



It is a time of great evil and sorrow in Camelot. Arthur, the King, and his loyal Knights have been trapped in the Caves of Glass by the spells of the wicked Morgana. Warlords roam the country freely and dragons attack isolated villages.

In this time, Queen Guinevere is kidnapped and Merlin uses his magic to search all time and space for anyone with the power to save Camelot. His spells find Arthur King, a dead ringer for the missing monarch and quarterback of the college football team the New York Knights. Knowing an athlete requires great strength of body and spirit, Merlin abducts the man and eleven of his teammates to replace the Knights of Justice. Bonded to the Round Table, they gain incredible armor and powers, and magically learn how to fight and ride.

Now the Knights of Justice quest for the twelve Keys of Truth. Only united can these artifacts free the true Once and Future King, and send them back home.

I... am King Arthur- and we are the Knights of Justice! We pledge fairness to all, to protect the weak, and vanquish the evil!

ORIGINS

Knight of Justice: You were just taking a bus ride home from a game with the guys, when a storm forced you off road, through a trippy tunnel, and into Camelot. Now an old wizard tells you that he needs you and your teammates to save the past and allow the future you grew up in. Will you rise to the challenge? Or huddle and whimper while Arthur and the boys try to get your hide home?

Warlord of Evil: You are a man of stone. Literally, a golem created by Lady Morganna to serve her needs to destroy Camelot and spread her dominion. Under her command, or that of Lord Viper you were named for your most prominent weapon and sent to fight.

Camelot Subject: King Arthur is imprisoned and lost to use forever! King Arthur is... back? And charging the Warlords? What is going on here? You grew up a resident of England, either in Camelot itself or the outlying villages, and you're not equipped to fight Morganna's monsters.

Purple Horde: You have ridden all the way from the steppes of Asia at the behest of Master Chang, in search of fertile new lands to conquer. The people of the Horde are fierce and free, at least until the Master calls.



PERKS

Athlete (-100 cp, Free Knight) You're a professional athlete in their prime, with all that implies. You are faster, stronger, and healthier than most of your kind, your body a carefully honed instrument for taking and receiving punishment. Also, you have all the knowledge and skill needed to be a good melee fighter and rider, by magic.

KNIGHTS! KNIGHTS! KNIGHTS! KNIGHTS! (-200 cp, discount Knight) Morale is very important in a game or battle as well. Most armies break before one in five have died, sometimes one in ten. You can sense when your allies are wavering, and by repetition of a simple cheer, restore their heart and will to triumph.

Pure of Heart (-200 cp, discount Knight) Merlin didn't just choose Arthur King and the New York Knights because Arthur looks and is named like his liege. An athlete has learned to persevere in the face of failure, and so you have. Your will is unbreakable, and you are impossible to control, whether you're down 12 points in the final minutes of the game, or all your friends are captured.

It's A Breeze! (-400 cp, discount Knight) That Breeze sure is a clever guy, from making up hang gliders to SCUBA gear. Now you too understand everything you need to know about chemistry, physics, medicine, mechanics and engineering to play a New York Yankee in King Arthur's Court. Live your uplift-related dreams by setting up steel mills and brewing up crude antibiotics. Wire Camelot up for electricity and build radio-sets the Knights can carry into the field.

Saturday Night Quarterback (-600 cp, discount Knight) The quarterback doesn't just throw the ball, he calls the plays. You are a natural born leader, convincing even scared and reluctant college students to follow you into battle is trivial. And once there, you know how best to support your team, who needs help, who is free to act as a reserve and a bewildering array of tactics sure to leave your opponents puzzled. What is a Wishbone or an Empty Backfield anyways?

Heart of Stone (-100 cp, free Warlord) You are a man (or woman!) made of stone. You don't need to eat, drink, rest or breathe. Besides this, you are incredibly strong and resilient. If taken when not a Warlord, this perk just makes you unusually large, tough and strong, like Sir Trunk or Sir Tone.

Named For A Blade (-200 cp, discount Warlord) Warlords, at least those that get names, are named for their weapons. Pick an exotic weapon to be your name, and you shall gain skill enough with it to be known as *the* wielder of it.

The Skies Are Ours (-200 cp, discount Warlord) You know why Blackwing gets the most air-time of any villain? He flies, so he's never irrelevant to any situation, especially as a scout or a spy. Now you two can fly on enchanted wings, quick and maneuverable enough to scoff at archers who try and hit you.

Viper's Cunning (-400 cp, discount Warlord) It's really, really not hard to see who is the brains of this operation. You are very, very good at distracting people from your true objective, crafting ambushes and traps, and infiltrating structures and organizations. You can see and not flinch from needed sacrifices, after all, who ever heard of a game of chess where no pawns were taken?

Darkest Sorceries (-600 cp, discount Warlord) The Darkest of Arts are yours to command! Though not Morgana's equal, you have searched through Merlin's stolen spellbook and know much of how to create bolts of magic curses, clever illusions, poisons and plagues, and to create twisted life in your own image, up to the size of dragons. You may also transform into a

dragon yourself, only beware the usual fate of villains right after transforming into their final form.

Fairest in the Land (-100 cp, Free Subject) You are, to put it simply, fine. The face that launched a thousand ships. Men and women both want you and want to be you at once.

Run! Run! (-200 cp, discount Subject) You wouldn't think scrawny underfed peasant legs could outpace cavalry on an open field, yet that's what seems to happen every time one approaches Camelot, and is inevitably chased by the Warlords. You run really fast, and can keep sprinting long after others would fall over, even if they were trying a simple jog.

Get Help (-200 cp, discount Subject) You always know the direction and distance to the nearest friendly outpost or source of reinforcements, even if it's a troop of cavalry on the move. Never will you run to Camelot only to find Arthur and his Knights have already left.

Dreams (-400 cp, discount Subject) Your dreams often reveal important information. Sometimes the location of things you seek, but most often, warnings of future dangers. Well, forewarned is forearmed.

Marvelous Magic (-600 cp, discount Subject) You have magic! You can turn people into animals, toss around bolts of energy, shield an area the size of a castle or town, turn even medium-sized groups invisible, brew healing potions and other things.

Born In The Saddle (-100 cp, Free Horde) These people only think they can ride. You can get far more in the way of speed, endurance and agility out of any steed, and train it to respond to the slightest motion of your thighs, freeing your hands. You can fire a bow from horseback with no loss in accuracy, or even do calligraphy or needlepoint at a full gallop, if your brothers wouldn't laugh at such pursuits.

Sleep in Saddle, Drink the Rain (-200 cp, discount Horde) The Purple Horde on the move doesn't stop. Not for rain, or snow or sandstorms. They have a phenomenal endurance and so do you. More, you can make any group move with astonishing speed when needed, like moving your army a hundred miles in one night.

Explosive Expertise (-200 cp, discount Horde) Here is something new for you Westerners, gunpowder! You are incredibly familiar and comfortable with explosives, you never set them off by accident, know precisely where to place sapping charges to do the most damage, and exactly how long fuses last, and when and where to toss your grenades or smoke bombs for best effect.

Harsh Honor (-400 cp, discount Horde) You quickly gain a reputation as a person who A.) keeps their word and B.) is never to be crossed. The heaps of skulls contribute to the latter. People you rule over tend to understand that they need not fear you as long as they keep to the

rules and decrees you set, and as long as you continue to keep to a code of honor, any at all, your reputation will spread far and wide.

Great Khan (-600 cp, discount Horde) You are the very model of a modern mongol clan chief, you command respect in the right wing and the left wing. You know your tactics backwards and forwards, and how to manage fractious forces with competing desires and needs.



ITEMS

Horse (Free, All) The default way of getting around in these days, an ordinary horse. Take good care of them, and they will take care of you.

Armor (-100 cp, free Knight) The magic armor provided a Knight of Justice when he speaks the oath. Besides being unreasonably ornate, this armor turns aside any blades not driven with superhuman strength, and will allow the wearer to survive a rocket launcher and be merely dazed. The armor multiplies strength, such that an athletic man could lift five tons with great effort.

Finally, emblazoned on the front is the image of a weapon of your choice. When you focus, the image glows and the weapon manifests in your hands. The term “weapon” can be stretched quite far, Lug had a football and Brick a stone wall. The weapons are enchanted; daggers that

seek weak points, extending spears and lances, endlessly repeating crossbows, maces that fire their heads (which then explode) and so on. Please fanwank responsibly.

If taken as a Warlord the armor is integrated into your being.

Emblem (-200 cp, discount Knight) As a Knight, you gain an animal symbol to be emblazoned on your shield, and possibly theme your armor after to an extent. When in need, or if you cast down your shield and ask for it, the emblem will summon a real creature, large enough for three men to ride, to carry you about or fight by your side. Both real animals like the falcon, panther and mountain goat, and fantastic ones like the griffin, Hydra or Arthur's Dragon are acceptable.

Alternatively, like Lord Viper's serpent whip, you may incorporate your emblem into your armor, making it harder to lose. Possibly as a badge or brooch. However, the smaller emblem will produce a creature that is only normal sized. You may take this Item twice to gain both, but may not select a second animal to be your emblem.

Excalibur (-400 cp, discount Knight) I thought there was only one? This legendary sword appears in your hand whenever you say "Excalibur! Be My Strength!" It is far stronger than steel or stone, being one of the few weapons that carves Warlords as easily as men, and is rough on armor. Indeed, it has a strange affinity for stone and can shift 20 ton boulders by waving the blade near them. A Warlord, by the way, weighs about five tons. Excalibur glows blue in the presence of magic, and can find magic items or your friends by glowing when pointed in their direction. Finally, Merlin sometimes appears, as if reflected in the blade, to counsel you in your darkest hours.

Round Table (-600 cp, discount Knight) A table, round to show that all sit there are equals. Moreover, this table is possessed by a spirit, the Lady of the Table, who will serve as your advisor or shoulder to cry on. The Lady's blessing also allows the most famed use- when a group comes together and speaks the oath- "*We are the Knights of Justice! We pledge fairness to all, to protect the weak and vanquish the evil!*"- they are transformed, gaining the armor and powers of Knights of Justice, at least long enough to complete their mission. If the oath is insincere, the Lady senses it and will not transform someone.

Being a bit closer to the Morte d'Arthur table than the one in the show, yours seats 250 people. It's harder to make dinner conversation, but easier to field meaningful numbers of Knights.

Weapon (-100 cp, Free Warlord) An exotic weapon of your choosing. Anything from claws, to meteor hammers, to obscure polearms.

War Wagon (-200 cp, discount Warlord) An enchanted cart that drives as quickly as a 20th Century car, but better at offroading. Comes with a limitless supply of arrows and throwing axes in launchers, a ram, and one exotic feature of your choosing. Could be a huge wolf's head with

snapping jaws, a rapid-fire catapult or scorpion, a tower to provide a better vantage, or a rack of man-sized Shruikens to be launched. Carries one driver and one passenger.

Viewing Crystal (-400 cp, discount Warlord) This irregular hunk of quartz, big enough to sit on, floats at chest height and when commanded to “show me my enemies” can indeed scry and spy upon people on the other side of the world. A perfect aid to plotting evil! Muhahaha!

Castle Morgana (-600 cp, discount Warlord) A dark and foreboding fortified structure, with spacious dungeons, the Caves of Glass that can be used to encase prisoners in crystal stasis for extra security, spacious laboratories and torture chambers, a library with hundreds of stolen or forbidden texts, and at least half a dozen secret passages and hidden exits, the better to make your escape.

Horde Stallion (-100 cp, Free Horde) An ordinary horse could never do for one of the Horde! Your horse is better trained, larger, faster and stronger than anything else. It may have a horn, or that may be just the armor, but it doesn't have any of the powers of a unicorn.

Barding (-200 cp, discount Horde) Horse armor! As tough as the Knights armor, and also festooned with crazy arrow-launchers and your choice of a rocket launcher or a laser cannon.

Gatling Trebuchets (-400 cp, discount Horde) No it doesn't make any sense. Nevertheless, here is a rapid-fire trebuchet that can seriously threaten even the stoutest of castle walls.

The Horde (-600 cp, discount Horde) Tables and castles are nice and all. You know what else is nice? An army of your very own. Have three thousand riders of the Purple Horde, with all their logistics handled by fiat, ready to ride and bring ruin to your foes.

COMPANIONS

Busload (-100 cp) Feel free to import up to eleven others, each getting an origin of their choice and 700 cp to spend. This may be taken multiple times.

Canon Compatriot (-100 cp) recruit any number of willing canon characters to join your future adventures.

The Unicorn (-200 cp) A Unicorn is the embodiment of purity and innocence, a force of magic so powerful that one's capture acted magically much as if someone had shifted the poles of the Earth. Unicorns can also speak to and command all animal life. This one has taken a liking to you and agreed to help on your future quests.



DRAWBACKS

Continuation (+100 cp) The show ended without the Knights ever getting more than a third of the Keys. Perhaps ten years wouldn't be enough, so take this five-year extension!

Squire (+100 cp) Maybe you'll be a wizard or a knight someday, but for now you're just a kid, and will develop or find your perks and equipment with the passage of time instead of starting with it all.

Big Lug (+100 cp) You're closer to an average person than the group that dove right into rescuing a princess. Combat... frightens you. Dragons... frighten you. Being turned to stone... frightens you. You don't get to benefit from fearlessness perks, from this or any other Jump. You must face your fears on your own.

The Unbeliever (+200 cp) You don't believe in magic. Okay, maybe Merlin can do this, but I don't believe he can do this other thing. I really don't believe in dragons, nevermind Lance says he killed one last week... you refuse to believe in anything fantastical until you've seen it. Maybe several times from multiple angles.

Knowing Is Half The Battle (+200 cp) They say you learn everything you need to in Kindergarten. Share and share alike, play nice, take turns, be respectful. But somehow, you just keep forgetting one simple lesson you learned in youth each week, and have to learn it all over

again. Be part of the team. Don't talk down to women. This will severely irritate people around you.

Gesture (+300 cp) You can only use your special powers, from this or previous Jumps, with your arms crossed above your head, fists clenched. This may make it hard to aim ranged attacks, or do anything too active, quite aside from the part where all a person needs to do to keep you from using your powers is restrain your arms.

The Warlord Knight (+300 cp) You start with your memories erased, both out-of-Jump and in-character, and in the company of any enemy faction who will be happy to take advantage. Your memories will return over time.

Bound Lifeforce (+400 cp) Your lifeforce is now tied to a structure, Castle Morgana if your Origin is Warlord, Camelot for a Knight or Subject, and if you're Horde the first church you lay eyes on. If this structure is damaged, you feel great pain, and if it is torn or burned down completely, you die.

Beast (+500 cp) The Beast of Fear Island has a face so hideous and terrifying that anyone who sees it instantly dies and crumbles to dust. Including the Beast himself. Now this applies equally to you, and unlike the Beast you don't get a second face to make life easier. Have fun avoiding anything remotely reflective.



END

Go Home: Isn't that the mission of the Knights of Justice? To finally go home? Well now you can.

Stay: We never see the real Arthurian knights in the series, but they're built up to be all that. Maybe this is where you can finally settle down.

Move on: One adventure is concluded, but the road winds ever onwards.

Jump written by Aehriman