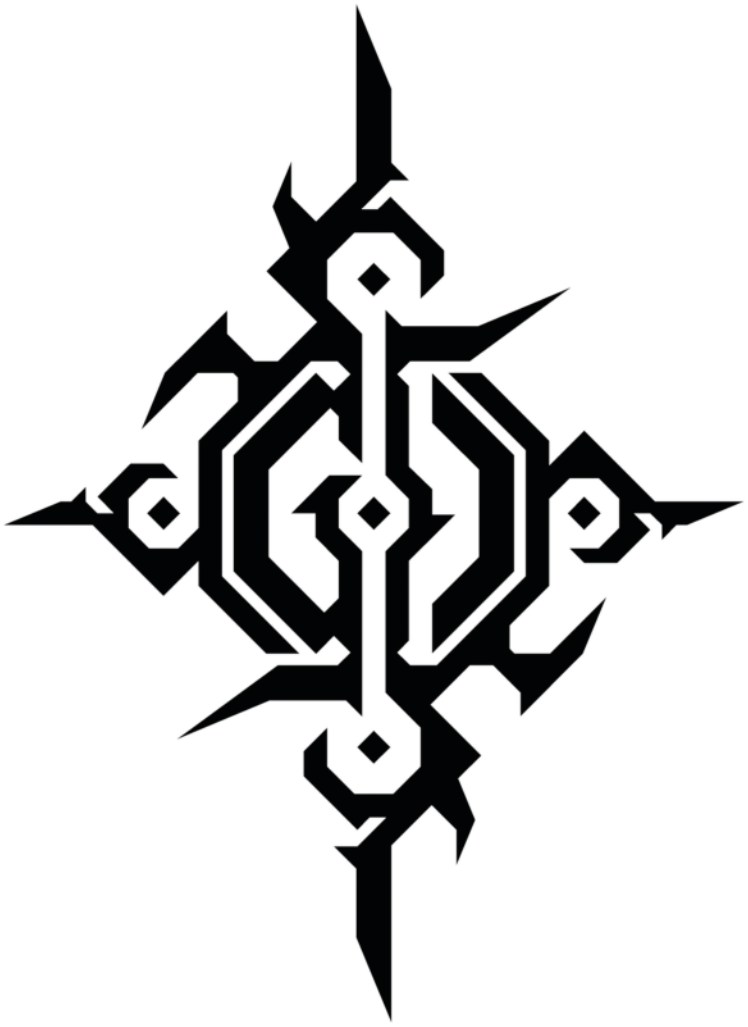
GLORYHAMMER JUMPCHAIN



Welcome to the Kingdom of Fife, Jumper! This is a land plagued by strife, a near-constant conflict between the forces of good, led by the McFife's of Dundee, and the forces of evil chaos wizards, led by the sorcerer Zargothrax. This is a tale told not just across time, but across dimensions. As you'll see in the location choice below, you may start in one of three timelines. In 992, Angus McFife must collect three legendary relics in order to seal away Zargothrax. In 1992, chaos wizards successfully released Zargothrax from his prison of liquid ice, bringing about the apocalypse and it's up to Angus McFife XIII to stop him. And in the Twisted Dimension, Zargothrax has achieved near godlike power, and without the intervention of Angus and The Hootsman, all of reality may be doomed. Here, take these 1000 Choice Points, you'll need them to fight in this epic struggle regardless of where you start, or which side you're on.

+1000 CP

LOCATIONS

Roll 1d8 or pay 100 CP to choose

1. Dundee, 992: Mighty city on the banks of the silvery Tay, Dundee is the capital city of the Kingdom of Fife, and current stronghold in the war against the sorcerer Zargothrax.
2. Crail, 992: Home of the mightiest warriors in all the Kingdom of Fife. It is said that the men here have never lost a single battle!
3. Unst, 992: Very little is known about the mysterious land of Unst. It is home to roving tribes of barbarians, who may understand the riddle of steel.
4. The Moon, 1992: 1000 years in the future, the moon is riddled with space goblins and trolls, but there may be great riches there for those that can defeat them.
5. Space Dundee, 1992: Dundee has enjoyed 1,000 years of peace since imprisoning Zargothrax in liquid ice, and the Kingdom of Fife has grown to encompass most of the solar system.
6. The Land of Unicorns, Twisted Dimension: Far away, cross the mighty river Tay, over mountains into the unknown is the legendary land of unicorns. One of the few bastions of hope and peace in the twisted dimension, the unicorns stand fast against the forces of Zargothrax's army.
7. Dunkeld, Twisted Dimension: Dundee is in dire straits in this dimension. Zargothrax is more powerful than ever before and has laid claim to the mighty city of Dundee, leaving Dunkeld as the last bastion of hope for mankind.
8. Free Choice

BACKGROUND

Age is 1d8 + 20, Gender is the same as the previous jump. Choose both for 100 CP.

Drop-In: You arrive in this world with no new memories. This means no new enemies, but also no new friends. You are also currently unaligned in the great struggle of good versus evil. What you do from here is up to you. Will you choose a side, or just let the conflict play out on its own? Your destiny is yours to command.

Prince of the Land of Fife: You are the ruler of the land of Fife, greatest of all kingdoms, and bastion of hope against chaos wizards and monsters. Dundee is your capital city, a shining jewel upon which your family has built a mighty fortress, capable of fending off assaults from even armies of monsters. You have several other cities under your domain, such as Crail, and the barbarian lands of Unst, to which you are allied. As well as many small villages of peasants, of course.

Barbarian of Unst: You are a barbarian hailing from the mysterious land of Unst. Your bulging muscles and rugged good looks make you an ideal warrior, whether on the battlefield or on a stage. Though you have no claims of land now, you should have no problem conquering your own lands, slaughtering everything until they proclaim you king! But even if you conquer your own kingdom, when the time comes for your allies to call for aid, you'll be back.

Chaos Wizard: You are a mighty wizard of chaos, a servant of the force of evil, and despoiler of all things good. Perhaps you are even a mighty sorcerer on the same level of Zargothrax, commanding undead demon armies and raining powerful magic from the skies. Or, maybe you wish to overthrow Zargothrax and become the new master of evil yourself. No matter what you choose to do, the forces of justice are certainly going to have a thorn in their sides with you around.

PERKS

Bring The Metal (Free For Everyone): For whatever reason, it seems that everyone in this universe knows how to rock, and now so do you. Choose an instrument or vocals. You gain incredible skill with your chosen medium, and are also able to come up with new music on the fly. With a bit of practice, you could be writing incredible power metal albums in no time at all!

Anstruther's Dark Prophecy (100 CP, Free Drop-In): Much like the wizard Anstruther, you are able to generate prophecies of ultimate destiny, proclaiming weal or woe for everything from individual heroes to the mighties of nations. It may take a thousand years for some of your prophecies to come true, but it will happen. Unless, of course, someone with the power to change destiny was to go against the prophecy.

HAIL! TO CRAIL! (200 CP, Discount Drop-In): The mighty warriors of Crail are said to have never lost a fight. You've received training in the art of epic fights from this martial order, ever ready to fight with sword in hand. This also includes skill in riding animals, from horses to giant eagles.

Questlord Of Inverness (400 CP, Discount Drop-In): As a Questlord of Inverness, you are a mighty and proud warrior, with excellent riding skills and great martial prowess. You are a mighty defender as well, unafraid to die. What's more, this power allows you to travel through time as well as parallel dimensions and remain ageless while doing so.

A Hero Cannot Be Defeated (600 CP, Discount Drop-In): You think you can defeat a hero simply by making him die? A true hero will go beyond such concerns, allowing him to live on past death in order to keep fighting. If you die, you will be revived in a chamber of cryogenetical fire which is attached to your warehouse, bringing you back as a hologram powered by robots. This can only happen once per jump, or every ten years, and if the robots powering you are destroyed, you're gone for good.

Master Of IKEA (100 CP, Free Prince): Much like a certain Gentlegod after reforming his image a bit, you find yourself to be a master of furniture. You are an unparalleled carpenter, able to craft any manner of furniture from all sorts of wood. The ergonomics and quality of your chairs are second to none. And, as a bonus, you can speak fluent Swedish, to more easily pronounce the names of your creations.

Noble And True With A Heart Of Steel (200 CP, Discount Prince): You are by nature a kind and virtuous soul, and this quality is easily shown to others. Anyone who looks upon you will know that you are noble and true, and your heart is steeled against anything that would try to corrupt you.

Mighty Prince With A License To Slay (400 CP, Discount Prince): You have skills that could only come from fighting mega battles every day. You are a master of combat with almost any weapon, from ancient artifacts, to laser blasters, and even your bare fists, if needed.

To Rule The Galaxy (600 CP, Discount Prince): It is your destiny. You are the true king of Dunde and all of Fife, and with time, the solar system and beyond will fall under your banner. This gives you expert level skills at managing your kingdom, and in adding new lands to your growing empire. Just try not to have too many destinies going on at once. You may be destined to rule the galaxy, but if you're also destined to die in the ultimate fight, certain destinies will take priority over others.

The Finest Of His Age (100 CP, Free Barbarian): Not only are you ruggedly handsome, you have a knack for remembering lines and following stage directions. You've got a natural charisma that makes you perfect for the silver screen, and maybe one day they'll call you the finest movie star that ever walked the land.

Faster Than A Laser Bullet (200 CP, Discount Barbarian): For some reason, you are able to fly. Your speed is increased when coming to your allies' aid. And, this even works in space!

The Power Of Hoots (400 CP, Discount Barbarian): You are the mighty Hootsman, mighty proud and standing tall, a legend to us all. Your speed, strength, and durability are unmatched. You inspire confidence in all around you, often leading to people chanting your name. Perhaps in time you might even discover more about the Power of Hoots.

Barbarian Is A Cyborg (600 CP, Discount Barbarian): You are no mere flesh and blood, jumper. Beneath a perfectly human looking exterior lies a secret machine body. For one thing, this makes you completely ageless, even spending 1000 years wouldn't be enough to slow you down. And, most importantly, your heart is powered by a neutron star. You can choose to detonate this heart, ending all human life, but potentially saving the world in the process. You just have to choose a good time to do it. And who knows? Perhaps, under the right circumstances you might not only survive, but become even more powerful than you ever thought possible. If you have pre-existing cybernetics from another jump, you can merge those into this cyborg body.

Vanitati Latinae Canentis (100 CP, Free Chaos Wizard): You know of an ancient, lost language that you can use to make your spells sound much more impressive than they might otherwise seem. No one will be able to decipher your spells unless they too speak this ancient, dead language. While this has little practical use outside of confusing your foes, it does make you sound well educated when you can throw around latin phrases for everything.

Fireballs And Lightning (200 CP, Discount Chaos Wizard): What would a wizard be without his spells? With this purchase you get some large scale evocation magic, capable of burning down villages with ease and laying siege to fortified castles. All this magic is good for wanton destruction and little else. If you want more practical effects, you'll need to learn magic rituals in the perk below.

Ritual of Kor-Viliath (400 CP, Discount Chaos Wizard): Some of the most powerful magic that can be achieved simply isn't possible to cast quickly or without some form of material components. You have knowledge of several grand spells, from summoning the dreaded Kor-Viliath of the 18th Hell dimension, raising armies from the dead, or even ascending to god-like power if conditions are right. But keep in mind, these things take time, and heroes love to barge in on rituals at the last moment to interrupt them.

Activate Jumper Clone Alpha 1 (600 CP, Discount Chaos Wizard): Why won't you just stay defeated? It seems like every time you should be killed, or sealed away forever, you find some way to escape, whether through outside intervention, or preparing a clone ahead of time. You may even survive by being flung into an alternate dimension! Of course, this does have limits. You'll only be able to cheat death this way once per jump, or every ten years.

ITEMS

Complete Works of Gloryhammer (Free): You receive two copies of the complete works of Gloryhammer, with more being added as the band releases more music. The first copy is the original, unaltered tracks and you'll receive it at the start of your jump. The second copy you'll receive after your jump, as it will be altered to match what you changed from the canon timeline of events. If you contribute enough you may even get a couple songs just about how badass you are.

Unicorn (100 CP, Free Drop-In): A noble beast, not corrupted by any spells. This steed has a deadly horn atop it's head and majestic wings that can even fly it into space! Comes with a free stable that attaches to your warehouse with plenty of oats and hay.

Victorious Eagle Warfare (200 CP, Discount Drop-In): Or perhaps you'd like something with a bit more panache? This gives you a giant eagle, also capable of flying into space. Something fitting for a true knight of Crail, as their warriors often ride these majestic beasts into battle. Comes with a free giant bird's nest that attaches to your warehouse, with plenty of meat.

Legendary Enchanted Jetpack (400 CP, Discount Drop-In): A gleam of steam surrounds this machine of might. This legendary jetpack is made of cosmic steel, making it nearly indestructible. With this jetpack you can fly forever free, easily evading your foes that lack the power of Hoots. Naturally, it can also fly into space with no problems.

Nuclear Submarine (600 CP, Discount Drop-In): This is a bonafide nuclear submarine, the kind used by the Hootsforce to fight Zargothrax in space. Oh yeah, it flies through space as well as underwater. And when underwater it is nearly undetectable. As a final defense, it can fire missiles of nuclear justice, capable of destroying powerful undead (and basically anything else).

Wielding Steel That Is True (100 CP, Free Prince): What is a prince without his regalia? WIth this purchase, you receive a custom made armor, perfectly fitted to your body, and designed to inspire respect in your allies and dread in your foes. While not indestructible, the armor can take quite a beating before needing repairs.

Magic Dragon (200 CP, Discount Prince): Mighty and glorious, he flies through the emerald skies. This is a powerful, magical dragon, capable of casting spells and breathing fire in equal measure. You also receive a powerful scroll that allows you to control the dragon, in case you can't tame it on your own.

Amulet of Justice (400 CP, Discount Prince): A necklace made of pure silk, with a gem as white as snow. This amulet is one of the legendary relics of Dundee, and possesses several powers. First and foremost, it is able to break almost any enchantment or spell, even ones cast by a powerful chaos wizard. The Amulet is also able to reverse undeath, restoring life to those afflicted by such dark sorcery.

Gloryhammer (600 CP, Discount Prince): This mighty weapon of ultimate steel has been passed down by heroes from centuries untold. Known by many names, including the Thunder Striking Wizard Thrasher and Heavy Metal Darklord Crasher, this hammer is no mere mortal weapon. It has been forged by gods of ancient warfare, is powered by lasers entwined in a star, and is suffused with astral fire. This means it can defeat foes normally immortal, such as powerful god-like sorcerers. Since you're spending CP on it, this comes with a guarantee that you will never need to recharge the hammer, which is normally done by flying it into the sun.

Armor Made From Wolf (100 CP, Free Barbarian): This mighty armor is made from a wolf pelt that you have slaughtered and dressed yourself. It has all the defensive properties of a strong leather jacket, while maintaining the freedom of movement and sex appeal of a fur loincloth.

Mighty Battle Axe (200 CP, Discount Barbarian): This finely crafted battle axe is the weapon of a true warrior. Nearly indestructible, and with a blade that will never dull, this is the perfect weapon to slaughter all of your foes with.

Vorpal Laserblaster of Pittenweemn (400 CP, Discount Barbarian): This mighty gun is one of three ancient weapons that really should be safeguarded from doom instead of being given away for points. This solar gun is fast, deadly, and accurate, and can be recharged with the power of the sun instead of needing ammunition. Hasta la vista, baby.

He's The King Of California (600 CP, Discount Barbarian): After slaughtering your way through everything, now all of California will call the Jumper king! A mighty land from far American

shores, the nation of California is now yours to command. The people view you as an absolute ruler, and will obey your commands to the best of their abilities. After this jump, California will attach to your warehouse, where it can remain, or be deposited somewhere in-jump.

Magical Ball (100 CP, Free Chaos Wizard): This right here is a pretty standard scrying orb. You can use it to see other places, which makes it handy for spying on people. Plus, what kind of wizard doesn't have a cool crystal ball to look into?

Dark Robotic Astral Zombies (200 CP, Discount Chaos Wizard): You've amassed an undead army at your beck and call, capable of widespread destruction, but little else. These servants need not all be the titular Dark Robotic Astral Zombies, though. You can throw in some Horrifying Fecal Demons, maybe some Goblins in there too. All in all, you've got a few thousand of these cannon fodder minions, and I'm sure you can get some more if you just let the zombies go around slaughtering villages.

The Knife of Evil (400 CP, Discount Chaos Wizard): One of the legendary weapons of the gods, this ancient black knife has an extremely sharp blade and incredible penetrating power. Anyone stabbed by this accursed blade will slowly be corrupted by evil. Yes, even if they're already evil. And we're talking puppy-kicking, peasant-slaughtering, capital E evil here, more like a comic book supervillain than anything nuanced.

Crystal Key (600 CP, Discount Chaos Wizard): This magic crystal is the artifact you seek to unleash evil from the sky. With the crystal, and the right knowledge, you can achieve incredible feats of magic, such as summoning a god from the 18th hell dimension, or gaining godlike powers at a solar conjunction. Who knows what other feats of magic the crystal is capable of powering, if you've got the knowledge to use it.

COMPANIONS

Heroic Companions (200/300 CP): What is a hero (or villain) without his friends to help him along the way? For 200 CP, you can import four of your companions into this world alongside you, choosing a background and each receiving 600 CP to spend. For 300 CP, you can import a full set of eight companions, with the same choice of background and 600 CP each.

Canon Companions (200 CP Each): Perhaps you'd like to save Angus McFife XIII from his destiny, or maybe you want to be buddy-buddy with Zargothrax, well this is the option for you. You can take one canon character with you on your jumps from now on for each purchase of this perk.

DRAWBACKS

Canon Replacement (+0 CP): Taking this drawback means you'll take the place of whoever your background would normally go to. Chaos Wizards take the place of Zargothrax, Barbarians take

the place of the Hootsman, Princes take the place of Angus McFife, and Drop-Ins take the place of any of the other characters.

1,000 Years Ago (+100 CP, Overrides Location Choice): Instead of rolling for location, you'll start in the year 992 in Dundee, right as Zargothrax is about to invade. From there, you'll be spending 1,010 years in this jump, from the attack on Dundee, to that apocalypse of 1992, and into the twisted dimension, assuming things go roughly the same as canon. Be sure to buy a way to become ageless if you don't have one already!

Is This True Reality? (+100 CP): Something has gone wrong as you enter this jump. Something about changing dimensions has also changed you. This hasn't lessened your power, or any of your previous abilities, just switched them around. Where before you may have been a mystic, now you are a warrior. If you were a water mage before, now you specialize in fire. You're still the same person, it's just as if you took a different path in life.

Fighting Goblins and Trolls (+200 CP): Where do they all keep coming from? It seems like wherever you go, you'll be accosted by goblins, trolls, and other sorts of monsters along your journey. Depending on your strength, this may just be an annoyance, but it won't stop for your ten years here.

It Infected His Brain (+300 CP): Bad news, Jumper. It appears that you've been stabbed in the heart by the Knife of Evil, and it's infected your brain. Unless you do something, you'll slowly become corrupted with evil (or become even more evil, if that was already the case).

In This Dimension Your Hammer Has No Effect (+300 CP): Foolish Jumper, you really thought that your out of jump perks and items would work in this dimension? You're going to be spending your time here only with what you've purchased in this jump.

ENDINGS

My Destiny is the Kingdom of Fife: You've elected to stay in this realm for the remainder of your days, keeping all of your perks, items, and companions. All drawbacks are removed.

The Land That I Once Called My Home : Perhaps you've finally fulfilled your destiny, and want to simply return back home. You return to your Earth, keeping all of your perks, items, and companions. All drawbacks are removed.

I Wanna Fly Away: The adventure continues. You leave this jump and head to the next, keeping all of your perks, items, and companions. All drawbacks are removed.

NOTES

By GW2Anon !3ZmXiJrYAI

If Apocalypse 1992 plays out as in the canon version of events, you'll be sucked into the portal to the twisted dimension automatically, no need to worry about dying instantly like all the non-important characters. Alternatively, if you take Canon Replacement to become the Hootsman and Apocalypse 1992 plays out as in canon (assuming you took all of his perkline), you can ascend to become a godlike being in the twisted dimension as your essence has merged with the fabric of reality. It will be up to you to find out the limits of this power, but it is not omnipotence. The Hootsman still had to team up with Angus McFife XIII to defeat Zargothrax, who was also approaching god-like power. So, fanwank responsibly.

CHANGELOG

Version 1.0: Jumpable.
Version 1.1: Added option to import pre-existing cybernetics.