



Knight's and Magic

Jumpchain Version 1.0

By HeavenIcarus

Introduction: So, here's your run down. This sad-sack Kurata was a master programmer and serious robot otaku. Sadly, he got hit by Truck-kun after saving his company's project and was reincarnated to a world that was almost custom-built for him, A medieval world with giant monsters and giant robots that do battle to keep mankind safe. Now, you get the chance to join him as he explores this new world.

You arrive in this world a year before Ernesti Echevalier enrolled in the Laihiala Pilot Academy., Take 1000 Choice Points to prepare yourself.

Backgrounds

Now, I don't really care about your birth experience and neither does this setting. This whole world is really just facilitating the production of giant robots, and now you get to determine which side of the giant robot trade you're in. Either background could be Drop-in if you prefer

KnightSmith (Free): You don't really want to pilot the robots; You want to make them. You probably dream of making your own from scratch.

KnightRunner (Free): You're not interested in the making side, you want to pilot the giant robots. You might want to defend mankind from the Devil beasts, and you'll probably get your chance.

Age and Gender

Roll 1d4+14 to determine your age and your gender remain the same or you could pay for 50cp to change your age and gender.

Race

Alv (100): The Alvs are this world's version of elves, and they are a reclusive bunch who hold the secret of creating the Ether reactor from monster cores. They have a much easier grasp of magic and can shape materials using it alone with no other tools.

Human (Free): Humans are the most common race, and the most varied. Anime hair and eye colors abound.

Dwarf (+100 Dwarves are a diminutive people that have greater strength than humans, but also have shorter legs, and are thus slower. They have brown skin with reddish hair. The height difference also means that they can't pilot Silhouette Knights. An adult's maximum height caps out at 4 feet or the size of the average 10-year-old humans.

Location

You start out in the kingdom of Fremallia, the same place Ernesti will be born into.

Perks

All 100cp perks for their respective origin are free and the rest are at 50% discount except the general perks where it's undiscounted.

General

Childhood Background (Free/200/400/600): The setting may not have much disparity between the classes, but if you wish you can improve your childhood background to have a bit more weight to it. For 200 you can be part of a minor noble house. For 400 You're part of a major house, like the Echevaliers. For 600, your part of the royal family. Post-jump this family background carries over retconning your chosen background in the future allowing you to have an existing influence and power appropriate to the amount you paid.

Piloting Knowledge (Free/200/400): You know how to use a Silhouette Knights as well as the average graduate at the academy. For 200 you are one of the elite graduates with enough skill and experience to fight a veteran Knight Runner in a one on one duel. For 400 you are one of the elites of elites of the kingdom that can fight a Knight Order on their own. This skill in piloting Silhouette Knights is also applicable in any forms of vehicles allowing you to show skills appropriate to the amount you paid.

Magical Ability (Free/200/400): Magic in this universe is like programming in ours, so it gets exponentially complex the more powerful a spell is to complete. You now have an average mana control and supply for someone of your age. For 200 you have enough mana control large-scale spells with enough preparations and unassisted along with having enough mana supply to use it for multiple times. For 400 you now have a monstrous magical ability enough control that you can fire Silhouette Knights-Class spells instantly and have mana supply to substitute yourself as an Ether Reactors for the Silhouette Knights allowing it to operate for days without resting.

Bishonen (100): You're now cute and cuddly. People want to be near you and expect to attract your preferred gender with looks alone. Your eyes, if you so desire, can change to any color that would be considered rare or impossible in your current world to signal your specialness. you can change your eye color once per jump.

Plot Uselessness (200): Like anyone , not Ernesti can tell you, they don't really do much because of the silver wonder does everything... So, like them, if the plot has no use for you, you can enter a state of seeming hibernation until the plot has need of you. and in this setting its, that's not likely. You can sleep for entire jumps, but if you do it too often, your benefactor might smash you with a brick for doing it too often.

KnightSmith

Dazzling Intellect (100): But you are not just a pretty face. Your mind is now boosted to the limits of humanity making you always experimenting, considering and wondering along with giving you a very imaginative or creative mind about a topic of your choice. Ernesti's would be Giant Robots, so think something as constrained like that. This can be bought multiple times.

Structural Analysis (200): Fixing a broken Silhouette Knight is hard if you don't know what is the problem in the first place. This grants an eye or intuition of analyzing the general problems in Silhouette Knight or any Technology in general with a glance alone and with time and probing you could even pinpoint the root of all the problems.

Savior of the Programming Department (400): Like our resident programmer you now have an incredible prowess in coding in a world where magic works like a programming language you are on your way to becoming an archmage. In a modern world, this allows you to remake an operating system in a single night even make one from scratch with the same time. In this magical world, this allows you to create and modify existing spells to your liking even reverse-engineer a spell to run into the magic system that you know even rewriting the Magius Engine is also possible. This also allows you to break an entire magic system like codes to remove the drawbacks and leave the nice one alone.

Forge Born (600): You were made to make Giant Robots and Levitate Ships. You are now immune to heat and fire, making forges a much less dangerous environment for you. Your ability to shape metal and craft machines have reached a major boost almost like you've been blessed by Hephaestus. Your greatest talent, however, is making Giant Mecha or Airships and being able to upgrade them to do things that don't seem possible to anyone except you. You can give your Mechas or Airships abilities based magics from other worlds. The greater care and higher quality materials the better your mechas or airships performance is. This caps out at 1000x better compared to those made out of the same materials.

KnightRunner

Nonstandard Uniform (100): Like most of the upperclassmen at this academy, you are allowed to wear whatever you want despite being in an army or group that requires uniforms. In addition, any danger of wearing clothing that's not appropriate for combat is now gone. like doing chemistry with open-toed shoes, or having long scarves by gears and such.

Situational Awareness (200): As Knight Runner fighting an enemy before you is not the only thing dangerous in battle but the terrain and other enemies outside of your field of vision. this grants you better awareness of the battlefield allowing you to monitor and track your enemies or anything dangerous outside of your vision. You are also better at spotting unstable and dangerous terrains even traps and pitfalls can be spotted a lot more easier.

Pilot's Gift (400): Now, while a Mecha's main job is to protect the pilot, it doesn't mean that the pilot can't do anything to help the mech. The more durable you are outside of the mech, the more durable the mech becomes. if your skin is hard as stone then your mech adds your durability to it's on innate metal construction. The harder you are to damage, the harder your mech is. Things such as your Aura, A-T Field, and other supernatural defenses also help defend your Mecha.

Second Skin (600): In your hands, any mecha or vehicle is just a giant version of yourself. For every 1 foot larger than your natural size, the greater the boost in control, power, special abilities and performance without pushing it past the acceptable safety limits. This also allows you to move any Mecha or drive any vehicle like an extension of yourself making it that there's no time lag in the movements and reaction of the Mecha or vehicles. Each 1 feet marker acts as a multiplier. This caps out at 1000x of the base performance of your mecha or vehicle. This perk is coming first in determining a boost before any multipliers that various mechas or vehicles can bring on their own.

Items

All items bought here re-spawn when lost or destroyed within a day unless stated otherwise, all 100cp items for their respective origin are free and the rest are at 50% discount except the general items where it's undiscounted.

General

Custom Robot (Free): You get a free robot that you can customize to your heart's content with the supplement below. It also retains all the upgrades and modifications have done with it and you can also store it in your warehouse which would give you the ability to summon and instantly enter it without going to manually enter in the middle of battle.

Custom Weapon (100): A melee weapon combined with a magic staff that allowed the user to use magic while fighting in melee combat. It's made of high quality materials that it's almost impossible to break along with making magic spells easier to cast while holding this item.

Personal Airship (400): The Silhouette Knights or Ships that can fly are still in the far future but with this you gained a Personal Levitate Ship. Its fast enough to rival the Drake in speed and mobility alone but it has one glaring weakness it has no combat abilities other than transporting Silhouette Knights or materials. Due to the contraction of the Ariship its very durable to damage needing a Legion-Class magic spell to barely damage it. It is also large enough to transport two dozen Silhouette Knights and several hundred of personnel along with it can also operate for an indefinite amount of time without needing to refueling.

Tamed Behemoth (600): You get a baby behemoth demon beast. It'll be any gender you want, and will grow to full size in about a century. Keep it feed bathed and love, and you'll have an epic kaiju Turtle at your beck and call.

KnightSmith

Unlimited Gunpla Kits (100): like it says on the tin, as many parts to make your ultimate robot in, at least in miniature. Helpful for new ideas or even just brainstorming. Maybe you can sell them and make money to fund your addiction to actual giant robots.

Wealth (200): Supplies for giant robots don't come cheap, so you can now buy them with this hefty bag of platinum coins. it's about 1 billion USD, don't spend it one place. It refills in a year. This can be purchased for multiple times and in future-jumps the coins that you receive would be converted to the common currency of your current world.

Silhouette Gear (400): A powered-suit that is fitting for a person as it amplifies the user's strength and speed while wearing it. It allows the user to carry items that weighs several tonnes and run at subsonic speeds. It is also equipped with weapons suitable for sieging fortified fortress and thrusters which allows it to jump from ground to the roof of a several floor building. Unlike the original, it has its own built-in internal engine allowing the user to use it without wasting their own mana reserves.

Silhouette Supplies (600): You have a chest full of Silhouette Knight supplies and materials enough to build a dozen average Silhouette Knight from scratch every week and something that would rival the Ikaruga every three months. It doesn't prevent you from stockpiling your supplies and materials as you still receive more supplies and materials even if you don't use it. You also receive materials and supplies from monster corpse from this world Duel-Class every week and Legion-Class every three months. In the future jumps, you also receive materials and supplies from monsters equivalent to the classes in this world.

KnightRunner

Infinite Outfits (100): You get a distinctive outfit. its distinctive and people can't help but take you seriously. You also get an unlimited supply of whatever clothing will make you look good for that occasion. Formal, beach day, Meeting the king, Chilling out. any clothing from the wardrobe can magically teleport onto your body to adapt if the situation changes rapidly enough.

Dagger Key (200): One of the dangers of this world is that nobody bothered to create a security system for the giant robots despite all the espionage or terrorism. That's where this dagger comes in, it's inscribed with a magical sigil that can't be replicated, recreated or even examined by anyone you don't grant access to. This dagger will find its way back to your pocket whenever you need it and all of your vehicles have been given a slot for it to work. This can also be used to unlock locked doors or chest that you don't have a key for.

Castle Jumper (400): You get a mansion, castle or fort, fit for a major noble. Staffed with a legion of maids/butlers, the finest food in the realm, and hot springs. This residence will keep you and your companion safe and extremely comfortable inside the walls. In Addition, any invaders seem to suffer just the worst string of luck while infiltrating or invading your property as its one of the best-defended places of the kingdom.

Knightly Order (600): You know have a knightly order in the kingdom of your choice. Granting you a personal army for you to command and protect yourself along with noble privileges, a group of people that are loyal and follow your orders and they join you as followers, fitting the world you next land. It might be a company in a modern or sci-fi world, or something else. All of them are elite graduates of the KnightRunner Academy of your country.

Companions

Import (50 for one, 200 for 8): Import one companion or make one new companion here for 50 cp, and or get a bundle of 200 for 8 import/creations. they receive 600 cp for perks and purchases. They receive the full stipend for the giant robot supplement.

Cannon Companion (100 each): Which Canon Companion do you want to join you? Each purchase of this option gives you a jump-fiat guarantee that would allow you to meet the cannon character of your choice in the most favorable situation every time until the end of the jump. But it's still up to you if you can convince them to follow you.

Customized Silhouette Knight

Convert CP to giant robot points at a 1:2 option, GO! (1:2 cp): as it says on the tin, this is if you need more points to customize your own giant robot but you cannot convert your GRP to CP.

Import Robot (Free): As a jumper you may already have a giant robot in your warehouse and with this option you are allowed to import your giant robot if its too big it would scale-down if its too small it would be scaled-up to the standard size of Silhouette Knights in this world along with seemingly merging its existing technology with the Silhouette Knight technology.

Budget: 1000 GRP (GIANT ROBOT POINTS)

Body Type

Bipedal (Free): The Basis of the name Silhouette Knight, they match the relative proportions of human being nearly one to one.

Tuaric (100): You want to combine the speed and power of a knight and his horse into a single creation? Well the tauric configuration is for you. Choose any kind of animal to be the bottom. This gives you 6 basic limbs for free, two arms for the human half, and 4 animalistic legs for the bottom.

Animalistic (100): You give up the human form completely and simply recreate your mech to be more like a Zoid.

Number of Ether Reactors

One (Free): The standard for most Silhouette Knights, your robot has one Ether reactor to power its weapons, movement , and defensive systems.

Two (100/200): Two can work for a larger mech, or one built differently like the Tauric body type. The boost in power will allow you to perform several major spell workings in combat, or strike with more force. For 200 the Ether Reactors would miniaturize that its total size would equate to an average Ether Reactor but having twice the capacity and performance.

Three (300/400): This option is for those who want to flex on all the non-jumpers. We've never seen a giant robot that needed Three reactors but hey, use the energy output of a small city to whatever you want. For 400 the Ether Reactors would miniaturize that its total size would equal to an average Ether Reactor but having trice the capacity and performance.

Four (500): Now this is the top of the line that its capacity and performance that it rivals the not yet made Ikaruga having a seemingly endless amount of mana to power-up the Silhouette Knight for days at maximum capacity.

Number of Additional Limbs

Two (Free) like Ernesti's first upgrade to the standard Silhouette Knight, this adds two limbs somewhere on your mech, maybe to hold some extra staves or shields.

Four (100) 4 more limbs. Maybe you want to have a spider mech or become a walking turret.

100 (300) Like the Hecatoncheires of old, your giant robot has 100 arms. Now why you'd need that many hands for anything, I don't know. But you can now punch someone like a Jojo without a stand and that's something.

Movement

Ground (Free): Your mech is capable of walking, running, and fighting like the other Silhouette Knights

Subterranean (100): Your mech can dig and fight among the earth, using magic to displace it, and not cave in the countryside you're marginally trying to protect.

Aquatic (100): Your mech is specialized for aquatic combat, and you can breathe underwater to take on the sea monsters that we haven't seen yet...

Flight (300): Your mech is suited to fight among the sky, capable of near-unlimited light while your engine has a charge.

Weapons

Swords (Free): Like the rod, This is free for all silhouette knights, the most basic of silhouette knight armaments. The swords the mechs wield may not look sharp, but they don't

Rods (Free): Like the sword, This free for all silhouette knights, its a basic magical focus, with a simple blast spell imprinted in the crystal.

Spear (100): We've only seen one spear, in the hands of the centaur mech. It's a more powerful weapon than the basic sword, with greater reach and penetrating power.

Import Option (100/200): Import one of your weapons to be able to wield it when in your giant robot. Or for 200 you can combine a melee weapon and a magical focus so you don't need to switch between them in the heat of combat.

Automatic Crossbow (200): You have an awesome automatic crossbow, like the one seen in the small Silhouette gears that the workers use. Each bolt is the size of a small tree and it can plunge through several demon beasts before stopping.

Drills (300): Your mech shall pierce the heavens jumper! Anyway, your Silhouette Knight can now create drills from any part of itself and can continue to do so as long as you have magic to fuel them.

Drawbacks

There are no drawback limits as you can take as many as you want but as a reminder drawback trumps the effect of perks.

Isekai chain (+100): After this jump, by taking this drawback, you are required to make your next jump something in the Isekai genre. Pick one of the good ones, I beg you. Do you really want to go to 'Smartphone' after ten years of this shit?

Clingy Companion (+100): Well jumper, I'm sorry to say, but don't expect to get much personal space when you're not fighting. One of your companions has declared you 'theirs' and such will take every opportunity to grab, cuddle, harass, whatever word you want to use for this treatment. This ends when you leave the jump unless you want this to continue.

Monster Bait (+200): When you fight the Demon Beasts, they tend to focus their attention on you. while this won't kill you or drag the Kingdom ruining Demon beasts like the Behemoth near you more than normal, You're going to take a lot more dings and scratches.

Ernesti The Besti (+200): You've been cast as one of Ernesti's Best friends. His previous plot armor is gone, but his penchant for stupid shit is still there, so you need to keep him alive, while not overshadowing him on his journey. Maintain that knives edge and you can take him with you for free.

Mandatory power sealing drawback (+300) All your perks and items are gone, Your warehouse is Sealed, and you're just in your body mod. Who takes these?

Stupid Mech (+300): Your mech looks really stupid, and you never get any respect because of it. The people you fight alongside will never give you credit when you save them. It'll take some amazing feat to get the praise you deserve.

Isekai Madness (+600): Now, the Isekai genre has been going on for a while now, kicked off with the release of “SAO [original Flavor]”. Yes, there were earlier examples, but the current craze was kicked off by SAO. We’ve seen some really inventive takes on it, with shows like “Konosuba”, “Re: Zero”, “Grimgar”, “No Game No Life”, “Overlord”, “SAO (SWE Abridged)” and “Log Horizon”. Soon after came the dark times where creators were scraping the bottom of the barrel and managed to get through the bottom to a dark pit of the blandest fantasy worlds they could muster from that forsaken void of endless, sexless harems and overpowered protagonists. From that putrid hole came “Master of Ragnarök and Blessing of Einherjar”; “Death March to Another World”; “In Another World with My Smartphone”; and “Knight’s and Magic”.

Now, imagine if they managed to keep digging until they hit the figurative bedrock? Well, you’re going to find out, because by taking this drawback, this bare-bones setting becomes stripped of every last spark of creativity and you get the blandest possible setting for not just 10 years, but 100 years. Enjoy free immortality for your time here but the spark of life will barely cling to you while you’re here. Food and drink will taste like ash, every color will be different shades of beige, and all of your anti-boredom perks will be turned off for your time here. Are the points really worth it?

Ending

You’re been here for ten years or more anyway you manage to stay alive after all these years so what would you do?

Stay Here - Well it seems that you made friends and family in this world that you cannot leave so it’s fine you can stay here and forget the other Jumps.

Go Home - Going back to your family is a good choice too since it’s been a while since the last time you seen them even it wasn’t even a second for them anyway, good luck with the happy life you have along with the abilities you got in this Jump and Previous Jumps.

Continue - Onwards to a new journey of the unknown and to look for more friends and adventure.

Notes

Special thanks to u/Kinunatzs for helping me fix my terrible first draft of this jump.

Next update might be pictures, or just a new color scheme because editing this in the dark is killing my eyes.

Terms used

Demon Beasts: Catch all terms for monsters in this world. they lump giant insects, turtles, dinosaurs, under this label, so it's not that helpful.

Silhouette knight: the robots civilization uses to fight back against demon beasts. Generally human shaped, with two arms, two legs and a sword or rod in their hand to fight. This will change once Ernesti gets ready to shake up the world.

The Ikaruga: Ernesti's current final robot, the culmination of his dreams.

Ether Reactor: this is the heart of a monster encased in myhril and enchanted by alvs to capture ambient magic in the air to charge and to burn it like an engine burns gas. The stronger the monster the core is from, the better reactor you get once you process it.