



THE LUCIFER AND BISCUIT HAMMER CYOA JUMP CHAIN

VERSION 1.0 BY _MATHILDA

SETTING

THE WORLD IS IN GREAT PERIL. THE BISCUIT HAMMER LOOMS MENACINGLY ABOVE THE CLOUDS, READY TO DESCEND AND OBLITERATE THE EARTH AT THE BECK AND CALL OF THE MAGE, ANIMUS. ALL THAT STANDS IN HIS WAY FROM COMPLETE GLOBAL ANNIHILATION IS A RAGTAG GROUP OF HEROES CALLED THE BEAST KNIGHTS, WHO MUST DEFEAT THE MAGE'S GOLEMS AND PROTECT THE PRINCESS, WHO... ALSO WANTS TO DESTROY THE EARTH?

ANYWAY, WHETHER YOU ARE ONE OF THESE ACCLAIMED BEAST KNIGHTS, OR JUST AN UNFORTUNATE OUTSIDER WHO'S WANDERED INTO THE CONFLICT, YOU ARRIVE IN THIS WORLD THE DAY THE MANGA BEGINS. START WITH 1000 CP TO HELP YOU STOP THE GOLEMS AND THE EPNONYMOUS BISCUIT HAMMER. AND THE MAGE. AND, UH, THE PRINCESS.

WELL, AT LEAST YOU'LL HAVE ALLIES, RIGHT?



ORIGIN

DROP IN (FREE)

YOU ENTER THIS WORLD WITHOUT ANY RELATIONSHIP TO THE SITUATION AT HAND. NO HISTORY, NO CONNECTIONS, NO RESOURCES. YOU DO HAVE THE ABILITY TO SEE THE GOLEMS, HAMMER, AND SPIRITS AT LEAST. YOU START IN THE SAME CITY AS THE PRINCESS. YOU KEEP YOUR AGE AND GENDER, OR CAN SPEND 50 CP TO CHANGE EITHER OR BOTH AS YOU LIKE.

BEAST KNIGHT (50 CP)

YOU TAKE THE PLACE OF A BEAST KNIGHT IN THE STORY. YOU CAN CHOOSE TO EITHER BECOME THEM, OR SIMPLY TAKE UP THE ROLE AS KNIGHT IN THEIR STEAD. ROLL 1D12 TO DETERMINE WHICH CHARACTER YOU REPLACE, OR YOU CAN SPEND 50 CP TO CHOOSE. YOU START AT THEIR CANON LOCATION.

1. AMAMIYA YUUHI, THE LIZARD KNIGHT
2. SHINONOME HANGETSU, THE DOG KNIGHT
3. SHINONOME MIKAZUKI, THE CROW KNIGHT
4. NAGUMO SOUICHIROU, THE HORSE KNIGHT
5. HAKUDOU YAYOI, THE SNAKE KNIGHT
6. KUSAKABE TAROU, THE MOUSE KNIGHT
7. SORANO HANAKO, THE MANTIS KNIGHT
8. SHIMAKI HYOU, THE CAT KNIGHT
9. TSUKISHIRO YUKIMACHI, THE TURTLE KNIGHT
10. HOSHIKAWA SUBARU, THE ROOSTER KNIGHT
11. AKANE TAIYOU, THE OWL KNIGHT
12. FREE CHOICE

THE 13TH KNIGHT (100 CP)

THE CYCLE HAS ELECTED TO PROMOTE A 13TH KNIGHT FOR REASONS UNKNOWN. PICK ANY MUNDANE ANIMAL NOT ALREADY IN USE. YOU ARE NOW THE KNIGHT OF THAT ANIMAL, AND GET A SPIRIT COMPANION OF SAID CREATURE. BE WARNED THAT YOUR UNEXPECTED ARRIVAL WILL ATTRACT EXTRA ATTENTION FROM BOTH ANIMA AND ANIMUS, FOR GOOD OR BAD. YOU START IN THE SAME CITY AS THE PRINCESS. THE DRAWBACK "UNLUCKY 13" IS MANDATORY WITH THIS ORIGIN.

GENERAL PERKS

KEEP UP THE MASK (100 CP/FREE DROP IN)

YOUR ACTING SKILLS ARE NOW TOP-NOTCH, AND YOU DON'T HAVE TO WORRY ABOUT GIVING AWAY YOUR HIDDEN MOTIVES OR SECRETS IN CASUAL INTERACTION. DON'T LET ANYONE SNEAK UP ON YOU THOUGH, BECAUSE IT ONLY HELPS IF YOU'RE CONSCIOUSLY ON GUARD. AS A SIDE BENEFIT, PEOPLE FIND YOU TO BE PLEASANTLY AFFABLE.

APPROVAL UPON APPROVAL (200 CP/DISCOUNT DROP IN)

YOU BECOME A GENIUS AT FIGHTING. ENEMY WEAK POINTS ARE OBVIOUS TO YOU, AND YOU CAN DEVELOP COUNTER TACTICS ON THE FLY WITH EASE. YOUR INSTINCTS AND REFLEXES ARE NEAR SUPERHUMAN, AND EVEN TECHNIQUES YOU ATTEMPT FOR THE FIRST TIME JUST SEEM TO WORK FOR YOU.

DEPENDABLE ADULT (200 CP/DISCOUNT DROP IN)

YOU PROJECT AN AURA OF ASSUREDNESS THAT OTHERS CAN'T HELP BUT PICK UP ON. IN DANGEROUS SITUATIONS WHEN TIMING IS CRITICAL, OTHERS WILL NATURALLY DEFER TO YOUR LEADERSHIP. SOME MIGHT CONSIDER THIS MORE OF A RESPONSIBILITY THAN A PERK.



GRAB A SHOVEL (200 CP/DISCOUNT DROP IN)

YOU'VE MASTERED ENVIRONMENTAL WARFARE, AND SET UP TRAPS AND HAZARDS BEFORE FIGHTS TO HELP WIN THE DAY. EVEN WHEN YOU'RE CAUGHT OFF GUARD AND UNABLE TO PLAN OR PREPARE, YOU CAN QUICKLY ASCERTAIN HOW TO USE THE LOCATION AND TERRAIN TO YOUR BEST ADVANTAGE. PIT TRAPS IN PARTICULAR SEEM TO WORK OUT REALLY WELL FOR YOU, SO GET TO DIGGING.

NAMED ATTACKS (200 CP/DISCOUNT DROP IN)

YOU CAN INCREASE THE POWER AND ACCURACY OF YOUR TECHNIQUES SUBSTANTIALLY BY GIVING THEM A COOL SOUNDING NAME, AND SHOUTING THEM OUT DRAMATICALLY AS YOU PERFORM THEM.

A TRUE MAN (300 CP)

YOU CAN INTERPOSE YOURSELF BETWEEN SOMEONE AND AN ATTACK MEANT FOR THEM SO LONG AS THEY'RE WITHIN VISIBLE RANGE. IF THEY SUSTAIN INJURIES ANYWAY, YOU CAN CHOOSE TO TAKE THOSE WOUNDS ONTO YOURSELF INSTEAD. THIS WORKS FOR EVEN MORTAL INJURIES.

THE WISH (500 CP; BEAST KNIGHT AND 13TH KNIGHT ONLY)

THE BEAST KNIGHTS AREN'T ASKED TO RISK THEIR LIVES FOR NOTHING IN RETURN, OF COURSE. BY AGREEING TO FIGHT FOR THE SAKE OF EARTH, YOUR ANIMAL COMPANION OFFERS TO GRANT YOU ONE WISH. THEY AREN'T OMNIPOTENT, ELSE YOU COULD JUST WISH FOR THE MAGE TO BE DEFEATED, BUT THEY ARE VERY POWERFUL. ALL KNIGHTS GET A WISH, BUT YOU NEED THIS PERK IN ORDER FOR THE CONSEQUENCES OF THAT WISH TO CARRY ON INTO THE JUMP CHAIN.

KEEP IN MIND THAT ANY WISH YOU MAKE WILL AFFECT YOUR KARMA AS WELL. WISH FOR SOMEONE TO BE HEALED OF SICKNESS, AND YOU MAY FIND YOUR LUCK TO HAVE IMPROVED JUST THAT LITTLE BIT MORE. WISH FOR SOMEONE TO DIE, AND THE WORLD WILL TRY JUST A LITTLE HARDER TO KILL YOU.

DOMAIN CONTROL

MINOR TELEKINESIS (100 CP/FREE BEAST KNIGHT AND 13TH KNIGHT)

THIS IS THE MOST RUDIMENTARY FORM OF DOMAIN CONTROL. YOU CAN MANIPULATE A MODESTLY SIZED BUBBLE OF TELEKINETIC FORCE. IT'S NOT VERY STRONG, ESPECIALLY TO BEGIN WITH, BUT IT'S LINKED TO YOUR PHYSICAL STAMINA AND CAN GROW STRONGER BY EXERCISING IT. OVERUSING IT WILL TIRE YOU OUT. YOU MUST HAVE THIS PERK TO TAKE ANY OTHER DOMAIN CONTROL PERKS.

GARDEN IN THE SKY (300 CP/DISCOUNT BEAST KNIGHT AND 13TH KNIGHT)

YOU CAN'T FLY, BUT THIS COMES CLOSE. YOU CAN USE YOUR DOMAIN CONTROL TO JUMP TO EXTREME HEIGHTS, AND SLOW YOUR DESCENT RIGHT BEFORE IMPACT TO PREVENT INJURING YOURSELF IN THE LANDING.

HOUTENGEKI (300 CP/DISCOUNT BEAST KNIGHT AND 13TH KNIGHT)

THE SIGNATURE TECHNIQUE OF A CERTAIN ALLY OF JUSTICE. YOU CAN ROTATE AND FIRE YOUR DOMAIN CONTROL LIKE A JAVELIN, DRAMATICALLY INCREASING ITS OFFENSIVE POWER.

MULTI-DOMAIN (300 CP/DISCOUNT BEAST KNIGHT AND 13TH KNIGHT)

YOU CAN NOW SPLIT YOUR DOMAIN CONTROL INTO MULTIPLE DOMAINS. BE WARNED THAT THIS WILL DEplete YOUR STAMINA ALL THE FASTER.

GRAPPLER (300 CP/DISCOUNT BEAST KNIGHT AND 13TH KNIGHT)

YOUR DOMAIN CONTROL BECOMES SIGNIFICANTLY MORE MALLEABLE IN FORM, NO LONGER A MISSHAPEN BLOB. ANYTHING GRABBED BY YOUR DOMAIN CONTROL WILL HAVE A MUCH HARDER TIME ESCAPING ITS GRASP.

FIRESTARTER (300 CP/DISCOUNT BEAST KNIGHT AND 13TH KNIGHT)

YOU CAN USE TELEKINESIS TO IGNITE FLAMMABLE MATERIALS BY INCREASING THE SPEED OF MOLECULES. YOU CAN TAKE ICE COLD WITH THIS PERK FOR 150/50 CP.

ICE COLD (300 CP/DISCOUNT BEAST KNIGHT AND 13TH KNIGHT)

BY SLOWING DOWN WATER MOLECULES, YOU CAN CAUSE ANY NEARBY SOURCE OF WATER TO FREEZE. YOU CAN TAKE FIRESTARTER WITH THIS PERK FOR 150/50 CP.

GOLEM CONTROL (600 CP/DISCOUNT BEAST KNIGHT AND 13TH KNIGHT)

YOU GAIN THE POWER TO ANIMATE DIRT, AND CRAFT IT INTO GOLEMS. MUCH LIKE THE BASE DOMAIN CONTROL, THIS ABILITY DRAINS YOUR STAMINA. YOUR GOLEMS WON'T HAVE THE SAME POWER AND POTENTIAL AS ANIMUS' OR SHIMAKI'S, BUT YOU CAN ALWAYS MAKE ANOTHER ONE, NO MATTER HOW MANY YOU'VE MADE.

PSYCHIC ENHANCEMENT (600 CP/DISCOUNT BEAST KNIGHT AND 13TH KNIGHT)

YOU CAN USE YOUR DOMAIN CONTROL TO WRAP AROUND AND ENHANCE A PART OF YOUR BODY OR A WEAPON TO GREAT EFFECT, BOTH DEFENSIVELY AND OFFENSIVELY.

THE ULTIMATE SPEAR (600 CP/DISCOUNT BEAST KNIGHT AND 13TH KNIGHT)

YOU FIRE YOUR DOMAIN AS A MASSIVE PROJECTILE OF ENERGY. ITS PENETRATIVE POWER IS UNMATCHED.

THE ULTIMATE SHIELD (600 CP/DISCOUNT BEAST KNIGHT AND 13TH KNIGHT)

YOU SHAPE YOUR DOMAIN INTO AN IMPENETRABLE BARRIER. DON'T LET ATTACKS GO AROUND IT, THOUGH.

LUCID FLOW (600 CP/DISCOUNT BEAST KNIGHT AND 13TH KNIGHT)

YOU'VE SOMEHOW OBTAINED A FRAGMENT OF SPACE-TIME. YOUR DOMAIN CONTROL CAN REWIND TIME FOR A SPECIFIED TARGET, CAUSING INJURIES, DAMAGE, AND FATIGUE TO DISAPPEAR. CAN'T BE USED TO NEGATE YOUR OWN STAMINA LOSS.

MYTHICAL BEAST KNIGHT (800 CP)

YOUR ANIMAL COMPANION STARTS WITH ONE OF THE THREE MYTHICAL BEAST FORMS: THE UNICORN, THE INVISIBLE, OR THE HRAESVELGR. YOUR TELEKINESIS IS NO LONGER MINOR.



GEAR

FUNERAL ATTIRE (FREE)

...JUST IN CASE.

BICYCLE (50 CP)

A BICYCLE. IT'S IN FAIRLY GOOD CONDITION. IT CAN SEAT TWO IF YOU'RE ONE OF "THOSE" PEOPLE.

ANIMAL COMPANION (50 CP)

NORMALLY, YOUR SPIRIT ANIMAL COMPANION WOULD DISAPPEAR ALONG WITH THE BEASTS AND ANIMA, BUT NOW THEY'VE CHOSEN TO HANG AROUND INSTEAD. YOUR ANIMAL WILL FOLLOW INTO YOUR JUMP CHAIN, BUT BECAUSE THEY'RE A SPIRIT, THEY DON'T TAKE UP A COMPANION SLOT.

SAFEHOUSE (200 CP/DISCOUNT DROP IN)

YOU'VE GOTTEN YOUR HANDS ON A SMALL APARTMENT OR CABIN THAT COMES EQUIPPED WITH EVERYTHING YOU NEED TO MAINTAIN A MODEST LIFESTYLE WHILE YOU'RE IN THIS WORLD. THIS INCLUDES A MONTHLY ALLOWANCE OF POCKET MONEY, A BASIC ARRAY OF LEGAL DOCUMENTATION, A DRIVER'S LICENSE, AND A MONTH'S WORTH OF STOCKED FOOD, THOUGH YOU'LL HAVE TO GO SHOPPING TO RESTOCK ONCE IT RUNS OUT.

ADDITIONALLY, YOU CAN'T BE ATTACKED BY GOLEMS WHILE INSIDE. THEY CAN WAIT AROUND OUTSIDE, THOUGH, SO BE CAUTIOUS.

IN FUTURE JUMPS, THIS PERK WILL MANIFEST A SIMILAR SHELTER FOR YOU WHEN APPLICABLE, ALTHOUGH IT WILL LOSE ITS GUARANTEED SAFETY FROM ATTACK.

DREAMSCAPE (300 CP)

YOU CAN CREATE A MEETING AREA IN YOUR DREAMS THAT WILL ALLOW YOU TO CONVERSE WITH YOUR ALLIES WHILE YOU SLEEP. THIS CAN ALSO BE USED TO CONTACT PEOPLE WHO HAVE ALREADY DIED, BY BRINGING THEIR DREAMING SELVES FROM BEFORE THEY DIED TO THE DREAMSCAPE.

MILITARY CONTACTS (300 CP)

YOU'VE MANAGED TO CONTACT AN ANONYMOUS BROKER CONNECTED WITH THE MILITARY WHO WILL SELL YOU HIGH-GRADE WEAPONRY AND EQUIPMENT. WHILE GOLEMS CAN'T BE SEEN BY ORDINARY PEOPLE, THEY CAN STILL BE DAMAGED BY ORDINARY MEANS. YOU'LL HAVE TO SPEND A BIT OF CASH TO MAKE FULL USE OF THIS, BUT IT MAY BE WORTH IT TO GET A STABLE SOURCE OF LOOT. COMES WITH A COMPLIMENTARY FRAGMENTATION GRENADE.

BLUES DRIVE MONSTER (600 CP)

YOU TAKE CONTROL OVER ANIMA'S ORBITAL WEAPON, **BLUES DRIVE MONSTER**. BLUES IS UNPERCEIVABLE TO ANYONE WITHOUT SUPERNATURAL ABILITIES, AND YOU CAN REDESIGN ITS APPEARANCE HOWEVER YOU WISH. SHOULD IT EVER BE DAMAGED OR DESTROYED, YOU CAN PSYCHICALLY RECREATE IT, THOUGH IT WILL TAKE A MONTH TO FINISH.

IT CAN BE USED TO TRAVEL BACK IN TIME JUST LIKE THE BISCUIT HAMMER, SO LONG AS YOU DON'T MIND OBLITERATING THE EARTH, SHATTERING THE FABRIC OF SPACE-TIME, AND COMMITTING GLOBAL MASS MURDER. BUT SINCE IT TECHNICALLY NEVER HAPPENED NOW THAT YOU'RE IN THE PAST, THAT'S FINE, RIGHT? RIGHT.

YOU STILL CANNOT ACTIVATE IT BEFORE ITS READY WHILE IN THIS WORLD, BUT YOU GET TO TAKE IT WITH YOU WHEN YOU LEAVE.

COMPANIONS

YOUR TASK IS A DAUNTING ONE, BUT YOU NEEDN'T ATTEMPT IT ALONE. YOU CAN IMPORT AN EXISTING COMPANION FOR 100 CP. THEY GAIN 500 CP TO WORK WITH, AND CAN PICK OUT PERKS AND AN ORIGIN. COMPANIONS CANNOT USE DRAWBACKS, UNLESS IT IS MANDATORY TO TAKE FOR AN ORIGIN.

DRAWBACKS

PANTY-SHOT (+50 CP)

YOU'RE CONSTANTLY FLASHING YOUR UNDERWEAR. YES, EVEN IF YOU DON'T WEAR SKIRTS. YES, EVEN IF YOU'RE A GUY. NO, NOT WEARING UNDERWEAR WILL NOT HELP YOU.

MAGICAL MARY'S DISCIPLE (+200 CP; MUST HAVE "NAMED ATTACKS" PERK)

YOU NOW HAVE TO SHOUT OUT A TECHNIQUE'S NAME BEFORE USING IT, OR ELSE IT WILL FAIL, OFTEN IN A HILARIOUS, POTENTIALLY DANGEROUS MANNER.

UNLUCKY 13 (+200 CP)

MANDATORY FOR THE 13TH KNIGHT ORIGIN, BUT CAN BE TAKEN BY ANYONE. YOUR INCLUSION INTO THE GAME MEANS ANIMUS GETS ANOTHER GOLEM, STRONGER THAN ALL THE REST.

TARGET OF OPPORTUNITY (+300 CP)

ANIMUS HAS IT OUT FOR YOU IN PARTICULAR. BE CAREFUL ABOUT BEING ALONE, BECAUSE GOLEMS WILL SEEK YOU OUT AND ATTACK YOU WHEN YOU'RE MOST EXPOSED. LATER GOLEMS WITH HIGH INTELLIGENCE MAY ATTEMPT TO DRAW YOU OUT BY TARGETING INNOCENTS OR LOVED ONES, OR PERHAPS RESORT TO EVEN MORE DUBIOUS MEANS IF THEY THINK THEY CAN'T BEAT YOU IN A FRONTAL ASSAULT.

FAIR PLAY (+500 CP)

ULTIMATELY, THOUGH THE STAKES ARE HIGH, THE AGREEMENT BETWEEN ANIMA AND ANIMUS IS A GAME. THIS MEANS YOU NEED TO FOLLOW THE RULES. UNTIL ANIMUS IS DEFEATED AND THE BISCUIT HAMMER IS DESTROYED, YOU CANNOT ACCESS ANY OF YOUR RESOURCES FROM PREVIOUS JUMPS. NO GEAR, NO POWERS, NO WAREHOUSE. ALLIES THAT YOU IMPORT CAN STILL HELP, BUT THEY TOO CANNOT USE RESOURCES NOT OBTAINED IN THIS JUMP. YOU'RE DOING THIS CLEAN.

SPECIAL: THE MAGE (+700 CP)

YOU'RE A MADMAN. BOTH FOR TAKING THIS DRAWBACK, AND BECAUSE NOW YOU'RE ANIMUS. YOU GAIN ALL OF HIS ABILITIES, WHICH INCLUDE TELEPORTATION, PAIN INDUCTION, FLIGHT, ET CETERA. YOU ALSO GAIN ALL OF HIS LIMITS, SUCH AS BEING UNABLE TO ACT PERSONALLY UNTIL THE FIRST HALF OF GOLEMS ARE DEFEATED, AND HAVING TO FOLLOW THE RULES OF THE GAME. AND FINALLY, YOU GAIN ALL OF HIS OBJECTIVES. EXCEPT FOR ONE SMALL CHANGE; YOU HAVE TO KILL ANIMA. NO MORE CYCLE OF COUNTLESS STRUGGLES, THIS IS THE BIG ONE. UNLUCKY 13 AND TARGET OF OPPORTUNITY CANNOT BE TAKEN WITH THIS DRAWBACK.

FINISH

WELL, YOU'VE MANAGED TO PULL IT OFF. IF IT HAS NOT BEEN TEN YEARS YET, YOU CAN CHOOSE TO RIDE OUT THE REMAINING TIME, OR CONTINUE ON EARLY. YOUR THREE OPTIONS ARE:

THE RETURN

YOU WAKE UP IN YOUR BED BACK IN YOUR HOME WORLD. YOU HAVEN'T AGED, AND YOU GET TO KEEP ALL THE COOL STUFF YOU'VE COLLECTED.

STAY

YOU'VE GROWN FOND OF THIS WORLD AND THE PEOPLE IN IT. YOUR JUMP CHAIN ENDS HERE.

CONTINUE ON

YOU TAKE YOUR STUFF, ANY NEW COMPANIONS YOU MAY HAVE PICKED UP HERE AND HEAD ON TO THE NEXT WORLD.

