing Robes [600cp]: Knights can undergo an ascension meditation ceremony to receive a quest from a higher being. Once per jump you can atone these robes, stand in the middle of a dark room for a night, and a higher being will give you a quest. This will be a challenging quest regardless of your perks or items. However, should you complete it you will receive a jump appropriate item that is comparable to one of the better items in the jump- that was not offered in the jump doc- it will be fiat backed (ie. For this jump it can be items on par with Excalibur or Crystal of Neahtid, a 400 CP item).



Sorcerer Items

Magical Ring [100cp]: You are in possession of a ring that contains a moderate amount of magical power. It replenishes itself at dawn every day.

Sidhe's Staff [200cp]: In this world there are quite a few magical staff, few are as powerful as the ones Sidhe uses. A staff worthy of Emerys. They are great conduits of magical energy, allowing the spells cast with it to be 10% more potent, and it's capable of firing deadly bolts of magical energy.

Crystal of Neahtid [400cp]: An incredibly powerful instrument of magic. During the Great Purge many sorcerers died defending the crystal from Uther. It is capable of showing one knowledge of the past, present, and future. What this means is not very explored, however for the sake of this jump it would mean you can receive helpful glimpses of knowledge on what you are working on at the moment. This is not absolute, and the glimpses can be misleading or incomplete, so beware. Normally it can only be wielded by powerful sorcerers like Merlin or Mordred but since you are paying with CP, you can use it just like they would.

Cup of Life [600cp]: An immensely powerful magical artifact of the Old Religion. Blessed by centuries of sorcerers, it contains the secrets of life itself and can be used to heal the dying, resurrect the dead, and create armies of the undead under your total control. However, resurrection is not without a price, and only acceptable price for life, is another.



COMPANIONS

Companion Import [100cp]: Import one companion from your previous jumps. They gain an origin of their own for free and 600cp to spend on perks, powers, and items.

Companions of the Round Table [300cp]: Import up to five companions from your previous jumps and create your own 'Round Table'. They each gain an origin of their own for free and 600cp to spend on perks, and items.

Canon Companion [Varies]: You may choose a canon character to bring along with you on your journey as a companion, while this doesn't guarantee they will agree to join you it does ensure they will have a favorable disposition towards you and destiny will ensure you will have multiple meetings with them during your stay here. For 100cp you may pick a canon character without magical abilities like Arthur or Gwen. For 200cp you may pick a canon character with magical abilities no more powerful than EOS Merlin. For 400cp you may pick any canon character, including the deities that made brief appearances in the show.



DRAWBACKS

You can pick as many drawbacks as you want. But be warned, drawbacks override any perks, powers, and skills you may have.

Supplement [+0cp]: You can use this jump to supplement any other Arthurian Legend.

Dollophead [+100cp]: Arrogance dine name is jumper. You are as arrogant as Arthur appears in the early seasons. You believe you are above everyone else, and act superior, even when you are not. Most people are off put by this, hopefully you have some redeeming qualities.

Small Price [+100cp]: At least once a year you will be put in the stocks, stuck in a place where people of all ages will gather around to pelt rotten fruit and vegetables at you. This will last from sunrise to set. At least there is no danger to your life, so that's something.

Perhaps It Was I That Treated You For It [+100cp]: When you were young you tried to save a friend or a family member from being burned in the stake, unfortunately failed and now have to live with a physical reminder. Half of your face is covered in third degree burns, any attempt to fix it or hide it will fail at the most unfavorable time.

Locked Away [+200cp]: Your out of jump powers, perks, abilities, items, body-mod ad ons, and warehouse are locked away for the remainder of this jump. If this is your first Jump, you may still take this drawback.

Warlock's Fury [+200cp]: An influential, rich, and powerful sorcerer deem you a bigger threat than Uther. Expect magical poisons, cursed objects, assasination attempts and more. But hey, since he is a Warlock he can't operate openly.

Bounty [+200cp]: A neighboring kingdom placed a sizable bounty on your head. While you are not a wanted man or woman in Camelot, bounty hunters are still likely to target you, some knights or commoners might want to cash in on it. So I would sleep with one eye open.

The Great Dragon [+300cp]: Kilgharrah is freed from his chains, not only that he blames you for his imprisonment and the death of his kind. He will do everything within his power to see to it that you are dead. Oh, if you were planning to purchase the Dragon Lord Perk and quickly resolve this don't bother, he cut off the connection between himself and Dragonlords, so trying to control him through that will not work.

Heretic of the Old Religion [+300cp]: You manage to piss off the Old Religion. High Priestesses deem you in the same regard they do Uther Pendragon, and given the chance, they will ensure your demise in a painful manner. These women are incredibly powerful, resourceful, and knowledgeable. They are going to target you with great hostility.

Enemy of Camelot [+300cp]: Maybe you are a Sorcerer, or maybe you killed someone important to the crown. Regardless, Uther has deemed you the most wanted man alive. There will be posters of you even in small towns. Every knight, every soldier, every bounty hunter will be out to get you.

If you take Enemy of Camelot alongside Bounty, you are the most wanted man in the entire Albion, every Kingdom is out for your blood.

ENDINGS

Well, you survived your 10 years here. All drawbacks are revoked. And there's just one choice left now.

Return: It's been fun, but after this, you had enough... It's time to go home.

Stay: Go home? This is your home now, and so you'll stick around here.

Move On: You've had your fun here, but now it's time to move on. There are other worlds to see, explore, and perhaps even save. Good luck.

Changelog

v1.0: Initial release

v1.1: Added new drawbacks: *Perhaps It Was I That Treated You For It, Locked Out,* and *The Great Dragon*. Added mortal wound effect to *Dragon Forged Sword*. Change the name of the 600cp Servant Item. Added the option to be Uther's secret child for *Ward of the King* perk. Expanded Canon Companions option. Corrected typos. Added Changelog.