



Welcome to the world of Lyndbaum, where Summon Night: Swordcraft Story takes place! You'll be beginning your stay here on the island of Wystem, a town constructed around and upon the highest levels of a deep Labyrinth extending far under the ocean — right down to the seafloor, in fact. It consists of 100 floors, filled with stray summon beasts throughout its length, and is the only location in the area where smith can successfully gather forging materials.

In ages past, this labyrinth was constructed alongside Wystem, when humans used Summon Beasts only as tools to make stronger weapons. Parista, the Holy Spirit of Fire was sealed deep within during this time, and ever since Craftlords periodically descended down through the Labyrinth in order to maintain the seal keeping him bound.

Wystem itself is something like the city of Venice, in that the buildings all float upon the water and people travel about by arcing bridges, boats and water scooters. A large tower rests in the center of the town, aptly named Central Tower, around which everything else has been built. Due to the fact the town rests on the very sea itself, wear and tear are constant, and construction efforts go towards climbing higher into the sky before the current level is drowned entirely.

You begin three years after Shintetsu, the Craftlord of Iron, gives up his life in order to protect his wife Amariss, their children Cleru and Pratty, and the whole of Wystem when Parista threatens to break his seal; for this act Shintetsu is proclaimed a hero. The remaining Craftlords have recently organized a tournament to replace him, and you arrive the day Shintetsu's kids enter to participate, determined to take their father's place.

Meanwhile, in another part of Lyndbaum, young Edgar and Aera Colthearts are preparing to undergo their own trials and tribulations. Perhaps they could use a hand if they haven't finished up by the time you're done in Wystem?

At any rate you'll be here for the next decade, so here's your usual stipend of **1000CP**. Enjoy the Curry, I know I do!

Backgrounds

Age is dependant upon your background, but you're free to choose whatever gender you want. If you don't like your age roll feel free to change it to what you were after, at the cost of 50CP.

Drop In (0)

A foreigner to this world and town both, you arrive in a flash of light in a small alley within the Wystem docks. You possess nothing but the clothes on your back and whatever items you chose here.

Age is 1d8+12.

Apprentice (0)

Apprenticed to a senior Craftknight in either the Gold Guild or the Silver Guild, you've worked yourself to the bone to learn the art of smithing from your elders. When the Craftlords organize a tournament to determine who shall replace Shintetsu as the holder of the Craftlord of Iron title, your master gives his permission for you to enter, urging you to do so... right alongside all the *other* apprentices in his guild as well.

Age is 1d8+12.

Craft Knight (-100)

The backbone of Wystem's existence, the Craftknight. Many of them are members in the various Craftknight Guilds all over Wystem, but some are instead Guildmaster to such guilds.

Among guilds, there's two particularly notable ones.

The Gold Guild, whose members are many. Their rising star, Varil, the guildmaster's own son, is a talented spearman, but tends to source his weapons from other guildmembers...

Then there's the Silver Guild, led by Brom. Brom is on good terms with Amariss, the wife of the late Shintetsu. And it is this guild that Cleru and Pratty are members of.

Perhaps, with your involvement, there may yet be a *third* Guild of note..?

As a Craftknight, you'll be expected to work hard in not only creating many things needed in Wystem's day-to-day life, but also to defend it should the need arise. And with the rumors of conflict on the horizon you've heard from a traveling merchant who buys things from you or your guild, that day may yet come..

Age is 2d8+20.

Guardian Beast (-200)

You've grown up in one of the four dimensions bordering Lyndbaum (Sapureth, Maetropa, Loreilal or Siltturn) only to hear your name called moments before you're swept away to Wystern by a summoner. Upon arrival you find yourself standing before a man clad in a green cloak, a tiny sparkling stone crumbling to dust in his hands, with your summoner standing next to him.

Summons are essentially beings from another dimension, as mentioned above. their forms can range from cute and cuddly, to formidable and awe-inspiring, to downright 「Bizarre」. Capability-wise, they innately have various forms of Magic they grow more capable with as they grow in power. Most Guardian Beasts start with a Basic Heal spell, as well as an Elemental Enchant spell based on their World of Origin. Some particularly fortunate Summon Beasts may even possess the potential to reach the uppermost echelons of power for their given world.

Age is $2d8+6$.

General Perks

Techniques (0)

No, this isn't special attacks or crafting techniques, this is all about getting better with a weapon.

The more you use a specific weapon, the stronger it'll seem to become, gaining a 'TEC Point' each time you strike down a foe or best someone in combat. The points cap out at 100, being exclusive to the individual weapon you used, and if you use a different weapon of the same type it won't have the same amount of points as the one you've been leveling up.

However, if you should reduce that weapon to raw materials and later remake it using Craftknight Forging Techniques, you will find that you will have retained the same level of mastery.

Swords are somehow the exception to the 100-point rule, and go all the way to 255. That's insane dood!

As a side bonus, you also get the basic competence in the weapons used here beamed into your mind. This means you can use a Sword, Axe, Fist, Spear, or even a Drill as a weapon without fear of hurting yourself in the process.

Wystern-Style Crafting (0)

You can't learn to be a Craftknight without learning how to craft things! So this lets you break down items and weapons into their constituent Elemental Ore; Depending on what an object is aligned most towards, it will provide that element of Ore.

For example, a Matchbox provides two units of Fire Ore, a Tin Cup provides two units of Water Ore, a Broken Fan provides four units of Wind Ore, and a Small Bolt provides six units of Thunder Ore.

This perk also grants you the ability to blend the Four Elemental Ores according to some basic Techniques to make common household items. For reference, spoons and ladles need mainly Water Ore; Keep that in mind, for the humble Ladle may prove to be much more than it seems. Perhaps if you treated one as an actual weapon and forged it with the aid of a Guardian Beast...?

Furthermore, you also gain the skill and knowledge relating to basic smithing techniques, such as shaping hot metal in a forge and moulding it into whatever shape you desire — mainly weapons, in this jump.

Additionally, you can retain TEC Points accumulated from weapons you've crafted according to Techniques when upgrading them into a new shape or form(as long as you reuse the materials), and work Mystic Ore into a weapon as you craft it.

This grants the weapon a particular Elemental Affinity, dependant on the amount and type of Elemental Ore used in the process. For example, if a weapon requires primarily Fire Ore then it will likely be a Fire element weapon.

Note that granting weapons such affinity requires the aid of a Guardian Beast, however, and you can only innovate in this manner with Techniques you already know.

You also know how to make Novice Weapons of the five types as listed below, Craftknights can make Iron Weapons as well, which are the next step up.

Novice/Iron Sword

Nimble and well-balanced, Swords are a good all-around weapon that even a novice can use effectively. Their durability is somewhat on the low side until you've built up their TEC, but their ease of use makes them quite popular.

Novice/Iron Axe

Slow and cumbersome, the Axe can deal incredible damage. A skilled wielder can even send smaller foes flying just like Knuckle-type weapons can!

Axes are also the most durable of the five types, and possess a Charge Attack that can knock about even heavy foes!

Novice/Iron Spear

Swift and capable of hitting multiple times at range, Spears are the second most fragile of the five types.

Spears also possess a Charge Attack that launches a piercing needle of compressed air a short distance.

Novice/Iron Knuckle

The fastest of the five types bar none, knuckles are also the most fragile. A skilled user can mitigate this to a point, though.

A well-timed uppercut can send all but the heaviest of Stray Summons flying!

Novice/Iron Drill

The second most durable weapon type, Drills are also the best option for breaking enemy weapons. They increase both ATK and DEF appreciably, but penalize AGI.

They require a high amount of skill to compensate for the fact that they slow the wielder down though. They are also the best weapon to use on highly durable foes.

Drills also have a Charge Attack, much like Spears and Axes. Unlike the Spear or Axe though, the Drill's Charge Attack takes a bit more time to spin up. but when it does, it allows the wielder to charge through entire groups of foes!

Sound Test Mode!(0)

Now, wherever you go you'll always have the cheerful and inspiring tunes of Lyndbaum following you!

Can be toggled on and off as desired, and even made audible to others! Somehow, they won't question why music is suddenly playing from out of nowhere.

If you'd like, I can plug any other BGM perks you may already have into this one, as well as any future ones you may collect later on. I know how some of you like this whole backwards compatibility thing, so yeah. Rejoice!

You Break It, You Bought It (0/-200)

In this world you can learn many different crafting techniques in many different ways. Finding them in treasure chests, learning them from a Mentor, and so on.

But this perk relates to another way one can learn them; Breaking a foe's weapon. Normally you would get this for free while staying here, but you can pay to have it carry over into future jumps!

Do note however, while these weapons might be as good as the original, if that weapon is unbreakable then you won't be able to learn how to make your own by trying to break it.

No, not even if you equipped yourself with nothing but Drill or Axe type weapons and forced them to go on the defensive. Unbreakable means unbreakable after all.

Suffice to say, if you can break it, you can *make* it.

As a note, most foes here who use an actual weapon can be defeated simply by breaking their sword, spear, drill or what have you; they'll quickly concede the fight once it shatters. Some people do tend to carry extra weapons however, such as the Protagonists, in which case you'd need to shatter *all* their carried weapons to gain the same result. Or just defeat them normally. But you wouldn't be getting their crafting technique for the weapon's crafting technique that way.

Diamond Techniques (-500, Undiscounted, Forbidden to Guardian Beast)

Hoo baby, now you're cooking with gas! These are the same techniques used by Craftlord Rondeau, the Diamond Craftlord of Wystern!

This means whatever you make is now in addition to being top of the line in performance, also top of the line in looks!

if you have this perk as a Craftknight, you're likely to be a Craftlord yourself.

If you're an Apprentice, you're likely to be considered the second coming of Craftlord Shintetsu just like Cleru or Pratty!

This perk acts as a Capstone Booster for the Drop-In, Apprentice, and Craftknight Origins.

Mono Shift

It is said that when the Edge Fencer and their Fragment of Goura's Soul are united in purpose, an even greater power known as **Gold Mono Shift** is awakened. With this boost, you can use it once per Jump in this and in future jumps. A Turnabout Power that can strike down even Demon Gods that surpasses all logic and reason!

Post-Chain you can activate this mode once every ten years or so.

Camaraderie

While normally, you would benefit the most from the 'Power of Friendship', now that's not quite the case.

Now it's your friends who benefit more, having all their abilities increased considerably just by being in your presence. Additionally, you'll find that not only is your ability to synchronize with your friends and allies increased, but their ability to do so is similarly increased as well! Now get out there and show everyone the True Power of Teamwork!

Promise of Steel

Normally weapons aren't better at slaying one type of creature than another beyond their means of attack — bludgeoning weapons transferring kinetic energy to pulp armoured foes whereas swords just bounce off carapace, for example. This isn't the case when you make them.

Any weapon you create for a specific task or role shall perform exceptionally well within that role, with the boost depending on how specific it is. A sword created to slay a particular dragon will deal catastrophic damage against it, but one created to slay any dragon will still give a noticeable boost to damage.

Drop In Perks

The Ways of The World (-100)

Sometimes you might have trouble fitting in, especially in a melting pot of a world like Lyndbaum. However, this perk can help you navigate all the potential pitfalls of being in a new place. Whether you've been dragged into a brand new world Isekai-style, or are just moving to a new town, you'll be able to quickly adapt to the cultural quirks of your new

location. It also works the other way around, allowing you to help others adapt. You'll even pick up languages and regional dialects fairly quickly as well!
Aren't you a Savvy One?

Mr./Ms. Negotiator (-200)

Thanks to being such a world-savvy person, you've picked up the fine arts of Negotiation somehow. Don't ask how.

While you won't be talking a certain glowing golden man into committing suicide anytime soon with just this under your belt, you can still persuade and encourage others to see things in a more favorable way. Your way.

Of course, against the likes of the mad, alien, and illogical you'll soon find that your silver tongue and honeyed words are of no avail.

You might even be able to negotiate Temporary Contracts with Stray Summons via this perk if they haven't already gone feral though.

Summoner (-400)

In this world, Summon Beasts are often called into Lyndbaum to be partners with people. From Craftknights, to Summoners, to even Police Forces in a distant city where the Five Worlds meet.

By purchasing this perk, you can call Summon Beasts from Silturn, Maetropa, Sapureth, and Loreilal in this and future Jumps.

You'll need a piece of Raw Summonite Ore and a person to bind the Summon to for each summoning ritual. And do be aware that they might not answer your summons if you have ill intent. And you should also know that there is always a very real risk of you summoning something beyond your ability. So please, Summon Responsibly.

(Note: One Summon per Person, this cannot be changed.)

Mono Shift (-600)

Somehow, a fragment of the Sealed Beast Goura has fused with you, allowing you to tap into a portion of Goura's might.

This power allows you to temporarily transform into Edge Fencer mode, which increases your overall power considerably at the cost of being incapable of calling on a Guardian Beast's magic.

But it's not all that bad really, as this will act to protect you even when you aren't transformed. In-jump, it will automatically activate if you're in Goura's presence, or in mortal danger.

As a bonus, this Fragment will sometimes provide you useful advice regarding combat and magic, though it's limited mainly to this world's magic. And hey, just because it's a voice in your head, that doesn't mean you're crazy does it?

Post-jump it will retain the ability to activate when you're in mortal danger, and instead of triggering automatically in response to Goura's presence it will trigger in response to powerful foes engaging you. such as the Spider Mastermind in DOOM(2016), or high level Mazoku like Shabranigdo and Phibrizzo in Slayers.

Optionally, if you aren't a Drop-In, you can choose to be a distant member of the Colthearts lineage.

Apprentice Perks

Friendmaker (-100)

Sometimes in life you'll come across people that make you think 'Hey, they seem alright. Maybe they want to be friends?'

Well, normally that process would be quite long and drawn-out. Hell, sometimes your jump might even end before then if you're really unlucky!

Fortunately for you, this Perk will help you smooth such things over and make making friends go quicker! How much quicker? Well, it'll take about 10 weeks of near-daily interaction to go from 'I don't know you from Adam' to 'Fire-Forged Comrade'.

If you happen to have Recorded Relations, you'll be able to see just how close you are to said point. Who knows, maybe something *more* will bloom if you do the right things...

Recorded Relations (-200)

This perk allows you to track just how well you're getting along with someone by consulting the book it allows you to summon. You can not only keep track of relationships you have, but also details such as their likes and dislikes.

It also allows you to 'replay' past events and conversations you've had with that person, even though you won't be able to change anything or bring them with you via this perk. It's just like watching a recording on TV.

As a freebie I'll even let it track friends, allies, enemies, rivals, and lovers from past jumps you may have already been to. Aren't I generous?

Justin Thyme (-400)

Have you ever found that sometimes your friends end up getting themselves in trouble without you around to help them? Well worry no more!

With this perk you'll have a sense for where your friends are, if they're in danger, and so on. Additionally, you also gain a knack for showing up just in time to save their bacon...sometimes literally!

...And just because you're an interesting person, I'll also throw in the ability to make a cool one-liner as you show up to be the hero.

Camaraderie (-600)

If there's one thing you've learned as an Apprentice, it's that ultimately it doesn't matter what you make as long as it works and is remotely presentable...But that's not what you've *really* learned.

It's that ultimately, Teamwork is what truly solves problems. Not strength, not wits, not luck. And now you've figured out a way to draw out not just your own inner strength when working alongside allies, but that of said allies as well!

It might seem like a small boost with just one comrade at your side, but the more allies you have fighting alongside you or working on a project, you'll find that things just have a

tendency of working out. Projects go smoother and with less snags, and even pitched combat has a noted tendency to not be so chaotic.

Craftknight Perks

All Roads Lead to Wystem (-100)

While you might not be the best merchant around, thanks to your connections in the various mercantile circles of Lyndbaum (provided mainly by a merchant friend of yours who regularly buys your wares) you can get a deal on various resources or goods(that may or may not be legal, depending on the Jump and what you're after) you might need, or on bits of information they might have heard. Needless to say, you know a guy who knows a guy.

In future jumps, you'll quickly make a similar friend in some way that will allow you to continue having such benefits.

Mentoring(-200)

A good Craftknight knows how to pass down their knowledge and skills to the next generation, and with this perk you can too.

Specifically, as long as you're in a location specifically geared towards such purposes, such as a Workshop (for one-on-one apprenticeship) or Guild Hall (for larger groups), you'll find that those learning from you will pick things up quicker than they normally would, even if they should happen to have learning disabilities holding them back from being the best student they can be, or if you used less-than-obvious methods to teach them. For example, improving a pupil's ability to make Swords by teaching him how to make Curry. Go forth and forge the next generation of legends!

Specialization (-400)

Pick a weapon type — you're now much better at crafting weapons of that type. Spears, Swords, Axes, Knuckles, Drills.

Why, you could even innovate a new weapon class entirely if you were good enough! There's a noticeable lack of *Bows* here after all, rather odd no?

Promise of Steel (-600)

"The promise of a Craftknight is stronger than steel."

That's what is said about the dedication of Craftknights, and with this perk it isn't a metaphor. You now have the dedication and willpower to see through any promise sworn, either to yourself or another, although it's only in effect while you're working to make good on a sworn promise.

Guardian Beast Perks

Origins (Free, Mandatory & Exclusive to Guardian Beast)

A Guardian Beast has to come from somewhere after all, and this perk allows you to choose not just your World of Origin, but your overall Race (listed as Type) from within that world.

Pick one of the following:

Sapureth

This aligns you to Water, and allows you to take reduced damage from water type attacks and spells. Beings from this realm typically look the most human in appearance, but usually can't exist outside of their realm without a partner due to their spectral physiology. There are locations in the world where they can survive without being in Sapureth, however, and post-jump you lose this compatibility issue with your current dimension.

They're usually fairly even-tempered most of the time, but some are troublemakers and pranksters.

Type: Angel, Devil, Sprite

Silturn

This aligns you to Fire, and allows you to take reduced damage from fire type attacks and spells. Beings from this realm typically resemble traditional Yokai and Oni from Japanese Mythology. Humans can also be found here, but they're unavailable to summon.

Folks from this realm are often brash and hotheaded. Make sure you don't get in over your head, okay?

Type: Demon Beast, Oni

Loreilal

This aligns you to Thunder, and allows you to take reduced damage from thunder type attacks and spells. Beings from this realm either look like cutesy chibis of real-world vehicles and devices like planes, or robotic warriors. Feel free to look like a refugee from the Brave series of Super Robot shows if you want!

Try not to run into too many things you don't understand, I've been told by a certain individual that getting a blue-screen from that *hurts like the dickens*.

Type: Machine Soldier, Helper Robo

Maetropa

This aligns you to Wind, and allows you to take reduced damage from wind type attacks and spells. Beings from this realm typically resemble animals or people with animal features.

Of all the realms, Maetropans are famed for being staunch and reliable souls, regardless of how cute and fuzzy they may appear to be.

Type: Beast, Beastman

Additionally, regardless of your Type and World of Origin, you start out with an Enchant-type spell of the element aligned to your World of Origin that imbues your partner's weapon with your given element during battle.

This also allows you to aid your Craftknight partner in crafting Elemental Weapons.

However, you might not be able to aid in crafting every element for every weapon, as you are primarily limited to your own element; occasional exceptions do exist however, such as pre-existing Techniques that detail how to imbue a different element.

You will always be able to infuse Swords with an element of some sort though.

The Magic Touch (-200, Exclusive to Guardian Beast)

You know that part where it says you'd start with an Elemental Enchant and a Basic Heal spell? Well, now you've also got a Basic Attack Spell based on your World of Origin too.

Normally you'd learn this as you go, but don't say I don't give you the chance to get an early leg-up on the competition.

Furthermore, you also gain the ability to develop up to 3 further Attack Spells unique to you that fit your theme and element.

Sapureth

Grants the 'Aqua Tornado' spell. This spell calls a set of small waterspouts that whirl around you or your partner. They can damage enemies that come in contact with them, or provide defense against projectiles.

Silturn

Grants the 'Burst Flare' spell. This spell essentially wraps the caster in a blazing aura to attack the foes before them. It also confers the same anti-projectile defense as Aqua Tornado, but only from the front.

Loreilal

Grants the 'Chain Spark' spell. This spell fires a small cord of lightning directly in front of the caster. As a bonus, while it lacks the defensive properties of Aqua Tornado and Burst Flare, it can pierce through numerous opponents if you line it up right.

Maetropa

Grants the 'Storm Wind' spell. This spell fires a sharp, cutting gale directly in front of the caster. While this spell is the weakest of the four, it makes up for the lack of single-hit firepower by hitting more times in a single casting than the other spells.

Regional Differences (-400, Exclusive to Guardian Beast)

Depending on where you're from and what you are, you might know different things, have a different skillset, or even a different take on what common sense is. This perk gives you an ability derived from your World of Origin as well as your Type.

Sapureth [Angel] - Be Not Afraid

Most of the time, you only see the standard two-winged Angel in this world.

You, however, are much different from those rank-and-file Angels. No, you're something more. A Thrones? A Power? A Seraph? The details are up to you, but the point is that you're now potentially one of the movers and shakers in Sapureth's Angel Communities. So pick one of the other Spheres of the Angelic Hierarchy to be a part of.

This not only comes with a prerequisite boost in the Angelic Hierarchy, but an uncanny knack for navigating social situations.

Furthermore, your abilities of oration and the like are similarly improved, allowing you to potentially cause two factions that would rather die than make peace with the other to join hands in harmonious peace and unity.

It also comes with a rather nice singing voice. the better to lead others in the choir!

As a little bonus, when you tell someone to not be afraid of you with the utmost sincerity and no intent to harm, they'll believe that you mean them no harm. They might still fear you if you're sufficiently eldritch in appearance though...Sometimes the Old Testament look isn't always the best for making friends.

Sapureth [Sprite] - Fairy Market

Thanks to your connections in the various mercantile guilds of the Five Worlds, you know that there's always someone looking to buy or sell something somewhere in the world.

And being the canny Sprite that you are, you can home in on these people with unerring accuracy. You can also easily tell apart the real currency from the fake thanks to your experiences.

And shady backroom dealings? The latest Intrigue in some Merchant Prince's court? You can navigate such things with aplomb! ...Perhaps even easier if you grease the wheels beforehand.

They have a saying amongst people like you; "In hell, Money conquers all!"

Sapureth [Devil] - In The Devil's Hand

Plots, schemes, pranks, these are the bywords of the Devils, and you're no exception. In fact, you have an especially strong talent for causing the bonds between others to grow strained and shatter like so much spun sugar. Lovers, Childhood Friends, all fair game for you.

Alternatively, you can use this perk to scheme or incite violence amongst large groups with nobody any the wiser as to who *really* threw that first punch that set everyone off.

Aren't you a perfect little exemplar of a Devil?

Maetropa [Beast] - Bunny-Style Zenkai

Somehow, you've inherited the same propensity to draw greater power from your defeats as the feared Rampage Rabbit. And much like him, you'll slowly grow in power the more times you're defeated by someone in battle...Assuming you can survive.

As a bonus, you'll find that regardless of how crushing said defeat was, you'll always be able to bounce back mentally (if not physically) after a while if you survive it.

Well, there's one caveat to this ability; it doesn't work if you lose on purpose. You have to be giving it your all and still be beaten. Fighting under power limiters works though, the main thing is that you *must* be fighting at your limit.

Maetropa [Beastman] - Victory lies in the Heart of the Courageous

The regal lion, the noble wolf, the wise elephant. Regardless of the animal your more bestial half is inspired by, you have the ability to raise the spirits and bolster the willpower of those around you by making a stand against that which threatens them. Rouse an army of slaves to cause an uprising, or champion more humanitarian efforts like helping a third-world country.

No matter what you act against, you'll be able to rekindle the will to live in even the most downtrodden and disheartened of souls if you show to them that even one other person is fighting for their sake.

Loreilal [Helper Robo] - Number Five Alive!

Sometimes weird things just happen around you, like lightning striking the facility you're at while you're in the middle of recharging. Normally these would be bad things(overloading and whatnot), but now you've found that you have an uncanny knack for twisting these odd events to your accidental benefit.

For example, that aforementioned lightning strike? It could boost your programming capacity to the point that you could rival the likes of Stephen Hawking or Albert Einstein in intellect...Or it could just instill in you the secrets of mambo dancing. Regardless of the boost, as it's temporary at best, it'll usually be something that is at least indirectly useful for the situation at hand.

Loreilal [Machine Soldier] - Miracle of the Gearworks

Being from Loreilal, you've had to learn how to be self-sufficient since sometimes you can't get to a repair station in time to prevent yourself from going offline for keeps.

As such, you've become remarkably adept at patching yourself and other machines up with any old scraps just lying around.

While this doesn't give you the ability to make new devices and such, it *does* allow you to fix them to a satisfactory level, even with subpar components.

...I would still suggest fixing them *properly* when you get the chance though, this jury-rigged fix will only hold you for so long until eventually it too gives out.

Silturn [Oni] - Horned Lord of the 1000 Demon March

There's a reason the Oni are the Ruling Class in Silturn nowadays, and it isn't just because of their prodigious strength. Rather, it's because they have a tendency to draw in those weaker than them as followers, almost like a bug lamp but for minions.

You'll find that wherever you go, it'll be almost child's play to assemble a large group of underlings, thugs, mooks, goons, and general minions for whatever purpose you wish.

Whether it be to form a militia to guard your latest holdings, or a gang of bandits to raid someone else's. Sometimes you might even find individuals who are a cut above the rest, people destined to be something more than mere cannon fodder.

As a bonus, the stronger you are, the more attractive and charismatic you'll appear to others.

Oh, you can have more than two horns too if you like, the average Oni usually only has one most of the time, and two if they're lucky. Three is typically a sign that you're nobility among the Oni.

Siltarn [Demon Beast/Youkai] - Transformations

Some days you just don't feel like yourself. So you thought 'Why not be someone else for a day?'

And that's exactly what this perk does.

Like the fabled Kitsune and Tanuki, you've become a master of disguise easily able to pass as a Human or even another person entirely under even the most detailed scrutiny.

Why, even your voice can be changed if you so desire...You can easily pass as a particularly attractive example of the opposite gender too, if you so desire. I won't judge. Youkai are weird like that.

Legendary Beast (-600, Exclusive to Guardian Beast)

Like Sword Spirit Parista and his sibling Crystal Spirit Kuhyra of Wystem, and the Legendary Stray Goura, you've got the potential to be a truly powerful being.

In time, you'll eventually grow to match these beings in both power and skill alike.

Choose one of the following three 'Paths' that will dictate which of them you take after most.

Path of Fire

Parista is known in Wystem as the 'Holy Spirit of Fire', and much like Parista, your skill in forging a specific type of weapon is second to none. With this perk, should you choose 'Sword' as your weapon, your ability to provide assistance capable of letting even a novice who only just started yesterday craft masterworks in that given weapon type is comparable to Parista's own.

Do note however, that you can only choose one of the following Weapon Types:

- Sword
- Drill
- Axe
- Spear
- Knuckle

Path of Crystal

Kuhyra is the 'twin', for lack of a better word, to Parista. Kuhyra is known for their ability to craft any elemental weapon via the use of Mystic Ore.

Do note however, that for you such limitations as focusing on a single field as Parista did are largely nonexistent, for much like Parista's sibling, Kuhyra, you now possess the ability to craft Mystic Ore freely regardless of your chosen Origin, allowing your partner to craft ever greater works.

Do try to keep your partner from getting a big head about this, *you're* the one with the real power here.

Path of Stray

Goura is...or rather, *was* a powerful Summon called in days gone by. Currently, he's rather...shall we say, indisposed at current.

However, Goura's summoning had a bit of an..'accident', as it were. Specifically, he ended up with one killer out-of-body experience. To be more precise, a notably-sized fragment of his soul ended up trapped within his Summoner, reducing his body to naught but a crazed berserker.

You don't have to worry about that however, as what this path provides you is Power, pure and simple.

You see, Goura's greatest claim to fame was his frightening power. What this Path does for you is simple. You know how you'd have to take time and effort to learn all those spells, with your Origin dictating which ones you'd get first? Well, now you don't have to worry about that at all. You'll eventually have all of them at the same rate now, including the 'Signature' spells like Kuhyra's mighty 'Terra Iceberg'.

If you have the perk 'The Magic Touch', you can ignore just picking one attack spell and get all four from the outset, as well as the ability to develop 3 attack spells each for the other Elements as per 'The Magic Touch'. And yes, you do get all four Elemental Enchant spells from the start even without 'The Magic Touch' too.

However, keep in mind that you can only use these high-end spells every so often.

Specifically, you'll need about a year to recharge a use for an individual one. While they'll all recharge at the same rate, you'll want to measure your use carefully due to how exhausting it can be to use them back to back. After all, even Goura himself refrained from doing so.

Use this power wisely, young Guardian Beast, for even Legends oft fall into pitfalls of their own making.

Gear

Note: Guardian Beasts can get a 75% discount on the 400CP item, 'A Little Bit of Home' if their Type matches what they wish to purchase. Ex; A Beastman could purchase the Training Grounds for 100CP instead of 200CP. Though subsequent purchases of said Item would only have the standard 50% discount.

Crafting Hammer (-50, First Purchase Free to All)

You can't get anywhere in life without something to protect you, so I'll provide you with something to do so.

What's that? You say this crafting hammer is useless for that? Fool! A wise man once said this; 'A Hammer does not just forge a weapon... It can forge a man!'

...Well, it still works just as well if you're a woman too.

As a bonus, this hammer will never break! If you should happen to misplace it, it will always return to the Warehouse or Workshop you may have the following day.

Incidentally, this is required to use Lyndbaum-style Crafting. Something about runes and shit, I dunno, I'm a cosmic being not a smith.

It Makes The World Go Around (50, 4 Free to Craftknight)

Wow! 50,000 Boam! Aren't you lucky?

Boam is this world's currency, it's a small yet shiny coin that has value in any settlement in Lyndbaum or the Summon Worlds. 150 is usually enough to buy a basic lunch in Wystem, but sometimes the good stuff can cost close to 1000 Boam.

Odd Formulas & Texts(100)

This series of books contains the method to creating an alternative means of crafting weaponry; Shapestones.

Unlike Wystem-Style Smithing, all a Shapestone requires is that a single piece of material be beat into it with the help of a Guardian Beast, and the Shapestone will transform itself into an appropriate weapon depending on which kind of Shapestone you used.

Sword, Axe, Knuckle, Drill, and Spear are the Shapestone varieties you'll be able to make right away, though a passage towards the end of the texts mentions the possibility of there being other types of Shapestone that can be made...

Additionally, unlike Wystem-Style Smithing, when the weapon breaks it will merely revert to a Shapestone and retain whatever TEC Points you may have accumulated.

Furthermore, this also affects the properties of 'You Break It You Bought It'. as you can not only gain your foe's Wystem-Style Crafting Recipe by breaking their weapon, but a Material to use with a Shapestone to either make another copy via that method, or fuse it with a different type of Shapestone to make a weapon reminiscent of your foe's own weapon.

Odd Gem (-100, Free to Drop-In, Mandatory with Mono Shift)

This *seems* to be some sort of Summonite Gem, but this odd hue of red is unlike any other in existence. While it may seem like nothing but an odd curio, this humble little gem hides a secret that only a rare few know about.

In truth, this particular object is the key to unlocking a certain power. and will allow you, Jumper, to properly control...and given enough time, even fully Tame that fearsome power. [Read the Mono Shift perk for more details.]

Curry Recipe & Ingredients (-200, Discount to Drop-In)

This humble-looking notebook contains the teachings of Craftlord Sakuro.

What does it teach you how to make, you ask? The best goddamn pot of curry you'll ever taste that's what!

As a bonus, I'll throw in all the ingredients you could ever need to cook it at any given time, as well as a basket that's *a/ways* got enough pieces of piping-hot Naan Bread to serve you and all of your Companions!

Don't worry about ever running out of ingredients either, Jump-Chan will handle that.

...Oh, the notebook's teachings also helps you become a better craftsman too, I suppose.

Crate of Raw Summonite(-400, Discount to Drop-In, Free with Summoner perk)

Summonite Ore is a Gem Ore type of material that sometimes occurs in Lyndbaum when this world connects to another that contains an incredible amount of energy due to the influx of energies caused by the connection. Normally it's used to summon Guardian Beasts, but certainly an enterprising Jumper can find another use for it?

Either way, you'll need this to do any Summoning. This crate holds enough Summonite to perform roughly 15 summonings, and refills every 3 months.

Black GUNVALD (-600, Discount to Drop-In)

GUNVALD is a massive Summon Beast from Loreilal, and effectively serves as a Giant Robot in many facets. This happens to be his black-and-red paintjob sporting counterpart, stuck in the same situation as the regular GUNVALD.

Originally, GUNVALD had sentience and the ability to act on its own, but an accident rendered it incapable of such things.

If you could somehow restore these functions however...

GUNVALD possesses many built-in weapons. Such as the GUNVALD Impact, which is really just a punch amplified by spinning up the GUNVALD Chainguns before striking..

The GUNVALD Chaingun, which is a pair of large-bore gatlings hidden inside the arms.

The GUNVALD Missile, which is a set of four missiles hidden in GUNVALD's shoulders.

And finally, the GUNVALD Laser, which uses GUNVALD's wing binders to fire a powerful beam cannon in tandem with the GUNVALD Chaingun and GUNVALD Missile to execute an alpha strike worthy of the Gundam Heavyarms.

A Heartfelt Charm(-100, Free to Apprentice)

This small item could be a bracelet, pendant, or any other small accessory that means something to you. Point is, so long as you're wearing this little bauble, you'll find that the seemingly arbitrary nature of Fate & Fortune will smooth out a bit. Bad things won't go as badly as they could, good things will happen slightly more often, all that stuff.

In other words, if you have bad luck normally, this will average it out for you and tamp down some of your worse luck. If you'd like, you can import a small accessory-type item into this to gain the effects of this item.

Water Scooter(-200, Discount to Apprentice)

You'll need one of these to get around in Wystem, seeing as it's practically Venice as portrayed by a Tower. Nevermind that the Wystem Labyrinth has a lot of places that can only be reached by one of these.

It can hover on water, and perhaps with a little work it can be modified to work on land too. Don't worry about fuel, it runs on ambient energy! How eco-friendly.

Portable Forge(-400, Discount to Apprentice)

While not as filled with features as a normal Standing Forge, this pocket-sized Portable Forge can still let you make weapons, repair pre-existing ones, and break down materials for Elemental Ore.

The one thing it can't do is process Mystic Ore, sadly. But with some work, you could improve it to be able to.

Alternatively, for an extra undiscounted 100CP, this can be a full-sized Forge capable of processing Mystic Ore that is connected to your Warehouse that teleports itself to you whenever you will it...So long as you aren't in the middle of a fight. For some reason it will refuse to answer the summons if you are.

Somehow, it'll still work even when not connected to anything. Don't question it, it just works.

Ancient Text(-600, Discount to Apprentice)

This incredibly old book was found in the Labyrinth on one of your Mentor's expeditions to procure more materials, and he(or she) gave it to you as a gift since they couldn't make heads or tails of the writing within.

One night, while you were trying to read it, you tipped over a lantern and it fell onto this book. Curiously, it didn't burn. In fact, it actually became readable!

This book was apparently written by one of the First Craftlords, and contains the secrets of creating the Warp Tiles you may have seen in the Labyrinth. Though at current you can only make two, with more study you might be able to make more to create a network of Tiles just like what your Mentor said the Labyrinth has!

...Well, the Tiles still need to be 'keyed' to a person by them hitting the Tile with a Crafting Hammer. The book said something about the Hammer's runes or something, the page was rather unclear as it had apparently been stuck to another by a ludicrous amount of what was once Jellybeans. Did the Craftlord who wrote this book like Jellybeans or something...?

Crate of Iron Ore (-100, Free to Craftknight)

You can't make weapons without materials, and this crate provides you with a whopping 50 units of Iron Ore!

Using Wystem smelting techniques, each unit of Iron ore provides five units of Wind, Water, and Fire Elemental Ores. For an extra 100CP, this can be upgraded to a Crate of Steel Plates, which provide fifteen units of all Four Elemental Ores.

This item restocks once every two months when depleted.

Box of Mystic Ore (-200, Discounted to Craftknight)

Mystic Ores are used to enchant a weapon with an element, and are often mandatory for more advanced crafting techniques.

Axes often bear the Fire element, Spears often bear the Wind or Water Elements, Drills often bear the Thunder element, Knuckles often bear the Wind element, and Swords are variable.

This box contains 20 units of Mystic Ore, and restocks every five months when depleted.

Crafting Workshop (-400, Discounted to Craftknight)

You can't be a fully-fledged Craftknight without a workshop! With this workshop you can craft anything from this setting thanks to the Forge that's inside it.

During this jump, it will be somewhere within your starting location. Afterwards it becomes a Warehouse attachment that can import itself into further jumps at your discretion.

For an additional undiscounted 100CP, this workshop also gains the benefits of the Upgraded Iron Ore Crate and Mystic Ore Box. It only makes sense that a craftsman like yourself would have the resources to do your job, right?

Guild Hall(-600, Discount to Craftknight)

Well this is something isn't it? Seems Wystem doesn't have only the Gold and Silver Guilds now, because now you're the Guildmaster of your own Craftknight Guild!

This building can house up to 64 Apprentices, 32 Craftknights, as well as yourself and any of your Companions you may have Imported.

Inside this hall, you can teach others how to use Lyndbaum-style Crafting. This effectively gives them the effects of the Techniques, Basic Crafting Techniques, Craftknight Crafting Techniques, and the You Break It You Bought It perks if you paid to keep that last one.

It also has a Summoning Hall in the basement if you or a Companion has the Summoner perk. How else are you going to give your Apprentices their Guardian Beast when they earn the right?

If you've purchased the Crafting Workshop Item or the Upgraded version of it, this item gains it as an attachment. Have to have your own personal workshop after all!

Post-Jump, it will attach to your Warehouse, and be able to be placed near your starting Location in future Jumps.

Personal Possession (-100, Discount and 1 Free to Guardian Beast)

This item is an object that initially depends on your 'Origin' as a Guardian Beast.

Non-Guardian Beasts can buy these, but at 100CP each. Guardian Beasts may buy more at a discount.

The list of items is as follows;

Siltturn Brew (Siltturn Origin)

This humble little japanese-style gourd bottle contains a potent alcohol both made and favored *strongly* by the Oni and Yōkai of Siltturn.

In particular, this little bottle will never quite run dry no matter how much one drinks.

Additionally, even if you're a robot, you'll still get a buzz. It's just that good you know.

It even tastes better when shared with a friend or lover!

"Good booze is best shared with a good friend!" - A Wandering Oni

Crystal Ornament (Sapureth Origin)

It could be a barrette, a brooch, a pendant, or even maybe a bangle.

Point is, this little bauble is carved out of crystal brought straight from Sapureth's Crystal Forests, and strengthens your 'connection' to the world, affording you the ability to remain in this world without needing to be *quite* so close to your Partner.

In terms of say, Servanthood from one of the Nasuverse Jumps, this item is roughly equal to the A-ranked Independent Action Skill so long as it's worn.

Combat-Ready (Loreilal Origin)

You are Combat-Ready! ...Or maybe not, maybe you'd rather just interact normally with others in a way that *doesn't* leave you having to look up at them.

Or y'know, you'd just like a way to interact with things in a way you might be used to.

Anyhow, this item is basically an External Body you can link up to and control like you would a normal body, with your cutesy little self forming the head!

(Be the Voltron you've always wanted to be!)

Alternatively, if you're a Machine Soldier instead of a Helper Robo, this could be an assortment of spare parts and additional weapons modules to swap in and out of your current body as needed.

Beast Charm (Maetropa Origin)

A simple little necklace adorned with fangs and small polished stone beads.

Compared to the other items in this category, it's almost mundane and straightforward in what it does.

Specifically, it allows you to make like Dr. Doolittle and talk to animals.

No, you don't get to command them or anything, just carry a conversation and maybe suggest them things. Either way, it's a simple and rustic item from a simple and rustic culture.

Get back to your roots and unleash a bit of your wild side!

If you happen to be a Beast instead of a Beastman, you can give this to your Partner so they can understand what you're saying.

Support Items (-200, Discount to Guardian Beast)

This package of 3 First Aid Kits, 15 Bandages, 10 Kicker Potions, 5 Klotzen Potions, 10 Amulets, 10 Summon Charms, and your choice of any one Accessory from Summon Night Swordcraft Story 1 will help you give your partner a leg-up against the competition.

First-Aid Kits in this world can help even the most severely wounded get back on their feet and in fighting condition in a flash.

Bandages are a weak healing item, Kicker Potions are a much stronger one, and Klotzen Potions are considered the best-of-the-best when healing items are concerned.

Amulets can ward off Stray Summons weaker than you or your Partner, and Summon Charms attract them.

All items here but the Accessory and the Bandages will restock once every two weeks. The Bandages will restock daily.

A Little Bit Of Home (-400, Discount to Guardian Beast)

Some places have certain things that they have that others don't, and different places also have different cultures too. Depending on the Type you chose, this will affect which Item you can get an extra discount on with this choice. You can purchase other selections here for 100 additional CP, for a total of 200CP per item.

For example, if you are a Devil, then you can pay 100CP to purchase the 'Den of Iniquity', or 200 for the 'Primal Forest'.

Some of these items can combine, as detailed in the Notes Section.

Sacred Shrine [Angel]

Every angel is tied to a holy place and you are no different. This grand temple is styled in a manner of your choice and brings clarity of mind and aids in meditation or prayer to those that enter. With a bit of work, you could possibly start a religion with this temple or at least a cult. Hidden below the temple is a series of rooms that could be used in a variety of ways ranging from rituals, storage or what ever you need. You are seen as the guardian of this temple and an agent of the divine, with this temple acting as an anchor for you within reality during your time here.

Den of Iniquity [Devil]

This a hidden place where sinister or illegal acts can be planned without fear of reprisal from holy angels or lawmen. In addition to being surprisingly spacious, you will find everything you need to plan your actions from mystic blackboards to maps and diagrams though it doesn't produce maps or diagrams that you and yours couldn't get on your own. It can also serve as place to let the heat die down with multiple rooms to sleep in, which could double as cells with a little work, and a rec room to kill time in. May or may not be hidden in a sewer. Or masquerade as a seedy bar for that matter. Your choice really.

The Den of Iniquity may be attached to your warehouse or in a secure location in the current jump.

Serene Clearing [Sprite]

As a Sprite, you are one with nature. But as a Guardian Beast, you will often be in towns or your Craftknight's forge and you might find yourself missing the natural world. With this you'll always have a little pocket of nature to go to. This clearing is surrounded by a forest and a small river goes through it. With a bit of work and know how, you might even be able to turn this clearing into a miniature bazaar filled with your wares or the wares of your companions. Don't worry about keeping it manned though as whenever you or a companion leave something that is intend to be sold, whoever buys it will leave something of roughly equal value. More often than not this will be the local currency of the current jump though they might leave something else of value as well. You are able to access this clearing via your warehouse or a location in your the current jump.

Primal Forest [Beast]

Survival of the Fittest, the oldest known law. This is a forest where that is the only law that matters. While here you may test yourself against all manner of beast and monster to hone your prowess in deadly combat, no matter how powerful you become. When you leave all your wounds and ailments gained in battle here removed and in the event the unthinkable should happen and you are killed while here you will be revived and sent somewhere safe. By default this attached to your warehouse but you may let this forest be somewhere in the current jump at the beginning of the jump.

Training Ground [Beastman]

This mountaintop dojo is something many would be envious of. Here, the thin mountain air will help hone your body to perfection as you practice combat either in the dojo or outside of it. As you train you will find that your mind is improved alongside your body. Beyond the dojo itself, there are a few rooms that can be used to rest, as well as a simple dining room and a storage room.

But the real draw of this location is the Great Training Hall, a place where meditation is *particularly* effective.

Scrapworks [Helper Robo]

While technically a junkyard, this is a place where you can find all sorts of cast-aside gizmos and gadgets that you could fix up with a bit of work or could be used to fix other things. The

contents changes every few days so you have time to look through the piles of stuff. Occasionally you'll find things that belong to a previous jump. The Scrapworks is attached to your warehouse.

Mechanical Armory [Machine Soldier]

An advanced armory is attached to your warehouse that can teleport weapons and ammunition to you in the field. In addition, it allows you to quickly swap out Equipment Modules even in the midst of battle so that you may adapt to the ever-changing demands of combat. It starts out with the ability to produce the typical loadouts of Machine Soldiers but you will be able to update, upgrade and add to the armory as you progress through your adventures.

Hot Spring w/Hotel [Yokai/Demon Beast]

Everyone needs a place to relax, and now you're the proud owner of that classic location that shows up in almost every anime out there, a Traditional Japanese Hotel with a Hot Spring! (Or Onsen if you want to call it that.) It brings in funds from those who stay at the place with the exception of yourself, your companions and any guests you bring, and it is always staffed by the local flavor of Yokai, or humans if there aren't any local equivalents, who won't cause trouble for patrons or yourself. Can be attached to your Warehouse at the beginning of a jump but it won't be able to bring in funds.

Or you can place it somewhere in the world at the onset of a new Jump so that you can start accumulating the local coin. And don't worry about it getting attacked by enemies in this case, as even the heroes and villains of a world may turn up sometimes for a bit of a peaceful break. But don't bother using this to assassinate them, you're just as bound as they are. Hot Springs are not for fighting!

Hey, even homicidal psychopaths need to go on vacation sometimes too y'know.

Grand Mountain Palace [Oni]

The great and magnificent Oni rule Silturn with a gentle but iron fist. As one of the High-Ranking Oni Nobles who have a stake in how Silturn is run, you have ownership of a palace in a pocket-dimension of your very own. It is staffed by a mix of Lower-Ranking Oni, Yokai and Demon Beasts. They guard and clean the palace and are subservient to you and to an extent your guests. The pocket-dimension is attached to your warehouse.

There's even an armory filled with decent-quality weapons like spears, swords, and even some Kanabo (the Traditional Oni weapon) to outfit your underlings or foot-soldiers with. You can take the Oni out of the Wild, but you can't take the Wild out of the Oni.

Alternatively, you can place this Mountain and accompanying Palace somewhere in the Jump upon start, people won't find it odd either.

Signature Weapon(-600, Discount to Guardian Beast)

In this world, normally it's the Craftknights who make and use weapons. But sometimes you get exceptions to that, like a Beastman who carries a Sword, or a Sprite who wields a Spear. And this weapon? It's yours. Hand-crafted by a Master Smith from your World of Origin, and woven with countless enchantments geared solely towards the best possible compatibility with you, the wielder. Though you did have to donate some of your own energy to properly 'link' the weapon to you...

Depending on your World of Origin, this weapon will share that Element, and your Type will dictate what it will most likely be (though you can choose whatever you please if it suits you).

Angels and Devils typically choose Spears, while Sprites sometimes carry Swords.

Beasts typically use Fists, and Beastmen run the gamut of weapons.

Yokai/Demon Beasts also run the gamut(but favor Fists), as do Oni. though Axes are far more prevalent among the Oni than the other Types.

Helper Robos typically use Drills or Fists, same for Machine Soldiers.

Regardless of your size, shape, or physical form, this weapon will always be perfectly weighted and balanced for your use. Even if you don't even know the basics of swordfighting, you'll still be able to wield your blade well enough to not be a *total* novice. Furthermore, this weapon will grow as you do. So you won't have to worry about it ever falling by the wayside in favor of something shinier. And breaking? Not gonna happen. It exists as long as you do.

After the Jump, it will even alter itself automatically to be just as wieldable whenever you assume an Alt-Form. So go ahead and use an Axe while you're a Chinese Dragon or something!

Optionally, if you already have a weapon you like, you can import it for no extra cost as long as it can fit into one of the weapon categories already known.

For reference, Staves can fall under Spear, and Scythes can be either Spear or Axe depending on the properties you desire. (Axe = Power, Spear = Speed)

Companions

Call in the Crew! (-50-200)

Want some backup, or maybe just call in some friends to enjoy life? For 50CP you can call in one companion, or 200CP for eight!

These companions can take any background except Guardian Beast.

Unless, however, an equal amount of Companions select the Craft Knight background. Then these Companions become the Guardian Beast partner, decided as they see fit to pair off.

Regardless of origin, they each get 600CP to purchase Items and Perks with, as well as all associated Freebies & Discounts.

Summonite (200, 1 free to Craftknight/ 1st one Discounted to Apprentice)

Summonite is a mysterious ore used to summon Guardian Beasts, which are vital to being a successful Craftknight.

Each Guardian Beast comes from one of the Four Realms, and has a specific weapon type they do best with when crafting:

Loreilal, home of the Machine Folk. these Summons focus solely on electric-type damage, and Drills are their preferred weapon type. Occasionally one might find an example who favors Knuckles, but these are few and far between due to Drills being more common a preference.

Maetropa, home of the Spirit Beasts and Beastfolk. These speedy sorts focus on wind-type damage, and provide a bonus to Knuckle-type weapons. alternatively, they can favor Swords instead. though these are rare. They can also favor Spears, but these aren't nearly as numerous as those who favor Knuckles.

Siltturn, home of the Oni and Yokai. These brash and hotheaded sorts treasure strength above all else, so they have a bonus to Axes. Fire is their element. Like Maetropans, they can also favor Swords, but these are more common than the former.

Sapureth, home of Spirits, Demons, and Angels. These individuals are Water-aligned, and often favor Spears. be careful though, they're just as mercurial as their element implies. Sometimes you may find one who favors a different weapon, but these are rare.

By taking this option you can gain a Guardian Beast of your own with 600CP and all discounts/freebies to follow you as a Companion.

Or, you can import a pre-existing Companion as one to gain an alt-form and abilities fitting their chosen background. Just to make sure you don't misinterpret, they get the CP too.

A Partner (Free & Exclusive to Guardian Beast)

A Guardian Beast can't do everything on their own. They need to be pacted to another, lest they be deemed a Stray Summon and hunted down with great prejudice.

This option gives you a companion of the Apprentice background and your chosen gender, as well as with 600CP and all discounts/freebies to that background.

For an extra 200CP, this companion can be upgraded to having the Craftknight background instead. You can also Import a pre-existing Companion into this option if you so choose.

If you took the drawback 'A Hero's Story', this could instead be Cleru, Pratty, Edgar Colthearts, or Aera Colthearts. Or even one of Wyster's Craftlords who aren't Shintetsu. You'll have to pay the 200CP to get one of the Craftlords though.

Canon Companion (150)

Ah, discerning taste for a discerning Jumper, no?

Well, if you want, it can be arranged that you'll start off on the right foot with a given individual of your choosing.

Perhaps the passionately temperamental (read: Tsundere, heavy on the tsun) Sanary, the lively Razzy, or even one of Shintetsu's kids?

Either way, you're guaranteed to have a favorable encounter with them shortly after starting the jump if you're a Drop-in, or sometime before the jump officially starts if you're one of the other Origins.

For obvious reasons, Parista, Goura, and Kuhyra cannot be chosen with this option.

If they happen to have, or are a Guardian Beast, their Partner will come with them in the same slot, and cannot be separated from them into their own individual slot.

Drawbacks

Limit is 800 CP. You can take more, but it'll just be for fluff.

As normal, all Drawbacks fall off post-jump.

A Hero's Story(+0, Toggle)

By taking this Drawback, you can choose to replace Cleru/Pratty, or Edgar/Aera Colthearts.

However, you can only take this if you choose the Apprentice(Cleru/Pratty) or

Drop-In(Edgar/Aera) options.

Alternatively, if you're a Guardian Beast, you can choose to be, or replace the Guardian Beast they normally would have had.

If you chose Craftknight and have the 'Diamond Crafting Techniques' perk, you can instead choose to either be, or replace one of Wystern's Craftlords. Shintetsu and his position of 'Iron Craftlord' are ineligible for this. For reasons that should easily be obvious to you. (Kind of hard to be someone who's dead after all.)

Idle Hands are an Oni's Playthings (+100)

Ever since you showed off one of your swords at a smithing expo, people have been clamoring for your works. Because of that, you won't have too much free time since it'll mostly be spent satisfying the demands of your would-be customers.

Oh, you could blow things off, but it'll come with a *steep* hit to your reputation if you fail to meet the quota. And good luck finding work that isn't crafting.

(Craftknight Only)

Accidents Happen (+100)

Whoops! Careful with that hammer! Not exactly the most well-coordinated of people, are you? Well, this drawback makes it so that you're something of a klutz. It won't hamper your fighting ability any (though it may result in a few moments where your klutziness inadvertently wins you a fight or two), but be careful. You'll be tripping over nothing at all at least three times a week, bungling a craft every so often, the typical klutz life.

On the upside, you'll find that your klutziness tends to be somewhat endearing to those who are attracted to such people. Comes with a free medical kit to patch up the bumps and bruises! (or a tin of wax and a buffer to fix those dings and scrapes if you're from Loreilal.)

I Told You About Stairs Bro! (+100)

Well, this is awkward. Now just like Cleru and Pratty, you have a tendency to fall down the stairs *remarkably* often. Fortunately for you, like them you'll also get away with just a few minor scrapes. But is it really worth the extra points when the only way to progress in the Labyrinth is to *go down stairs*?

It Keeps Happening! (Requires I Told You About Stairs Bro!) (+200)

...Did I say you get away with just minor scrapes? Yeah no, that doesn't happen anymore. Now this won't just be played for comedy, as falling down the stairs can actually be *very* dangerous in real life. This now has a good chance of causing you actual injury if you fall wrong....I wouldn't suggest taking this with 'Accidents Happen!', as now *those* accidents have a higher-than-normal chance of causing actual harm as well! (Apprentice Only)

"I never said it was *good*." (+200)

While cooking skills are often important, you'll soon find that regardless of whatever perks you have, your cooking skills have taken a sharp nosedive. Fortunately, this doesn't affect any companions you may have. So either get used to eating out often, or having someone else cook for you, because whatever you cook that isn't the simplest of fare (such as a sandwich, or a hardboiled egg) could be charitably termed a biohazard at best. And look on the bright side, at least you won't be the only person in Wystem who has this problem. Sanary, of the Silver Guild, happens to be in the same boat.

Loveless (+200)

*When the war of the beasts brings about the world's end
The goddess descends from the sky
Wings of light and dark spread afar
She guides us to bliss, her gift everlasting*

...Oops, wrong series. Anyhow, taking this drawback means that your romantic prospects are nil for the next 10 years.

You might still make friends and/or rivals, but finding love? Nope. Not even Companions or Followers will help with this, they'll always be too busy with other things to consider romance with you. Have a Companion that is in a relationship with you? They never seem to be around, waking up before you and coming home late and tired. Isn't it sad, Jumper?

Impulse Drive(+200)

Much like many shonen protagonists, or Razzy, Bron's niece, you have... shall we say, 'poor impulse control'.

Simply put, the ideas you come up with often sound good at the time, but end up 'entertainingly misguided'.

Fortunately for you, you can *mostly* avoid issues like this as long as you have a friend who's more level-headed...Not completely mind you, you'll still go off half-cocked more often than not. But what's life without a little adventure eh?

Summoning Sickness (+300)

Seems there was a bit of a problem bringing you to this world. Namely, all of your out of jump powers, either magical, biological or scientific, are being disrupted by the nature of this universe and are effectively sealed for the duration of the jump. You still have your intelligence and crafting perks that would bring you up to the Early Industrial Era, but besides this you're stuck with what you've got here and that's that.

It's all on fire, and for once it *is* your fault! (+300)

Much like Edgar, Aera, and a certain trenchcoat-sporting wizard from another world, you *really* aren't good with anything more technologically-advanced than a forge and bellows. Oh, you can still make and use Drills and Water Scooters, but that's about it. Anything more advanced has a incredible tendency to break down catastrophically at the slightest touch from you. Fortunately, any Guardian Beasts from Loreilal (GUNVALD and Black GUNVALD included, should you have purchased them) are exempt from this.
(Forbidden to Loreilal)

Wavering Crystal (+300, Cannot be taken with A Hero's Story if you choose to be/replace Craftlord Tyram.)

Vanished shortly after the death of Shintetsu, the Craftlord of Crystal, Tyram would largely be a Sir-Not-Appearing-In-This-Story, and that would be fine. However, this Drawback means you've got to *find* him by the end of the Jump. Fortunately, you aren't going to be left completely without a lead, as his lover Rumari, the previous Craftlord of Jade (a position now held by her younger brother Ureksa) may be able to help you locate him if you can find a way to heal her illness.

Finding him may be the easy part though, as you'll find a broken and depressed man still mourning the loss of a dear friend.

If you manage to restore his faith in life, he'll offer to teach you some of his own Weapon Designs... Earned in battle of course, as is the norm for this world. Little is actually mentioned of Tyram's abilities in canon, but you can likely expect him to use many different weapons during your battle.

If you happen to have taken this and Deiglayan Discord, your objective is instead to find him and bring him back to Wystem so he can aid in its defense — but again, this won't happen without a fight.

Deiglayan Discord (+400)

You thought this world was mostly sunshine and roses aside from a few threats like Parista and Goura? You're wrong, there exists an Empire in this world, the Deiglayan Empire. Hellbent on nothing less than world domination for the sake of crushing others beneath their steel jackboots.

Normally, they'd be little more than a footnote to your stay here, as the efforts of Cleru and Pratty will soon put an end to their imperialistic ways by chance sometime during the tournament, but by taking this drawback they'll become oh so much more.

Namely, they'll seek to contain you, and use you for their own nefarious purposes. Either as a smith to outfit their troops, or a power source if you happen to be a Guardian Beast.

To make matters worse, they've a man on the inside. None other than the Craftlord of Amber, Lubert. His specialty is Drills, and his Guardian Beast, Black Spirit, is no pushover either with its formidable Lightning spells. Uncovering the extent of his involvement with Deiglaya and unmasking him for the traitor he is will be difficult, but not impossible. To help you along, Cleru and Pratty will aid you in fighting off Deiglaya's advances with their Guardian Beasts as well.

And just to make sure you don't feel bad about the possibility of Lubert not being a baddie without you taking this Drawback, don't be. Cleru and/or Pratty will handle things with him with or without your help no matter what, even if you didn't take this Drawback. The Drawback just means you're involved whether you like it or not.

And the number thou countest shall be Three.. (+400)

Are you sure about this, Jumper? Well, far be it from me to tell you what to do...

Normally, you'd be hard-pressed to find this mighty being of legend, but by taking this drawback you'll have gained the attention of the Rampage Rabbit.

The Rampage Rabbit is a Stray Summon from Maetropa, and is widely considered *the* most dangerous being there. So dangerous that it was exiled to Lyndbaum as a result of that. It seeks one thing, and one thing alone. **Power.**

Now he's aware of your existence as a being who can provide him with a challenge worthy of his power, and will seek you out wherever you go. At dinner, he'll be there. In the bathroom, he'll be there.

Needless to say, Rampage Rabbit is nothing if not persistent. And will challenge you at least once a year. With each defeat you give him, he'll leave you be for the rest of the year, and come back stronger that same day the following year to challenge you yet again even if you slew him. On the tenth and final year, he'll have grown strong enough to become **Golden Rampage Rabbit**, and will be powerful enough to push you to your very limits as a fighter.

Should you manage to defeat him all ten times, you are free to take him as a Companion in future jumps. Who knows, perhaps his saiyen-like propensity to come back stronger from a defeat will prove useful to you? He's a bit addicted to self-improvement though, not unlike a certain green-clad Ninja from another series...

Triple Threat (+600)

One would think that the Wystem Labyrinth ends with Parista's lair, but in truth there's another 50 floors beyond that, for a total of 100 floors.

This is because originally, the Labyrinth was used as a prison for three dangerous Stray Summons.

Evil Metal and Omen Fish are two of these powerful beings. But compared to the third, who lies sealed at the 100th floor, they're just roadblocks.

Inferno Kirin, rumored to have been the previous 'Spirit of Fire' before Parista was summoned, will be the ultimate test of your power here outside of a Parista or Goura fighting seriously.

And to make matters worse? You have to defeat all three of them at least twice before you can leave.

For your troubles however, you'll receive the blueprints for the Saintly Sword, Skull Crusher Axe, Lord Spear, Hazard Knuckles, Fanged Drill, and Giant Fork, six of the strongest weapons (barring Elemental Infusion) you can get in Wystem.

Furthermore, you can choose to take one or more of these powerful beings as a Companion.

Evil Metal is a large crab-like tank that doesn't talk much, and largely prefers to resolve problems by smashing them. As far as the three go, it's a straightforward and direct opponent since it tends to telegraph its attacks almost all the time.

...It's not very bright.

Omen Fish is essentially a musclebound merman(with a very Gonk-like look unfortunately) and is deceptively fast for its build, and seems to be something of a hopeless romantic at times. As far as fighting it goes, this one will be a much more conventional opponent. As a companion, one can expect it to always be looking for love and attempting to look its best.

Not to say that it's a dandy, but beneath that Deep One-like look is the heart of a lover...One's Mileage May Vary on whether or not that's a *good* thing however.

Inferno Kirin however...Well, if you've fought the Kirin at Roda Volcano, then you'll know what to expect.

As a companion however, Inferno Kirin is...Well, if you're familiar with the tale of Kiyohime, then you have a good idea of how Inferno Kirin behaves.

Hey, if that's your thing I ain't judging.

Uh Oh! (+800, Does not count towards Limit)

Oh, now you've done it. Both Goura and Parista have broken free of their seals and consider you a threat to their continued freedom. And by the way, you'll *have* to subdue or defeat both of them by the jump's end or you're going home.

Parista is the strongest Summoned Being in all of Wystem, and is known as the Spirit of Swords. Only a weapon born of a Guardian Beast can ever hope to truly harm him, but is the cost to craft such a weapon worth it...?

That said, he can still be subdued by lesser means to an extent, and may also be the more amenable to peaceful resolution of the two. Especially if you've enlisted the aid of the late Shintetsu's child, as their kindhearted nature was what allowed them to bring him back to his senses in canon.

Goura is a powerful Demon Beast summoned from Siltorn, and like Parista, is *also* Final Boss material. And unlike Parista, Goura is very much a berserker, and is nigh-impossible to reason with until after you've subdued him. Good luck with that. Compared to Parista, he's just plain tougher and meaner.

While Parista will be content to let you come to him (being a nigh-immobile crystalline being does that to you), Goura will be quickly making a beeline straight for you.

Should you survive and manage to subdue the two without resealing or killing them, you may opt to take one of them on further adventures as a Companion.

Parista, as his title implies, is a Summon Spirit from Sapureth who favors Sword-type weapons, and has a somewhat draconic look... Just don't ask him to do anything more technologically complex than craft a Drill or set an egg timer. He's nearly as bad about that sort of thing as a certain Magus Heir...

Goura, by comparison, is a brash and temperamental Summon from Siltorn who favors Knuckle-type weapons, and really honestly just wants a friend. Perhaps you'll be the one to grant his wish? He *is* a bit of an immature brat though... Might I suggest introducing him to Young Gilgamesh from one of the Fate/Stay Night jumps?

Not only do they both come with the full Guardian Beast perk tree (With Path of Fire for Parista, and Path of Stray for Goura), but Specialization for their respective weapon types as well. In addition to this, Parista comes with a truly vast encyclopedia of Techniques for crafting Swords, should you be of a mind to request his assistance — he isn't called the Sword Spirit for nothing after all!

Goura lacks this, but can instead fuse with his partner to access a monstrous form. Normally, Goura would be trapped in a berserk rage, but with your help he can retain control of himself and let you worry about being in the pilot's seat instead.

There are two versions of this form. A massive Oni-like humanoid with four swords floating nearby, or an equally large lion-like beast with the aforementioned swords also still hovering nearby. It is also both of these states that you'll likely be facing to subdue him, as his true form is considerably more childlike. First the lion-like beast, then the towering Oni once you've bested him in that form.

He also has access to all the spells the other varieties of Summon Beast have at their disposal. From elemental enchants, to attacking spells, to the various buffing spells.

The Usual Choice

Now that you've had your fun, maybe found some romance or a Rival, made some new friends, crafted some awesome weapons or helped your partner do so, and pigged out on a lot of Curry, it's time to make that classic choice you Jumpers know oh-so well. You gonna **Head Home, Stick Around, or Keep Going?**

Either way you slice it, you'll always have the loot you got here (and the stuff you got beforehand of course), the memories and gear you crafted, and the knowledge that in the end, all you need to get through the tough spots is a good friend. Something you *certainly* won't have had trouble making in *this* of all worlds.

Notes:

This jump has been brought to you by Velk, Mizu, Ovid and ThatOtherSatori. If you find something from here that's been copied 1:1 to another Jump/CYOA, please visit SpaceBattles forums and let one of us know. Plagiarism is bad mmkay? Happy Jumping!

Regarding Ladles

The Ladle is a Sword-type Weapon with remarkably poor statistics all around, but is vital to creating Wystem Curry.

Furthermore, if refined with Mystic Ore, it becomes the Hot-Iron Ladle, a Fire-element weapon that is remarkably useful for breaking an opponent's weapon due to being insanely durable.

However, it requires a staggering amount of each Elemental Ore. 50 each to be exact.

Curry

Curry is a culturally-important facet of life in Wystem. As such, knowing how to make a good pot of curry is vital to getting anywhere.

Many Merchants and Craftknights often broker important deals whilst dining on this dish. Suffice to say, a good pot of Curry is a great way to make a good first impression.

Colthearts Lineage

A family of Craftknights and Summoners descended from the Summoner who originally called Goura to Lyndbaum. A portion of Goura's soul is trapped within the scions of this line, allowing them to use Mono Shift. Those who possess this are called 'Edge Fencers'.

Edge Fencers

Members of the Colthearts Lineage who possess a fragment of Goura's Soul, and are capable of using it to transform into a more powerful state known as 'Mono Shift'.

Shapestones

Shapestones, as detailed in the Item mentioning them, are a unique crafting method not seen in Wystem. It's also a method often used by Edge Fencers due to their tendency to

focus more on combat than actual crafting. Hence the need for a weapon that can *literally* be made in four or five whacks of a hammer.

The Craftlords of Wystern

Serving as Wystern's own version of the Senate, the Craftlords are the top Craftknights in Wystern. They are as follows.

- Sakuro, Craftlord of Sapphire. Formerly one of Shintetsu's pupils, this man has a deep and abiding love of Curry. To say that it is as serious a matter to him as smithing is to lesser Craftknights is an understatement.
- Kouren, Craftlord of Ruby. This enigmatic woman who gives off a 'Cool Big Sis' vibe might seem unassuming at first, but she's actually a Craftlord. She can often be found in the Wystern Labyrinth, or in Upper Wystern discussing the next generation of Craftknights with Craftlord Rondeau. She's greatly admired by the female Apprentices of Wystern.
- Ureksa, Craftlord of Jade (Current). Stern, dedicated, hotblooded, occasionally brooding, and has a stick the size of the Eiffel Tower up his ass. Has a notable weakness to mental attacks, and dearly cares for his older sister Rumari. (Suspected of having an older sister complex towards her.) He's notable for his Spearwork, darting at speeds not even the wind can match.
- Rumari, Craftlord of Jade (Former). Ureksa's older sister and the previous Craftlord of Jade. She retired due to developing a disease that makes her body temperature too high for her to safely live in Wystern or do much of anything in places that aren't cold. Currently resides in Cape Vance to preserve what good health she has left to her. Is in a relationship with the missing Tyram.
- Tyram, Craftlord of Crystal. Rumari's lover, and the missing Craftlord of Crystal. He vanished three years ago shortly after Shintetsu died for unknown reasons. It's been assumed by many that he's gone into seclusion out of mourning.
- Shintetsu, Craftlord of Iron (Deceased). The former Craftlord of Iron, and the father of Cleru and Pratty. He had a habit of being late and making excuses for it. Regardless of that, as anyone in Wystern would tell you if you asked them, he was a man among men. Hardworking, reliable, and a loving husband to his wife Amariss.
- Lubert, Craftlord of Amber. Sneaky, cunning, and all hidden behind a veneer of respectable authority. Is in cahoots with the Deiglayan Empire to release Parista so they can capture him in exchange for becoming the new Craftlord of Iron. Truly, a man driven by, and lost in his own ambitions. His skill at crafting and using Drills is among the best in Wystern.
- Rondeau, Craftlord of Diamond. A reclusive hermit who lives alone in Upper Wystern, a place that is constantly under construction due to Wystern always sinking into the

sea. In terms of ranking amongst the Craftlords, any of them will say that Rondeau is superior to them. Normally he's a calm and considerate old man, but occasionally the volatile temper he had in his brash and impetuous youth flares up to the surface again. Fortunately for all, Kouren is often around to defuse his temper.

The Denizens of the Worlds linked to Lyndbaum

As you may already know, Lyndbaum is a world connected to four others. Sapureth, Loreilal, Maetropa, and Silturn.

In these worlds are a variety of different Races, such as Angels, Demons, Youkai, and so on. I'll go into further detail on their quirks, idiosyncrasies, and traits, as well as list their mechanical pros and cons.

(From lowest to highest, the ranking is Dismal - Low - Normal - High - Superb)

1. Angels are native to Sapureth, and are typically sickeningly sweet, often to the point of actual pacifism. Though there is a faction among them that wish strongly to bring justice to any and all evildoers, eschewing the frequent pacifism of their peers for the blade. (Dismal ATK, High DEF, Normal AGI)
2. Sprites are another native to Sapureth, and encompass Fairies, Brownies, and other such Spirits and Fair Folk. Rarely, one might encounter a Phantom or Dullahan, but they're rarely ever seen even in Sapureth proper. (Low ATK, Low DEF, Superb AGI)
3. Demons are also native to Sapureth, and are the opposite of the Angels. With all that implies. Rarely, there are Summoning Accidents that fuse an Angel and a Devil, resulting in both minds inhabiting the same body and capable of switching out as needed (though oftentimes simply them popping out to say hi will frustrate the Devil half immensely depending on their relationship if it happens to be their body used as the Primary Form). If they manage to work past their differences, they can obtain a power greater than either ever could on their own. (High ATK, Dismal DEF, Normal AGI)
4. Beasts are native to Maetropa, and typically (but not always!) resemble cutesy versions of various wild and domesticated animals such as Squirrels and Fox. They may not be able to speak a coherent language non-beasts can speak without extensive education, but they're often able to get their general meaning across to their Partners after they've been bonded for a time. (Normal ATK, Dismal DEF, Superb AGI)
5. Beastmen are the other native to Maetropa, and resemble people with animal bits like ears and a tail tacked on. Your typical kemonomimi affair really. (Normal ATK, Low DEF, High AGI)
6. Helper Robos are native to Loreilal, and often resemble adorable chibi versions of various real-world vehicles like Fighter Jets, Firetrucks, and so on. Some of them can resemble smaller robots that are no less cute, but you don't see those too frequently since they normally manage the many Factories that make up Loreilal. (Low ATK Normal AGI, High DEF)
7. Machine Soldiers are the warrior class of Loreilal's denizens, and frequently resemble combat mecha in some form. Rumor has it that a particularly infamous one known as 'The White Devil' is constantly seeking out its rival, 'The Red Comet'. (High ATK/AGI, Normal DEF)

8. Demon Beasts, also referred to as 'Youkai' by the human population of Silturn, run the gamut of appearances, but typically look like creatures from Japanese Mythology such as the Kappa. (Normal All)
 - Oni are the most prevalent denizen in Silturn, and are something of the Ruling Class due to their strength, inherently jolly natures, and blazing passion. Legend has it that there's a mountain somewhere in Silturn that plays host to the 'Four Devas', a quartet of Silturn's Strongest Oni. (Superb ATK, Superb DEF, Dismal SPD)

Regarding Warp Tiles

Warp Tiles are a thing that actually exists in the Wystem Labyrinth, though you have to hit each one as you find them to 'activate' them. As their creator via the Ancient Text item, any Warp Tiles you make don't need you to do this, so you can make a network of these exclusively for your own use.

Anyone else wanting to use them will need a Crafting Hammer(to activate the Tile) and to have been to (and struck) the Tile they wish to warp to.

Regarding 'Number Five Alive!'

Perks such as 'THE POWER IS JUMPER'S!' won't let you keep these boosts, they're ultimately just temporary, once-an-episode solutions to a problem you or your Partner may be facing. They'll wear off at the end of the day.

A Little Bit Of Home

As mentioned in the item's description, some items can be combined, though not all will be able to do so. For your benefit, Jumper, I will list the possible combinations below.

- Grand Mountain Palace[Oni] + Training Grounds[Beastman] = Mountaintop Sect Fortress
- Hot Spring w/Hotel[Yokai/Demon Beast] + Den of Iniquity[Devil] = Peony Lantern Manse
- Mechanical Armory[Machine Soldier] + Scrapworks[Helper Robo] = Armed Salvage Mechanism
- Sacred Shrine[Angel] + Serene Clearing[Sprite] = Temple Marketplace
- Hot Spring w/Hotel[Yokai/Demon Beast] + Training Ground[Beastman] = Misty Villa's Hot Spring
- Grand Mountain Palace[Oni] + Hot Spring w/Hotel[Yokai/Demon beast] = Imperial Volcano Resort
- Primal Forest[Beast] + Sacred Shrine[Angel] = Lost Jungle Temple

- Mechanical Armory[Machine Soldier] + Training Ground[Beastman] = Danger Room