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Sinbad

Legend Of The Seven Seas™



DREAMWORKS PICTURES PRESENTS "SINBAD: LEGEND OF THE SEVEN SEAS"

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PG-13 PARENTAL GUIDANCE SUGGESTED
SOME MATERIAL MAY BE INAPPROPRIATE FOR CHILDREN

PG-13

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DREAMWORKS
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It's a simpler time, Jumper. The open ocean and all the time in the world. You'll sail these waters for 10 years now. Twelve port cities are bastions of law and order in this world, redesplendent in their glory they shine as beacons of hope and opportunity. They keep their people safe through the use of an ancient mystical artifact known as the Book of Peace, which through unknown means safeguards the cities from many threats.

However, there are those that would forgo this protection. Freespirits, rogues, pirates, or just people overcome by wonderlust all listen to the call of the seas. The high seas provide adventure, power, and even wealth to those willing to take the risks of life on the water. One such person who seeks all three is known as Sinbad. You come into this world just as Sinbad and his oddly likeable crew of pirates raid a ship bringing the Book of Peace to Syracuse. Watch yourself in this world, Jumper. Powers are moving in the background with bringing chaos and discord being their only goal.

Here's your **1000 CP**. Keep hold of it; you never know when someone might pilfer it from right out under you.

Location:

(Roll 1d8)

1- Syracuse - One of the 12 major cities that reside near the sea. It resides on the south-eastern point of Sicily and has an undoubtedly Greek influenced culture. It has a truly massive port that is bustling with merchants and other sailors. This city will be the center point of the theft of the Book of Peace if you are not able to do something about it.

2- Thrace - A kingdom on the eastern side of the Mediterranean. It resides on the north-eastern portion of Greece and Macedonia. The kingdom is relatively prosperous and has close ties with Syracuse due to an arranged marriage between Proteus, Prince of Syracuse, and Marina, who is a daughter of Thracian nobility.

3- Pompeii - One of the 12 major cities. It resides on the southern half of the Italian peninsula and much like Syracuse is a very prosperous port city popular with merchants and sailors alike. Now if only they could get rid of that eyesore Vesuvius...

4- Damascus - One of the 12 cities and it resides on the Syrian coast. Perhaps even more so than the other cities, Damascus is a trade juggernaut. Its location makes it an important central point for land and sea trade alike. It is a large oasis in an even larger ocean of sand.

5- Fiji - A real tropical paradise. The perfect place for anyone to take a vacation! Just avoid the cannibalistic natives and you can live in relative peace and relaxation.

6- Ship Graveyard - A ship graveyard in the middle of a dark, dank cavern. Hundreds of decrepit, rotting ships litter the cavern. Despite the depressing atmosphere and the seemingly hopeless situation, there could be a way to survive here. The ships, while rendered unsailable by the damage they've taken, have not been looted. So they still are as stocked as they were when they crashed. However, beware the servants of Eris that still lurk around this area. Sirens are the cause of these sailors' grisly end.

7- Tartarus - The home of Eris, Goddess of Chaos, Strife, and Discord. As she likes to call it her own little place of chaos. She has absolute control over this realm able to shift the scenery to her liking and create minions from seemingly out of nothing. She does not know you are here immediately, but I would leave very quickly lest she decides that she has taken an interest in you.

8- Free Choice- You can choose any where on the Seaven Seas to arrive.

Origin:

(You can Drop-In as any Origin)

Freespirit -

The open sea is your home. Air in your sails and your anchor hauled up is how you feel most comfortable. You can be happy anywhere as long as it's not where you were a few moments ago. Your free as free can be. *(Age: 16 + 1d8)*

Noble -

Exactly as the name implies you are a noble belonging to one of the many nations that make up this world. You have a responsibility to your people and by the gods will you see this responsibility carried out. *(Age: 16 + 1d8 or 25 + 2d8)*

Servant of Eris - 200

You are a powerful monster in the employ of the Goddess of Chaos, Eris. Your form must be based off of something from Greek Myth or based off of a constellation. She has nothing to lock you into contract or any direct control over your mind. You are still your own person and may leave her if you were so inclined. Beware she may not take kindly to such a thing. *(Age: You may choose your age)*

Perks:

Freespirit

Sword Juggler - 100

You've been an unorthodox person your entire life. What's another odd ability to add to the pile? You are incredibly good at using weaponry in incredibly unthorodox ways. Dual wielding swords? Done. Dual wielding swords that you are using to juggle a third sword? Childs play.

Wanderlust - 100

There is a journey out there somewhere and you are gonna find if its the only thing you do in this life. The call of adventure has come to you and you are all to willing to answer. You'll never find yourself being bored with what you're doing. Always able to find the beauty of the scenery and never getting lonely on your long travels.

How'd He Do That? - 200

Athletic doesn't even begin to cover it. If you were to compete in the olympics you'd get golds in everything. Your flexible in ways that probably shouldn't be possible. Take falls that should kill man. All in all your incredibly fit, far more so than really should be possible for a regular person.

Where Did You Put That? - 200

Hidden weapons are your forte. You could carry a truly obscene amount of weaponry on you and no one would be any the wiser. These weapons don't even really have to make sense on how they would stay hidden. Have a spear, morning star, scythe, glaive, and 7 daggers? Won't even show up on your person if searched. Strangely.

Rider of the Seas - 400

The water can be a rough place to be at the best of times. It is truly an area of the world which truly can not be tamed, but that doesn't mean you can't ride it. You can sail with the best of them. Navigating even the most difficult of waters is possible with you at the helm. More than this you are quite the shipwright when pressed. You are able to make on the spot repairs even if your ship is severely damaged.

He's Sooooo Cute... - 400

There is just something about you. You know? A certain je ne sais quoi that just draws people to you. Your handsome or beautiful there is no doubt about it, but it's more than that. You have a magnetic personality, an aura of roguish charm that can get you out of many of the no doubt hairy situations you'll find yourself in.

Fortunes Favor - 600

Lucky doesn't even begin to describe the things around you. It wouldn't be a stretch to say that the Goddess of Fortune herself has blessed your journey. Things, even if they look bleak, just end up going your way. If your drowning you'll almost always have just enough air to make it back to the surface. However, if a goddess or a being of similar or even greater power tries to ruin your day then don't expect luck alone to save you. This isn't perfect as bad things can still happen to you. This just makes those things have a greater chance to have a happier ending than they otherwise should have had.

Noble

Martial Training - 100

No self respecting noble would live in this day and age without knowing how to fight and now you can with the best of them. You are an expert at wielding any orthodox piece of weaponry. Your styles and stance are flawless as well is your poise in the middle of a fight.

Noble Bearing - 100

Education is the mark of a person born of nobility. You are classically trained in the methods of the nobles. Knowledge of culture, literature, mathematics, and art are all hallmarks of this educational style.

Need An Ambassador? - 200

Can't argue with right place at the right time and you always seem to be at the right place. People often come to you for important matters such as diplomacy. You have to actually be trusted enough by people for them to give you the job, but if you meet that requirement you'll be the first on their mind.

Clearly I Can't Appeal to Your Honor - 200

Negotiation and persuasion are your bread and butter. Weaving through conversations and social situations are expected of a person that is of noble birth and now you can do this with the best of them. This also provides a slight boost to the success of seductions.

We Were Friends! - 400

Not everyone is good nor do good people always stay good. Life changes, people drift apart, and take different paths. Sometimes these paths can lead people to very dark places and to performing very dark deeds. It doesn't have to be this way though. You can get through to these people. A heartfelt plea is all it takes to make an old friend whose perhaps become a criminal to hesitate or feel guilt for their actions.

Look Me in the Eye - 400

The motives of people can be murky and obtuse. Liars are abound and sometimes you don't know who to trust. This helps with that. Through the act of looking someone in the eyes and getting the person to sincerely look you in the eyes, you can understand the motives of another person and determine whether they are trustworthy or not. This isn't infallible and you can be tricked, but they would have to be a truly accomplished charlatan to pull that off.

S/He Did Save the Ship Captain... - 600

Gratitude is a common reaction to help being given, but this is just absurd. You could come to a town of distrustful xenophobes and if you are able to help them in some relatively substational way they could be hailing you as their new village chief. People are far more grateful for the help you give than they perhaps should be.

Servant of Eris

This Is Just Too Easy - 100

Manipulation is one of the Goddess' greatest tools. She uses it to sew discord across the globe and finds it to be one of her most amusing tools. Her prolific use of manipulation has rubbed off on you. You're nowhere near the level of your mistress but you are able to manipulate, cajole, or coerce extremely well.

Hero Hunting - 100

So-called heroes always trying to ruin your Mistress' fun. Can't have that now can we? Now you have the uncanny ability to run into those pesky little heroes. It's less hunting and more that you are astronomically lucky when it comes to running into people who are trying to ruin yours or your mistress' plans.

Salacious Siren - 200

Well aren't you alluring? There is a certain radiant beauty about you. Even more so to your beautiful singing. Your singing has the same abilities as the legendary Sirens. Able to lure sailors to their doom, enchanting them with your captivating voice.

Fantastical Camouflage - 200

Sometimes those pesky heroes are just too lucky or too strong to fight outright challenge in combat. Sometimes a more subtle touch is needed. This is less camouflage and more hiding through mystical means as you could very well hide within a completely solid object and then can eject yourself from that object when you choose it is time to leave.

Fluid Form - 400

States of matter are such a mortal limitation wouldn't you say? A limitation that should hold little sway over a being such as yourself. Your form can change as you will it from liquid water to flesh and blood.

Ruler of the Elements - 400

Every baleful beastie needs to command control of its environment. The great icy birds of prey near the mountains; beasts capable of calling down horrific blizzards with a beat of their wings. The legendary Sirens controlling the water with the pulse and melody of their song. You can now count yourself among these beasts who have tremendous control over an element. *(This can only be a traditional element, not something like Space, Time, or the Stars. Something like storms would be OK.)*

Born of the Stars - 600

One of Eris' greatest minions, you are a beast beyond reckoning. A creature born from one of the countless constellations in the starry sky. Your strength is truly something of legend, able to sink ships with great ease. Your hide would turn any blow short of concentrated cannon fire. I'm sure your mistress will be please with such a powerful servant.

Items

Freespirit

Sturdy Outfit - 100

An outfit of your own design that is ludicrously resistant to tears, ripping, fraying, or any other number of unsightly damages to clothing. It doesn't actually protect from anything more than what a regular outfit made of leather or wool would, but it is also incredibly resistant to becoming waterlogged.

Oddly Light Weapon - 200

A weapon that is of an unnaturally light weight for its size and design. It could be any sort of weapon that you wish from chain to a scimitar. The weapon also has a resistance to rusting and is very slightly sturdier than a normal sword.

Rogue's Spectacular Supplies - 400

All the supplies an aspiring rogue on the High Seas would need! There is an armory's worth of weapons that vary in design, but are of the highest quality. Enough food to fully stock a ship's galley and all of it fits a person's dietary needs; although, its quality may vary based upon your acquired wealth. This also comes with an entire storage area worth of ship maintenance materials and ammo. The only thing that this doesn't come with is the space to store all of this stuff!

A Spirit's Vessel - 600

Huh, would you look at that, a place to store all that stuff in. Well anyway. You are now the proud owner of your very own ship! This ship is a bit smaller than a Trireme, but what it doesn't have in size it has in speed and maneuverability. This ship is incredibly fast able to leagues of distance within a couple of days and it's able to make turns that would break other ships in half. The ship is a surprisingly adaptable thing too. You may even find a way to turn the masts and sails of the ship into a makeshift glider. Be warned doing this may push even the unusual durability of this ship to the breaking point. The ship also comes with an empty armory, galley, storage area, brig, and crew quarters. Hope you have some way of filling all that space.

Noble

Noble Finery - 100

Nobility can't just look like everyone else you know? They need a certain pinache, that look that screams, "I have money." And now you can look like you have money too! Clothes made of the finest silks that the ports have ever seen, the most beautiful leather or whatever it is you can have it and a lot of it! In fact enough of it to fill your entire wardrobe.

Noblemen's Retort - 200

Bet that rascally rogue didn't expect this kind of response! You've got a weapon fit for a noble. This could be a rapier or sabre or even a lance(if you could somehow make that one work). This weapon weapon is of the highest quality and it's durability and handling reflects that.

A Treasury Full of Gold - 400

You've got fat, massive piles of gold. Truly monumentous, beautiful, piles of buillon. It's not enough to make a city out of it, but you could probably christen a new treasury building made out of the stuff.

A Vibrant Haven - 600

12 cities? I apologize I mispoke, I meant to say 13 port cities. You are now the ruler of a vibrant and bustling port city with everything that would come with that. It has about the population of large Greek city-state. The initial make up of the city will be entirely up to you. If you wish for the city to start as heavily millitarized you'll no doubt find multiple barracks, martial training centers and a well developed millitary port. If you wanted to have a city of thinkers you'd find universities, amphitheatres, and so on. After the intial decision of how you would like your city any changes will have to be built and will not just appear. The city will follow you around from jump to jump. The city does not have to be placed on a costal area in future jumps, however, the inhabitants may find that a little odd.

Servant of Eris

Chaotic Hidey Hole - 100

Sometimes a monster just has to get away and now there is a perfect place for it. There is a cave or a hidden peak out there somewhere with your name on it! This little hole in the wall will be specifically catered to your form and to your chosen element and abilities.

Element of Disguise - 200

Mother Nature provides the best camouflage. As odd as it sounds, you have a very concealing bit of whatever element that you've chosen. At will this 'bit' of element will completely incase your body making your form look like just another part of the environment. Don't expect this to work if your trying to hide as water in a volcano.

Patch of Element - 400

The world bows to your power, well a little of it anyway. You now have a little area that you own where you are the undisputed ruler(unless the person disputing that is far, far stronger than you). This could be a patch of ocean, a glacial mountain, a fiery volcano, or even a perpetual thunderstorm. The form that this area takes is catered to your form and to your abilities.

A Place in the Stars - 600

Sometimes Earth just gets a little bit too hot to handle. The Gods and whatever hero may be down there are just moving and shaking a bit too much for you to be comfortable. It would be easy to say that space doesn't have this problem, but that wouldn't be necessarily true. It just cuts down on the majority of issues. Either way you now have access to a pocket dimension that you can enter at any time. This pocket dimension is not impenetrable and people can brute force their way into it. It may take any form that you like, but no matter what the purchase of this pocket dimension adds a constellation that looks like the shape of your jumper. The stars of this constellation will shine brighter when the door to the dimension is open.

Companions

Import - 100

What good is a life on the sea if you can't share that life with friends? Imported companions gain a free origin and 600 CP to spend on perks and items.

Canon - 100

Maybe you've made a few friends that were already here, or maybe you've even fallen in love. Either way you can now take someone from this world with you on your journey. *Eris costs 800 CP if you can actually convince her.*

Drawbacks

(+600 CP Limit)

Complete Jerkass - +100

Jumper, I won't lie to you, you're a prick. A complete and utter prick. You'll have a much harder time making connections and friends in this world without some insane charsima because you are just that much of an ass.

Terrible Liar - +100

You couldn't lie to save your life which, considering where you are, you may just have to do quite a bit. Hope you can talk your way out of things some other way because you aren't misleading anyone, anytime soon.

Awfully Archetypal - +100/200/300

You're an annoying character archetype from an early 2000's cartoon. The 100 purchase isn't too bad as you could easily get away with being the "best friend whose advice is rarely listened to" archetype. The 200 purchase is a little bit worse as it would shoehorn you into "squirrely, adhd, comic relief" archetype. The 300 purchase would just make you into the "assmonkey, slapstick, comic relief character" without the plot armor to back it up.

Bad Timing - +200

The world or at least time seems to be conspiring against you because you can just not be in the right place at the right time. More often than not you find yourself missing shots or missing swings because you just can't get the timing down.

So Gullible - +200

There's a talking mountain wearing a tutu over there! Made you look didn't I? No? Well you'll be looking over there now. While the example may be extreme, you are now extremely gullible.

Rocky Seas - +200

The call of adventure is with you, Jumper, but don't mistake this for something positive. You are consumed with wanderlust, always moving, always searching for someway to satiate yourself and kill your boredom. Even successful adventures can not satiate you for long as the restless gnawing in your chest comes back in just days afterward.

Pantheon Politics - +300

The Graecian Pantheon is a mess of alliances, short-tempers, and political workings. You've somehow been pulled into this absolute mess of a pantheon. The Gods will not always be focused on you or what your doing, but they will now definitely be aware of your presence in the world and will aproach you from time to time due to your interdimensional nature.

Enemy of the Twelve Cities - +300

You are a known enemy of the Twelve Cities and they will now attack you on sight. These are cities of great power and influence over the world so don't expect to settle down anywhere for too long.