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Introduction

Welcome Jumper to Chivalry of a Failed Knight, a setting with magic, weapons and a main character that actually proposes to the main girl within season one. You get 1000 CP.

Times and Places

Roll 1d5 or pay 50 cp to choose.

1. **Hagun Academy:** Hagun Academy is one of the seven knight academies located in Japan, spanning an area said to be more than ten times that of Tokyo Dome.

Unlike many other academies, Hagun has no tuition fees or other kinds of expenses that the students need to pay, making it ideal for poor students. However, Hagun is also stricter on taking in students, as new students require at least a general level of abilities and capabilities. Compared to the other six academies, Hagun Academy hasn't produced any strong assets in the past several years and is on a losing streak in the Seven Stars Sword Art Festival, a competition sponsored once a year by the seven schools to select the strongest apprentice knight.

2. **Vermillion Empire:** The Vermillion Empire is a country in the corner of Europe, along the coast of the North Sea. Originally it was part of the Kingdom of Cradleland, until becoming independent hundreds of years ago. Its main industries include animal husbandry, tourism, the export of cut flowers and natural gas. Their capital is Flareverg. The country's biggest feature is the loyalty of its people to the imperial family. This loyalty was founded back when the first Emperor of Vermillion led a war against the Kingdom of Cradleland. This emperor, originally a duke named Vermillion, couldn't stand the tyranny against the weak people, leading to the rebellion. Even until now the love between the people and the imperial family makes the whole country a huge family. The Vermillion Empire and Cradleland fight each other in a war every five years for the ownership of a gas field between their borders. This war is a tournament with five representatives from both countries fighting each other. Despite these wars, Vermillion and Cradleland have a very good relationship.
3. **Bukyoku Academy:** Bukyoku Academy is a Mage-Knight School, located in the Kinki and Chubu regions. It is considered to be the strongest Mage-Knight School in Japan, because of its success in the Seven Stars Sword Art Festival. Not much is known about the academy or its structure, but the powerful Blazers it has produced are more than a testament to its high class of education and its standing in Japan. The great talent and fame produced by Bukyoku are attributed to its Director Makunochi, who employed different school culture, rules and methods of teaching, that strayed from the League of Mage-Knight Nations' guidelines. This led him to become regarded as a thorn in the League's side.
4. **Shinryu Temple:** Shinryuu Temple is an ancient temple located in China. It's inhabited by monks who practice the Shishou martial art, and is the place where the famous God of War League is held. The temple is famous for being a very isolated place, where not much information comes out. Shinryuu Temple techniques are only meant to be used for righteous purposes, and not for personal gain. This has lessened the respect for the temple, from those outside it. Shinryuu Temple is ruled by the individual known as the "Great Teacher". The four people closest to winning the God of War League, known as the "Four Xian", also reside within the temple. Those who live in the temple are subject to the "Five Prohibitions", the laws of the Shinryuu Temple.
5. **Free choice:** Pick any place in the world to start.

Age and Gender

Age equals 15 plus d6 or you can choose for 50 cp. You may choose your gender for free.

Origins

1. Drop-In (Free): You start in your location with no new memories holding you back. You do have a legal identity and people will think you were just unremarkable before this point.

2. Failure (Free): Maybe you're from a family famous for producing the strongest knights or maybe you're just a random; no matter what you're a total failure with magic and have been discriminated against since your lack of potential has been found out.

3. Prodigy (100 CP): You're a total prodigy with all you do and are probably famous for your ability with magic from a young age.

Perks

General

Device (Free): You can summon the weapon of your soul and store it away in your soul. At F-rank magic, it would be an almost normal object, just a little better than any other ordinary object of its kind, while at A rank it would be a powerful magical device vastly outstripping its mundane counterparts. You may import old weapons and items as your device instead of creating a new one.

Noble Arts (200 CP, 100 CP after first purchase): A Noble Art is the manifestation of a Blazer's individual abilities and as such is powered by their magical powers. Given that they are based on the individual using them, there is no one noble art that is similar to one another even if their abilities are alike as it matches their own user's personal tastes. The possible exception being Fu Xiaoli who is able to replicate the abilities and noble arts of others, but neither are their strengths similar to the original nor do her copies necessarily share the same visual aesthetic. It has been proven that a Blazer can have more than one Noble Art due to either their magic

capacity and/or magic control. A purchase of this allows you to either create your own or choose any canon Noble Art to emulate, provided you possess the necessary prerequisites to obtain them. You may purchase this perk multiple times.

Magic Power (50+ CP, base free Drop-In and Prodigy): There are six ranks of magical power, in ascending order F, E, D, C, B and A. At F rank, you are just barely better than an average human while at A rank, your aura blocks all attacks containing less magic power than you. Advancing each rank must be purchased separately for 50 CP except to advance to A rank which costs 100 CP. Drop-Ins start at E rank for free and Prodigies start at B rank for free.

Fighting Style (300 CP, First Free For Drop In, Discounted Prodigy): You can choose any in-setting or real-world fighting style or martial art besides Shishou to wield at an expert level, but you still need to have the physical ability to actually use it effectively. May be purchased multiple times.

Desperado [Capstone Booster] (600 CP Discount Failure): Where normal people in this world are born with a specific amount of magic you have broken the chains of fate. This gives you the ability to train your magic infinitely along with total immunity to fate. You also have the power of Attraction which allows you to manipulate cause and effect, willing people to die, with the only people in setting immune to this being other Desperado and the only immune people out of setting being those with immunity to fate and cause and effect.

Drop-In

Marginal Counter (100 CP, free Drop-In): You have reaction time five times faster than an average human and the speed to match.

Shishou (300 CP, discount Drop-In): You are a master of Shishou, only slightly below Xiaoli. The only technique you have yet to master is Kirikou, and even that is only a matter of time at the rate you're going.

Esper (600 CP, discount Drop-In): You have psychic abilities equaling Abraham Carter which, among a few other things, allows you to utilize teleportation, mind control, psychokinesis, and dynakinesis.

Capstone boosted: You now have no upper limit to how strong your psychic powers can grow and they are immensely boosted.

Failure

Peak Human (100 CP, free Failure): You have a body trained to human perfection. You can react 2.5 times faster than a normal human, have immense stamina, and are able to ignore grievous injuries and keep fighting, as well as possessing the strength of a strongman of a normal physique. This also comes with complete body control on the level of Ikki.

Perfect Sight (300 CP, discount Failure): You have perfected your sight, allowing you to predict your opponent's moves, to tell how dangerous someone is by sight alone, to copy and master any fighting style after watching someone use it for a few seconds, and to grasp their personality by simply watching them for a scant few seconds.

Release (600 CP, discount Failure): Like Ikki's Ittou Shura you have the power to release all of the power you could generate in a day in a smaller period of time. The shorter the boost, the more powerful it is. Lasting a minute, a peak human would be able to move faster than the eye of a world-class fighter could see, while they would be able to move faster than lightning if all the energy were released in a single second. As this uses the energy you generate during the entire day, you can only use it once during that time.

Capstone boosted: You can now use it as many times as you like. While you still get tired, you can keep using it, allowing you to constantly use the smallest time-period version possible, provided of course that you have fast enough regen to keep up with it.

Prodigy

Genius Talent (100 CP, free Prodigy): You have an immense amount of talent, allowing you to do in a few months what most would spend their whole lives learning.

“Personality” (300 CP, discount Prodigy): Because of your strength and talent most people will be extremely biased in your favour, even if they know the other party involved, just to get an in with you.

This also doubles as an appearance booster that makes you as attractive as possible without adding anything supernatural to it.

Concept (600 CP, discount Prodigy): You can choose any concept and gain powerful manipulation of it and anything related. This could be anything, from an animal to an element, or

even more esoteric things, such as time. This also allows you to get two free noble arts related to your concept. Choosing the concept of art would allow you to copy color of magic for example

Capstone boosted: You may go through an excessive awakening at any time of your choosing, becoming the embodiment of your chosen concept and gaining both a massive power boost and total, absolute control over your chosen concept while awakened, but become extremely monstrous while in this awakened state. You may turn this state on and off, at your discretion.

Items

Items may be imported into similar items: Weapons to weapons, clothes to clothes, and so on. All of these can be purchased multiple times, but you only get your first 100 CP purchase for free. You get a 300 CP stipend for the Items and Warehouse Addons sections.

Drop-In

Jumper Dojo (100 CP, free Drop-In): An empty dojo that you can use to live and train in. You train two times faster while training inside of it.

Jumper Temple (300 CP, discount Drop-In): An ancient temple with a library that fills up with any future worlds' martial arts techniques at the start of the jump while also containing an order of monks. While you train with the monks you train five times faster than you normally would in those circumstances.

Jumper Academy (600 CP, discount Drop-In): A magic academy on par with Bukyoku. You get tuition fees equal to a first-class university for about 5000 students.

Failure

Refreshing Water Bottles (100 CP, free Failure): A box full of water bottles filled with cold, refreshing water that alleviates muscle pain. The box will refill on a daily basis.

Dorm Room Building (300 CP, discount Failure): A dorm room building filled with dorm rooms on par with Ikki's and Stella's that follows you to any future jumps. You may rent these out or utilize them as living spaces for yourself or your companions, at your own discretion.

Family Legacy (600 CP, discount Failure): In any future jumps you can choose to have your family be old money, rich and famous from it's past. It could be a samurai's family like Ikki had or have contained a former emperor of a Chinese dynasty.

Prodigy

Underwear (100 CP, free Prodigy): You have an infinite drawer of the most comfortable black underwear, made in whatever style you choose.

Estate (300 CP, discount Prodigy): You have a classical Japanese mansion with about 5000 square feet floor space, 14 rooms and an onsen.

Young Money (600 CP, discount Prodigy): You're new money. Maybe your family owns a mega-corporation, or maybe you're a prince/princess. Now, no matter what, you gain an allowance of 1.225.491.750 yen, equal to 11.5 million USD, or other currency of similar value. This allowance refreshes every year, ensuring that you won't run out of money during your stay so long as you spend it wisely.

Companions

- **Single Import/ Companion Creation [50 CP]** - Import or create one Companion. They get 600 CP to spend on the options presented. If you create a new Companion, you'll meet and hit it off with them shortly after arrival.
- **Group Import/ Companion Creation [300 CP]** - Import or create up to eight Companions. They get 600 CP to spend on the options presented. Any new Companions you create you will meet and hit it off with shortly after arrival.
- **Canon Character [400 CP]** Choose any canon character to make a Companion. Each purchase of this option, you will be ensured of meeting a canon character of your choice a few dozen times in favourable conditions and you will get the chance to convince them to come along with you. If they agree then after the jump, they will be given 800cp to purchase origin, perks and items in this jump but cannot purchase companions nor take drawbacks.
- **Desperado [600 CP]** Make a Desperado companion that starts with the Desperado perk and gains 1000 CP to build their character. You'll encounter and hit it off with this newly created companion shortly after your arrival in this world.

Drawbacks

ECCHI!!! (100 CP): Your daily life follows ecchi logic such as walking in on a girl changing and getting slapped or slipping and landing in her crotch or chest. This won't ever be more than a minor inconvenience but will probably get frustrating after 10 years.

Trouble Magnet (200 CP): You attract dangerous and interesting people alike. If there's a way for a confrontation to possibly happen, it will if it involves you in some way. This doesn't create enemies for you out of thin air, it simply attracts anyone who would normally want to hurt you in some way to your location through a series of coincidences. For 400 extra CP, this effect is expanded beyond being a minor to moderate inconvenience to attracting anyone who desires to harm someone to you. If someone intends to hurt someone or do harm in general, they'll see you as the ideal target.

Failure (300 CP): People will think you're a total failure and no matter what you do, people will think it was just a stroke of luck. You would need to do something amazing like defeating a Desperado single-handedly on live TV to be believed.

No Powers, No Warehouse (300 CP): Standard stuff. This is your typical power loss drawback. You can only use the perks and items you bought in this jump here and cannot access your warehouse.

No magic (600 CP): You have no magic during the jump. Unfortunately for you, this also means that you aren't immune to a Desperado's attraction, regardless of any perks you may possess.

World War Desperado (600): War has erupted across the world, every person who has the potential to become a Desperado becomes one and will have to fight the other Desperados throwing the world into chaos. If you take it together with Trouble Magnet for 600 then all the Desperados will be coming for you.

Choices

Go Home

Stay

Continue

Notes

About Desperados:

- Desperados are indeed capable of warping cause and effect. As such, if you don't have any form of protection against causality and fate, fighting them without being one yourself is virtually guaranteed to be a death sentence.
- With that being said, it IS possible to escape a Desperado's attractive force by having enough faith in your own abilities. However, since this means that you effectively go against the fate the Desperado has determined for you, chances are you'll be a Desperado yourself should you actually succeed in this endeavour.
- Yes, their capability to alter cause and effect does effectively make the Desperado perk a Luck perk. If you want to get an A rank in Luck, this is how you do it.

About Magic Power:

- The "base free" simply means that Drop-Ins and Prodigies gain their base level for free. They still have to pay for any upgrades normally.
- In Chivalry Of A Failed Knight, there are four magic "stats:" Offense, Defense, Control, and Capacity. Buying a rank via Magic Power allows you to distribute your stats however you like so long as their average is equal to the rank you bought, rounded to the closest rank or down if it's exactly in the middle. The only exception for this is the A rank, which grants all values at A rank, this being the reason why it costs 100 CP to raise instead.

About Noble Arts:

- There are four different types of Noble Arts: Body Enhancement, Nature Interference, Conceptual Manipulation, and Causation Manipulation. To gain a Conceptual Manipulation or Causation Manipulation Noble Art, you need to have the associated concept, such as Art for Color Of Magic or Road for Circus Maximus.
- A special mention has to be made for the Noble Arts of Ikki Kurogane: To obtain his Noble Arts, you first have to obtain the Release Capstone. This limitation is for his Noble Arts only, and you may purchase other Body Enhancement Noble Arts normally even if you lack the Release Capstone.