Rance 01

-The Quest For Hikari-

Welcome to the Continent, jumper! Right now, there's some trouble in Leazas, some bandits have started kidnapping people, Helman seems to be preparing for more trouble, monster had begun to appear in the city, while the King and Queen have lost political power to their daughter, who likes to torture innocent girls in her spare time.

Amidst all this, the adventurer Rance, has taken up the quest to rescue the lost noble daughter Hikari, unknown to everyone involved, this is the start of a journey that will become legend… Unless you start messing with things. Again.

You will stay here for 10 years. Make them worth it. And don't forget this:

+1000cp

Background

Drop In

Unknown to this world at large. You just appear from thin air with your things in a backpack. You got no story, past or memories from this place, but that may prove an advantage in some cases. Have fun.

Civilian

Rather than seek for battles or adventure, you're another one of the masses. Working for money, having some friends of the same background and enjoying a simple life. Too bad things are going starting to shake up.

Warrior

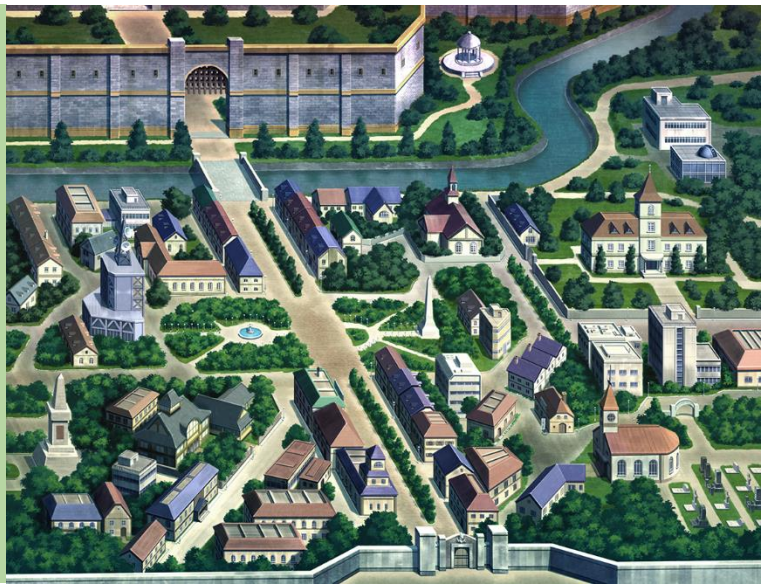
Formally trained in the art of kicking ass, you're either a grunt soldier of Leazas (most likely a sentinel, guard or the likes); or a lonely fighter, recently inscribed in the coliseum tournament.

Adventurer

Perhaps would be more accurate to label you as a mercenary that works alone (or in small groups). Affiliated to a Guild and taking up quests to make to the end of the month with the rewards. Not an easy life, but not a boring one, either.

Location

You start at Leazas Capital, the thriving capital of the richest country. As you may think, this place is full of opportunities and all kind of people around. At the center it's located the Leazas castle, where the royalty lives. While peaceful, some shady things have been happening all around the place.



Age & Gender

Feel free to change your gender and select you age to something you deem appropriate. Or keep the age and gender you have now. It won't matter that much.

Level Cap

Everyone with a soul within this world possess levels and a level cap. It's what defines a person's power and strength. You can gain levels by winning enough experience (defeating enemies, doing certain tasks, or with especial items) and then going to a Level Shop or to a Level God to convert the experience into levels. People not only gain levels but they can also lose them by stopping training and the speed they do is proportional to the speed at gaining them. By default, you start with an impressive cap of 100. Choose now for a slow/normal/fast curve at winning and losing levels.

Skill Level

All living beings with a soul that are born within the Planner Scenario have Skill Levels set by birth. Even those who hail from other planets or dimensions gain this upon entering the world and never lose it. Nearly everything has skill levels, including daily skills such as cooking and cleaning. Skill levels determines the expertise of the person's skill in any given field, or better said, their talent at the skill. While levels are increased the more one trains, skill levels are set in stone by birth, and do not rise or fall.

Level 0 (Free)

Makes the individual capable of effectively doing the task normally, but without any particular aptitude for it. Most people tend to have dozens of skills at this level.

Level 1 (100cp)

Relative talent that lets the user perform the skill up to a professional level, while it’s not bad by any means, one shouldn’t expect to gain fame with this alone. For example, Sill Plain possess a Level 1 Skill at Magic, while she is decent in the magic arts and can use it effectively in battle, there’s a lack of power and versatility.

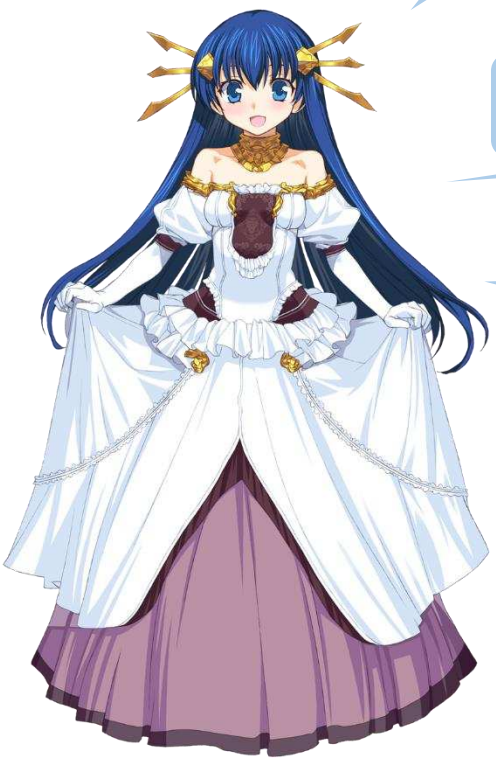
Level 2 (200cp)

At this point the user is a genius at their skill. More than enough to create unique signature abilities. Respected swordsmen like Rick Addison or Rance have a Sword Combat Skill at Level 2, it what lets them create their special attacks. For comparison Shizuka Masou also possess a Level 2 Skill at Magic.

Level 3 (500cp)

This level is basically legendary, and the user is the best of the best at the skill. Few people in history had a skill at this level and their potential is insanely high. As example, Annise Sawatari has the Magic Skill Level 3 and easily overpowers any other mage in the Continent. Even with little finesse and experience, the raw power of her spells can easily exceed the combined effort of 2000 mages.

Perks



100cp perks free to origin, rest is 50% discounted.

Drop In

Gahaha (100cp)

You have a natural talent for making good first impressions on people, making them see the part of you that they are most likely to agree upon. For example, a bar owner in need will see a brave warrior instead of a brutish rapist and a princess might see a dashing hero instead of a self-serving coward. You'll have to work to maintain that good impression they have of you however.

In Context (200cp)

You didn’t come here with that noisy ‘common sense’ thing. No, you know how to think outside the box and come with strange, yet doable ideas to resolve your problems. A Queen who you were chasing disappeared from the castle? Just 'convince' her bodyguard into telling you about the secret passageway she took.

Go! Deeper! (400cp)

Just going around to your thing is boring. Don’t you know that what’s more important is the journey? Well, if you feel like having an adventure then this is for you. Now, everytime you go out with a goal in mind, you will find several ‘side quests’ presented to you. While some may seem unrelated to your mission, actually gives you important information about it, such as being sent to find a ring for a princess in a mansion leading you to find out that she is the person who kidnapped the individual that you have been searching for. This will give you important clues, skills or items to complete your objective.

An Offer You Can Refuse (600cp)

It’s your overpowering presence? Your lack of morals? Or maybe that nice ass you got there? Probably none of those. Anyway, people in power that interact with you seem to quickly grow fond of you. Even the most selfish or bloodthirsty will prefer to keep you alive (as a pet) rather than killing you. And their favor only grows the more you interact with them or show what are you capable of.

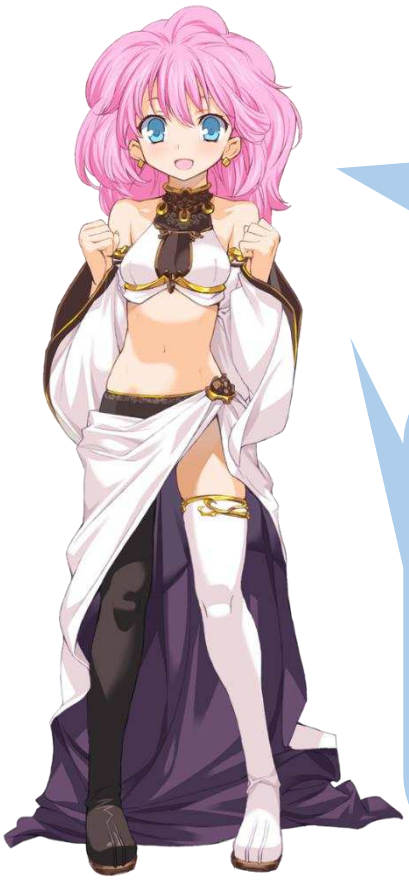
Adventurer

Self Taught (100cp)

Who needs formal training anyway? You just get the weapon and learn in the middle of battles, like a real man. That mentality didn't go unanswered and what you lack in actual technique is more than made up in dirty tricks to defeat your enemies, who needs to learn faints when you can simply throw something at them and then slash?

Grand Theft Rance (200cp)

It's well know that heroes go around smashing, breaking and stealing items they like. Of course, no one ever suspects that they were the culprits. Now that leverage is applied to you, as long as no one sees it. Even if someone were to infer your doing, they will let it pass if you have a good reason for your actions.



A Promise, Is It (400cp)

You may not be the most… honorable adventurer around, but you got a knack for getting people promise you things and make deals with you, even when those are a little shady or involve something sexual in nature. Getting a prideful Champion gladiator to bet herself on a fight against you and having her follow through on that bet when you win would be easy. Some may not take up the riskier ones, but if you get them to do it, they will honor the deal.

Whip of Love (600cp)

There's something… addictive about you, jumper. People you bed, even when it's not consensual, have their affection towards you increased. A girl with a good impression of you will come to regard you as the coolest guy ever, after a couple of rounds. For some reason, fate itself seems to conspire into giving you opportunities to use this. Like when you discover someone's wrongdoings they feel a need to offer themselves (or their assistants) to 'silence' you. While some may need more (or less) 'love' than others, doing it enough times is sure to make them as loyal as a trained puppy and lovestruck as a teenage girl with her first crush. Beware obsessive lovers.

Civilian

Picked Up (100cp)

Years of working at the market have left you with a keen eye. Not really better eyesight, rather an instinct to know how much certain items are worth. Good for not getting ripped off or make sure to have a profit at selling.

Center of the Hurricane (200cp)

In a world like this, it’s almost inevitable to be dragged out to trouble. Not the case with you, though, you have an uncanny ability to avoid problems that are directly unrelated to you. Those bandits raiding shops? Completely overlook your place. Note that this doesn’t help with things related to you, so don’t expect to avoid taxes using this alone.

Stand By Me (400cp)

Sure, you are only a simple employee, another face in the middle of the masses, but that doesn’t make any less of you. When you’re involved, people drop out their masks and act as they really are, opening a clear path for you to take. It will be a piece of cake to make friends out of anyone or even spark romance ignoring differences in status or class.

L.U.C.K.Y. (600cp)

A gift that more than one would desire, you have luck on your side. The kind that actually helps. Anything that you think will bring you harm is forced to avoid you, they face enemies, get something else to do or just plain forget about you. And every time you have a goal to accomplish or a set objective to do, the winds of fortune will keep opening paths and make things simpler for you. It’ll be almost inevitable to win or archive your goals.

Warrior

Leazas Style (100cp)

The first thing new recruits get upon entering the army is a good beating, then body training and finally weapon use. While nothing too flashy, you know the basics for all types of weapon you are able to use. Enough to impress the majority of civilians and even some soldiers with your fighting skills. Perhaps you can make some GOLD fighting in the Coliseum?

Grunt Work (200cp)

Well, to be honest, the life of a soldier isn't that much exiting outside battles and wars. You will probably be doing the same repetitive but important tasks, like guarding gates or doing patrol across the city. This perk will get rid of the boredom that comes with doing the same thing over and over.

Final Technique 4 (400cp)

You're not a self-respecting warrior without your own signature attack, more specifically a finishing move. You have developed a powerful and high damaging technique to smith your foes into submission, about ten times as powerful as your 'normal' attacks. Feel free to choose what form this takes and with which weapon you use it.

Arena Champion (600cp)

This place runs on Levels and Skills to determine who's on top and who's at bottom. But you know that there's more to it. Even when you aren't the most skilled or better leveled, you know how to use your power to its maximum efficiency, letting you defeat opponents that are stronger or more skilled than you. Remember that this is only using your power to the highest efficiency, so don't pick a fight with people that outclass you far too much.

Items

100cp Items free to origin, rest is 50% discounted

Drop-In

GOLD (100cp)

Money, it's what makes the world go ´round. You got 10,000 GOLD to use as you please. More than enough for a good head start here. Don't spent it all in prostitutes.

Jumper Guild (400cp)

Your own adventurer's Guild. Mostly self-managed, it will contract adventurers, find quests and hand out the rewards by itself. Making a good profit for you. It will remain mostly low-tier unless you make something to elevate its status.

Seirogan (200cp)

A weekly supply of the miracle drug used everywhere around here. It doubles as stamina replenisher and a health potion, healing all minor injuries and some of the more troubling ones. Also tastes very good. You get 15 of them, more appear every week or when you ran out of it, whatever happens first.

Info Store (600cp)

You will find this store around no matter in which world you are, it will give you information about people you want to know about, be attacks, special moves, affection for you, sizes and other miscellaneous stuff. The counter will probably charge you a little for the information.

Adventurer

Lv 10 Equipment (100cp)

Light armor, your choice of weapon and some leather straps to carry them on your person. Nothing fancy or powerful, but it has served you well until now and seems to be much more resistant to wear and tear compared to similar gear. Don't underestimate the value of good basic equipment.

Yorou Scroll (200cp)

This rare item is used to flip out the personality of the target. Meek people become bold and prudes transform into sluts. The effects only last for an hour, so don't freak out much. You get another one after use. Good for pranks.

Eye Reader (400cp)

I don't know why would you need this, but I can guess. This little artifact lets you read the thoughts of people you want to. Not only their surface ones, but also the deeper thoughts inside of them. It only lasts for a little while, but you get another after you use one.

Home (600cp)

As they say, there's no place like home. One needs somewhere to return to when the adventure is over and the bad guys defeated. This is that place. A comfy house located where you most desire. It will follow you through jumps and provide a nice and comfy place to relax. It carries over any changes you may do to it.

Civilian

Castle Passage Note (100cp)

A small letter sealed by some important people. It lets you enter the Castle of Leazas and go around the place. Though some rooms may be still prohibited. In other worlds it will serve as an alternative ID card to let you enter similar places.

250 Sake (200cp)

I'm not a fan of alcohol, but this one is pretty good. More importantly, is really expensive and valuable. You can probably sell it or trade it for something rare. Especially if you encounter someone who likes a nice drink. Or you could just drink it yourself.

Shop (400cp)

Well, you made it past the stage of an underpaid employee and now are the proud owner of some kind of establishment. It could be a bar, a weapons shop or even an inn. Daily profit and minimum effort if you hire some employees. You don't have to pay taxes for this particular business

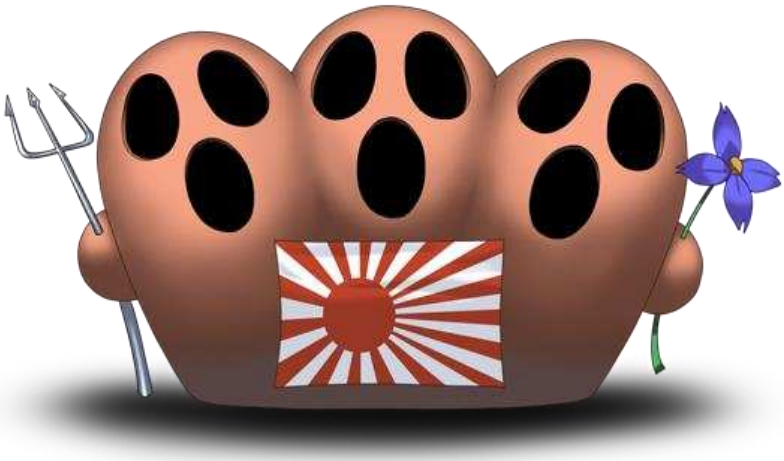
Holiday Mansion (600cp)

Ha, since when are you so rich? You got a nice mansion in the outskirts of Leaza's Capital. Lots of rooms of all kinds, sound proof walls, well-made structure, difficult to find. Perfect for all type of… hobbies you may have. Try to dispose the bodies correctly.

Warrior

Coliseum Invitation (100cp)

A letter signed by the king, it lets you participate in the coliseum fights. Not worth much outside of that. In other worlds it can take the same role for similar tournaments.



Map (200cp)

As you can guess, this is a very detailed map of Leazas, including the castle. It even shows things like secret passages and hidden rooms. Now, what will you do with this?

Phantom Sword (400cp)

Masterfully crafted and made from the best steel in the kingdom, but otherwise unremarkable. The true worth of this weapon is its ability to damage spiritual or intangible beings such as ghosts. If you want, you can import another weapon into this role.

Training Dummy (600cp)

This little guy looks like a Hanny, and it's the perfect training partner. It's almost indestructible and can mimic the powers and techniques of all enemies you have previously fought. Using it to train will also give you EXP, so it's a good way to sweat and win a couple of levels when there's nothing to do.

Companions

Import/Create (100cp/400cp)

There's nothing sadder that going in an adventure just to be alone in it. Part of the fun comes from being with the people you like. With this option you can import or create a companion for 100cp, they receive 800cp to spent as they like and can take drawbacks if they feel like getting more points. Since I like parties, you can also use 400cp to import or create up to 8 companions. Likewise, they get 800cp and can take drawbacks.

Canon Companion (100cp)

Oh! So you prefer to take someone from here on your journey? Say no more. As long as they consent and are alive at the end of the jump, you can use this to take them with you. I will make sure you get more than enough opportunities to assure your success.

Scenario

-The Quest For Hikari-

Well Jumper, it seems that Rance either does not exist in this reality or was too distracted (probably by someone female) to take the request to find the missing nobleman's daughter Hikari from the Adventurer Guild, (un)luckily through you being around when it was assigned or through the power of plot convenience you have taken the request instead.

Unfortunately, this job is a lot more dangerous then it first appears. The culprit in this kidnapping is none other than the current princess of Leazas. The princess is intelligent, an expert administrator and ruler, and loves to sadistically torture people, usually young girls, for fun. Be warned she will send her ninja Kanami, who coincidentally is the person who directly kidnaps the people for her to torture, to warn you off or kill you. Her adviser Maris while disapproving of her princess's 'hobbies' is still unbreakable loyal to her and will use her political power to get in your way from finding the truth about the Princess as much as possible.

Worst of all your memories about who the culprit actually is has been scrubbed away, why would you ever think that the sweet cheerful princess of Leazas could do such things (here's a hint got to the abandoned, ghost infested mansion you'll find what's left of her previous victims there).

Once you finally confront her you have a few options. You could kill her and take Hikari back to her worried father, a good thing to do however that will leave Leazas without Lia's effective leadership which will come back to bite them when Helman invades.

You could turn a blind eye to Lia's hobbies, something that she will have no problem rewarding you more then Hikari's father could ever compensate you with as well as keeping Leazas strong against Helman. But this also means leaving a innocent young girl at Lia's non-existent mercy and also lets her continue her activities without any recompense.

You could also just choose to safe Hikari and get out or blackmail Lia into giving her up…

..... Or I suppose you could go the Rance way. After beating down Maris and Kanami you could have your way with her. With sufficient seduction/sexual technique skills (or enough stamina) you probably 'turn' her to your side. She is an odd girl though and after you do this (even in most crude of ways), she will declare that because you took her virginity you must marry her.... At least Hikari is safe?

Reward

If you only rescue Hikari and ignore the rest, your reward will be a nice boost in popularity, especially between the nobility of Leazas, that will most likely give you more jobs in the future, as well as the gratitude and support of the Mi Blanc house, for rescuing their daughter. That's without counting the sweet, sweet reward in GOLD.

Assuming that you completed the quest in the less then scrupulous way you may take Lia as a companion with you for free (she has no problems with running off with you on a multiversal adventure) Kanami, and Maris, assuming you didn't kill them of course, will accompany the princess anywhere she chooses, even with you.

Lia Parapara Leazas:

An effective politician with a rare skill level of 2 in administration, any kingdom would be in good hands under her care. Luckily it seems that after getting laid she has stopped her whole 'torture others for fun' thing. That doesn't mean that she's a better person of course, she's still ruthless, ambitious, and lacks empathy for others, it's just that now her morality is more whatever you want. Beware Jumper she is an incredibly obsessive individual and does not take to things such as jealously well. However, with diligence and coaxing you might get her if not care about others, at least care about what you would think of her if she was unnecessarily cruel.

Kentou Kanami:

Lia's ninja, loyal to a fault, and decently skilled. She probably holds a grudge against you for the whole, beating her and raping the princess thing. This has also caused her to question her abilities as a ninja, what good is she if she couldn't even defend the princess when it matters? You could do your best to console her, praise her abilities, and make her feel comfortable around you so as to win her trust... or you could tease or bully her constantly about it.

Maris Amaryllis:

Lia's assistant, although she is not a bad person herself she still will put any morals away when Lia is involved. Since Lia tends to be flighty it usually falls to Maris to fill out paperwork and other minor details, something she personally excels at. Maris is also perhaps one of Leazas's stronger warriors with a Level Cap of 67, a Divine Magic Skill Lv 2, and good ability in regular magic. Help Maris teach Lia to be a better ruler and person as well as stop her less then noble habits and you can earn her loyalty as her king.

Drawbacks

Canon Continuity (+0)
Normally, any jump from this series is set in parallel universes, so the setting remains the same. This changes that, and now your actions here affect your other Rance jumps.

Rance Ga Shinda! (+0)
As the say goes, everyone dies eventually. In this case, the-would-be-'hero' of the story. Rance is death and has been for some years now. Now, he isn't around to do what he was supposed to. The duty falls into no one. Thought maybe Arios could take notice of this and try to help (killing everyone he deems as evil). You could give it a shot at it too, if you want.

Thirsty As F! (+100cp)
This will...heighten your libido, more like skyrocket it to heavens and then some more. You're hornier than a teenager that just discovered sex. More than enough to leave Rance in shame in what need for sex refers.

Poor Idiot (+100cp)
There's no two ways about it, you suck at handling money. No matter how much you gain, you will spend it all or use it in useless shit. Hope you have someone trusty to handle your finances, because you aren't good at it.

Eye Of The Princess (+200cp)
Lia, the princess of Leazas, has taken an interest of you. More specifically, she wants you as her new toy or pet, depending of your gender. Lia will use every resources at her disposal to make you hers. Prepare for a good fight if you want your freedom… though you could always 'persuade' her about your true worth.

But This is Full of Thieves! (+200cp)
Various groups of thieves have decided that you make a perfect target for kidnapping. They won't try to kill you (most of them, at least) but they will do as much as they can to take your freedom away from you. They aren't very powerful compared to other fighters around, but still dangerous, and very annoying.

No Level UP for You (+400cp)
Looks like the system from this place doesn't mesh well with you. For the duration of the jump, you will be unable to convert your EXP into Levels. Gotta live with being a scrub forever stuck at Lv1 for the next ten years here.

Agrro UP (+400cp)
Sucks to be you, after all, every monster nearby your location seem to be able to sense you and are more than eager to try their hand at taking your life. They will vary a lot in power and abilities, so you better be careful. Avoiding dungeons and the city's outskirts seems like a good idea too.

Underpowered (+600cp)
It's not like I'm annoyed with you or anything. But from the rest of the jump, all your powers, perks and items from other jumps will be sealed away. The same goes for your warehouse. You will have to do it here with what your purchased in this jump and your bodymod.

Final Choice

Go Back

Missing your original home already? Not surprising. You can go back to the exact point in time when you left, and you get to retain all your powers, items and companions. It was a lot of fun, jumper.

Stay Here

Oh?! So this place tamed your wild heart? Can't say that I expected that. This marks the end of your journey and the start of a new one here. You retain your things. I will make sure that your affairs at home are taken care of. Goodbye, jumper.

Keep Going

Another jump, another ten years and another adventure come to an end. Let us keep at it for some more time. Get prepared for new sights and advenures!

NOTES

-Fanwank helps

-Skill Levels are basically talent/how BS you can get at certain skill, there's one for almost everything (sword combat, parenting, government, adventurer, etc).

-Wheter or not the jump follows the events of the other games or not after this is up to you.

-Thanks to Pucelle for the help. You're awesome.

-Made by Ricrod