

# Sabaton CYOA (Jumpchain-compliant!)

Well, now! This world seems to be a bit... different. Rather than being any one fictional universe, this world is woven together by the voice of Joakim Broden and the power of METAL! The discography of Sabaton may take you a number of places, but you'll most likely find yourself in or near World War II. A few of the details are exaggerated, though, and you're not necessarily in any army. Your action will affect the flow of events, and to survive, you'll need...

+1000 CP

Now, then, perhaps it'd be easier if you were just shown the explanation.

## Section 1: Album/Location

Roll 1d8 for Location, or choose for yourself for 50 CP.

1 – 40:1 – You find yourself on the Polish/German border on September 1<sup>st</sup>, 1939. Your journey will end in 1945, but along the way, you will make your way through Poland, Belgium, Denmark, and Norway.

2 – Soldier of Three Armies – You find yourself following Lauri Torni from November 1939 to October 1965, making your way through Finland, Germany, and Vietnam. You need no fight alongside him, but you will encounter him more than once.

3 – Counterstrike – You appear in Israel in 1948, at the tail end of the Arab-Israeli War. Your time here will end with the climax of the Six-Day-War in 1967, and you'll have the opportunity to change a number of factors along the way.

4 – Carolus Rex – This one is a bit different. You appear in Stockholm in 1697 on the day Karl XII of Sweden takes the throne. Your journey will take you throughout the Baltic region as his campaigns rage through Germany, Russia, and Lithuania, among others, ending at the Carolean Deathm March of 1718

5 – En Livstid I Krig – You appear in Bohemia at the beginning of the Thirty Years' War (specifically, the first thing you witness is the Defenstration of Prague), and remain there until the end, your climax being the Battle of Prague in 1648.

6 – The Price of a Mile – You appear in France at the beginning of World War I, and leave after the Battle of Passchendaele in 1917.

7 – Reign of Terror – You appear in Kuwait in 1990, just as the Iraqi invasion begins, and will likely find yourself near the action in some way until United States forces withdraw in 2011.

8 – Free Pick – You can choose any of the above for free! Surely Sabaton themselves have smiled on you!

## Section 2: Background

Roll 1d8+20 for your age and keep the gender you appeared as, or pay 50 CP to choose your own gender and age (within the rollable range).

Drop-In [Free] – You appear as you are, with nothing to hold you back from being yourself and nothing to guide you but Metal itself.

Soldier [100 CP] – You've served at least five years in the armies of one of the nations involved in the conflict you manage to land in. You're essentially on leave, but you'll be back on the front lines within a month.

Rebel [100 CP] – You've signed up with a local insurgent or resistance movement – which one is up to you, and if you want, you could even start your own.

Engineer [100 CP] – Your skills lie in the art of construction rather than destruction – you have a knack for keeping things in working order.

### Section 3: Skills and Abilities

Discounted skills are 50% off.

**Metal Ripper** [100 CP, free Drop-In] – If you were not before, you are now capable of singing with enough skill and power to lead a metal band. What is more, by throwing up a fist and shouting “HAIL!”, you may project a shockwave that travels for some ten meters in front of you and deals damage equivalent to that of musket fire to anything it hits.

**Back In Control** [100 CP, free Soldier] – When fighting to reclaim something that has been taken from you by force, you are twice as fast, twice as strong, twice as durable, have twice as much stamina, and can see twice as far.

**Resist And Bite** [100 CP, free Rebel] – Your will to decide your own fate is so strong that any attempt to control your mind is literally painful to the person attempting it – about as painful as a bad migraine, to be exact.

**Saboteurs** [100 CP, free Engineer] – You are skilled at detecting attempts to sabotage your works or those of your allies. Even if you don't act on it, said attempts are now twice as likely to fail as they were before.

**Metalizer** [300 CP, discount Drop-In] – By playing an air guitar solo, you can give your flesh the resilience of steel, but you must keep playing the solo to retain this effect. Were you to play actual notes with this ability, however, the effect would last a full hour even after you stopped playing.

**Light In The Black** [300 CP, discount Soldier] – Most soldiers flounder in the night, when sight is not an option, but you have no such problem. You can see in total darkness as if it were noon.

**Uprising** [300 CP, discount Rebel] – Your charisma has greatly increased – it's a lot easier to find allies for your revolutionary cause now. Furthermore, you can simply smell when someone would be willing to fight for your cause immediately upon asking – they'll smell like burnt cinnamon.

**Panzerkampf** [300 CP, discount Engineer] – When it comes to building war machines, yours are top-

notch! A gun made by your own hand will never jam, and a tank built by you will never bog down in mud or take damage from an IED. If they want to destroy what you've built, they'd best bring their A-game.

Metal Machine [600 CP, discount Drop-In] – You can now perform a metal growl for a full minute at least. Which is good, because if you do so while drawing a weapon, then until you drop or sheathe it, it becomes an extension of your body in all but fleshy bits – a gun aims exactly where you want it to aim, and a sword swings exactly how you wish to swing it.

Coat Of Arms [600 CP, discount Soldier] – So long as you have a banner to rally behind, you and those who fight alongside you shall never break or falter before the enemy. Any battle will be to the death, and the prospect of an all-too-phyrric victory may be too much for most enemies.

Attero Dominatus [600 CP, discount Rebel] – The forces of oppression are as nothing before you – so long as you truly fight for freedom, a single thrown stone will stop a tank, and your presence may send mere foot-soldiers scurrying in terror.

Firestorm [600 CP, discount Engineer] – When someone absolutely, positively needs artillery good enough to reduce the greatest castle to rubble, they come to you and accept no substitutes. You can throw a cannon together from scraps and it will still outperform the best mortars of the age. Moreover, in other worlds, if you can understand the weapon, you can produce something 1.1 times as strong with the items you would find in a rubbish heap, provided they're of equal size to the device they're replicating.

Metal Crue [400 CP] – You can import up to eight of your Companions – they get a background and 300 CP to spend.

## Section 4: Items and Companions

Discounted items are 50% off. All items can be purchased multiple times unless stated otherwise.

Money [50 CP, one free Drop-In] – Whatever your time and place's equivalent of \$10,000 US, you seem to have acquired it.

The Axe [100 CP, one free Drop-In] – This guitar is legendary. It never falls out of tune, never breaks or scratches, and makes the power of metal half again as strong for its holder.

The Gun [100 CP, one free Soldier] – This gun is something special. It takes half as long to reload as any other of its kind, is of the most advanced type in your time and place, and will never, ever jam. In addition, it will never reject any modification you make to it.

The Bomb [100 CP, one free Rebel] – This simple hand grenade packs much more bang for its buck than one might expect. Not only does it reappear in your hand a week after you use it, but it treats metal as if it were wood, stone as if it were flesh, and human flesh as if it were mere bubbles of air.

The Toolkit [100 CP, one free Engineer] – When wielding this toolkit, you can repair devices most would think broken beyond salvation. You could find two twisted armor plates and a couple of treads and before you know it, you have a tank that's as good as new.

Swedish Pagans [200 CP] – From the frost of the north and the mists of time, ten Norse bersekers appear to fight at your side. Any who survive your trial will be more than willing to follow you across the worlds.

The Carolean's Prayer [300 CP] – Marching under the Swedish banner, thirty Caroleans appear to fight alongside you. Any who survive will follow you across space and time.

The Boar Against The Eagle [500 CP] – The sound of boots marching resounds behind you as the Battalion de Chasseurs Ardennais appear to fight by your side with all of their equipment. They, too, shall follow you wherever you may go.

To Hell And Back [500 CP] – A short man from Texas by the name of Audie Leon Murphy has decided

to fight at your side. Though small in stature, he is hardier than he looks – in addition to his skills as a soldier and his sheer bravery, no illness shall ever slay him. He is also a surprisingly skilled actor and songwriter.

Lion From The North [500 CP] – Gustavus Adolphus himself appears alongside you, and while he will follow you alone, he may call upon the full might of his armies for a single battle once every ten years.

White Death [500 CP] – Unnoticed until he taps you on the shoulder, Simo Hayha appears to fight by your side with all of his equipment. In addition, he will be unusually quick to learn any new “toys” you hand him, and the supernatural will not faze him.

Aces In Exile [500 CP] – With this banner depicting an aeroplane flying around the globe, you may, once every five years, call upon The Few to defend your skies from harm. These brave 574 will fly against even the most terrifying of foes, and those who fall will rise again the next time you raise the banner.

Ghost Division [600 CP] – The rumbling of a tank engine sounds behind you as you enter this world, and you find yourself greeted by Erwin Rommel. You will meet with him again at the end of your journey, and he will offer to join you. Should you accept, he will fight alongside you in his own tank wherever you may go, and for one day every two years, the entire Seventh Panzer Division will appear with him as spectral entities, prepared for battle.

## Section 5: Drawbacks and Ending

Unless stated otherwise by the Drawback, you can gain up to 600 CP total from the Drawbacks you take.

We Burn [+100 CP] – It seems like no matter where you go, including the middle of an ocean, something nearby will always catch fire in such a way as to threaten you.

We're Doomed To Flag Of Fail [+100 CP] – The morale of anyone fighting alongside you drops as low as it can possibly be, should you happen to be outnumbered.

Far From The Fame [+100 CP] – No matter what good you do in this world, none of your accomplishments will be acknowledged. Any evil you commit is still traced to you.

Crosses Grow on Anzio [+200 CP] – Those who fight alongside you are far more likely to die – and even if they'd normally come back after a while, they'll stay dead for as long as you remain in this world.

Inmate 4859 [+200 CP] – You will spend half of your journey incarcerated and powerless to escape, any travel being arranged by your being transferred between prisons.

Rise of Evil [+200 CP] – Whether through time travel or just looking out the window, Adolf Hitler has become aware of you, and he will send the best of his SS after you. Expect attacks daily, no matter where you happen to be.

Cliffs Of Galipoli [+200 CP] – At some point, you will throw yourself into a battle you cannot win, and it will cost you someone dear to you for all of time. Your regret will leave you in despair for at least a year.

Hearts Of Iron [+300 CP] – Any enemy you face within this world will fight ten times as well, and they will never surrender.

Rode To Certain Death And Pain [+300 CP] – You have no powers or items beyond what a single soldier could realistically have in your time and place, but are certainly convinced of your own

invincibility. You will face a battle against the strongest army in your time and place at some point, and without someone to restrain you, you *will* run right to your death in sheer recklessness.

Nuclear Attack [+300 CP] – On the final day of each year you spend on your journey, an atomic bomb shall fall onto the bed you wake up in. When the bomb hits at sunset, you should hope you're either out of range, safe and secure, or capable of withstanding its effects.

Has Man Gone Insane? [+500 CP] – The interference your presence causes in the flow of time has brought out the worst in all around you. Friends will turn traitor, enemies will be utterly inhuman, the cowering masses will refuse your aid and refuse to aid you, and even those who truly love you will turn jealous and possessive.

Twilight Of The Thunder God [+600 CP] – While no-one was expecting it to happen so long after the old myths were forgotten, Ragnarok has come to this world – and should you have faced it before, any enemies you made will remember you.

Metal Deficiency [+700 CP] – *How can this possibly be worth it?* The power of metal is lost to you for as long as you spend here, and in all respects you will be craven, dishonorable, and unworthy of praise. You will not receive the free reward at the end, nor will you be capable of taking the special ending.

Regardless of your choices here, your Drawbacks are revoked at the end of the ten years. In addition, you have a final choice to make.

Stormakstid Til Anda – You march home in silence, having seen more than enough of this world and the others. You will, however, retain any of the boons your adventure has brought you.

The Art of War – What use is it to leave the field? You remain in this world, keeping your boons, and should you survive long enough, you will see the effects of your actions play out.

Primo Victoria – This is but your first victory! There are more heavens to aim for out there! You keep all of your boons and move on to the next world.

In all of these cases, a CD will appear in your hand once you make your choice – a single by Sabaton in both English and Swedish concerning one of your previous adventures. However, there is another option...

Special Ending - Swedish Empire Tour [Cannot be taken with Metal Deficiency] – When your journey ends, a bright flash of light appears, taking you to the year 2008 and the Wacken Open Air concert in Wacken, Germany. Standing before you is Sabaton, and you shall follow them from show to show for ten more years. At the final show, in the band's birthplace of Falun, Sweden, you shall gather whoever you can to match them and engage in a battle of the bands. It will be a battle of epic proportions, and you will be at a major disadvantage. Should the audience crown you the victor, two boons will be granted. First, the single CD shall be upgraded to an album, containing twelve main songs (each concerning one of your previous adventures) and an outro consisting of a cover of your favorite metal song by any other band, all in both English and Swedish. Secondly, the band will raise its instruments to you – where you go, they shall follow.