



Story/Intro: In the Continent, a tournament called the Queen's Blade is held once every four years to determine the most beautiful and powerful Queen. Held in Gainos, the Queen's Capital, various fighters from all over the Continent travel to the Capital to defeat Aldra, the current Queen. The overall story of Queen's Blade focuses on Leina, the heiress of the esteemed Vance Family and next in line for the throne, as she travels to Gainos, encountering many other warriors also competing in the Queen's Blade for their own intentions. Should you wish you may be one of those competitors but even if not you are allowed 1,000CP (choice points). Spend those wisely.

Origins: No expense spared, well, unless you're a guy... Which case you get +100CP just for being you! Mostly because even the so-called legendary male heroes from around here are kinda shit and the everyday guy not being a whole lot better. You can't participate in the Queen's Blade and you'll find this world wasn't made for a manly man. Not even spite from the chain just metaphysics of the world. Should you choose you may become a woman for free or a guy at the expense of the points you'd receive. Yes, male to female keep that boon to help you deal but female to male have to pay those points they'd receive, the masochists. All must roll for their age and cannot pay their way around it.

Drop-In (Free) Age: Jumper's Choice	+ Cosmic power with which none here have ever seen! - I was lying about the above.
With some options below you may not be the only one of you're origin here but at least for now you are and safe.	
Vance Family (Free) Age: 1d8+15	+ Power, money, and a badass title. - You might have to fight some fights. That's actually it.
Everything you could expect from a prestigious family of nobles. You live in a castle and have three incredibly capable sisters that defend it. You're life will vary immensely depending on the age you rolled.	
Witch's Minion or Demon (+100CP/100CP) Age: 1d8+15	+ You're a demon and an amalgamation of power. - You may or may not be in debt to Werbellia.
Quite possibly killed then resurrected by Werbellia you are now her minion. You must stop the Queen's Blade to which you will then be released as your reward. Choosing to not do that means death. The other option and you're simply free.	
Barbarian or Foreigner (Free) Age: 1d8+17	+ Almost no one can match your methods of fighting. - Whether actually a foreigner you standout around here.
Whatever your reason you are an outcast from society. Foreigners are thought to be shunned or kicked out of their homeland while the other are just wanted for their crimes. You may pick what those crimes might be.	
Priestess (Priest) or Angel (Free/500CP) Age: 1d8+19	+ With providence comes power! - I hope you aren't one of those ones that blush...
Serving your god, helping others, and making sure the Queen's Blade goes off are all some of the things you'll be doing.	
Elf or Dwarf (Free/100CP) Age: 3d8+1,000 or 3d8+50	+ You're fairly old and very skilled in the ways of yours. - You have many, many duties to attend to.
Being what would be considered nobility of your people you've had an easily life and are very well trained in your ways.	

World State: Most may be chosen for nonsense.

Anime Adaptation or Manga Original (Free) – Needless to say there are some differences between these two. This will allow you to pick whichever version of this world you enter into. It should be noted that if you take the latter of the two that more will happen as this also encompasses the rest of the written material.

Queen's Blade: Rebellion (Free): The land now under the rule of Claudette she rules with an iron fist. Taking place roughly four years after what would have been your initial arrival this option allows for some of the plot characters to be advanced in the story without your interference and for some new villains and heroes to make their appearance. A double-edged sword when added with some of the options below.

Omake (200CP) (Discounted: Drop-In) – THE FLUFF! Why is everyone now going to school and eating noodles? I guess it's good to see the bad guys actually getting punished... Alright. What's with the mandatory beach scene and is that a modern day city I see in the background? This'll make a lot happen if you take this, and not things that would've EVER happened otherwise. All the same the world should now have a special charm to it and be more fun. How actual main events would've gone about are not changed a whole lot but oh boy what happens afterwards! Should you take Omake below this will ascend to truly ridiculous levels of anime shenanigans.

Queen's Gate & Queen's Gate: Spiral Chaos (400) (Discounted: Drop-In) – Wait. What! Why? Is that Ivy from Soulcalibur over there? Dizzy from Guilty Gear! What did you... OH! So this option then? I guess I could understand why this might be appealing. This makes the two titles mentioned above happen and just makes this whole world even a little bit more crazy. Without going into too much the short of it is there is an old artifact, The Queen's Gate, that is able to distort time and space and a whole lot happens with it. No, Jumper. You may not in anyway take the gate or influence it beyond what it already has been. Who knows what more could actually be done if YOU were allowed to touch it.

Starting Locations: Roll 1d8 for this section or you may also instead choose to start in the area that best fits your origin. Even more than that you can pay 100CP to pick where you start off.

1. **Mountains (Foreigner/Dwarf)** – Fairly barren and vast you can expect to see a lot of these.
2. **Vance Family Estate (Vance Family)** – Home of Leina and her family.
3. **Rundown Church (Barbarian)** – Home of Risty and those she is trying to protect.
4. **Elven Forest (Elf)** – Plentiful and lush with a no-human-or-outsider policy.
5. **Heaven (Angel)** – It's, well, what it is. Don't ask me how to get down safely.
6. **Swamp (Witch's Minion/Demon)** – Full of dead foliage and not much else.
7. **Gainos (Priestess (Priest))** – Home of the queen. Gainos is absolutely stunning.
8. **Jumper's Choice** – Take your pick from the above, you lucky devil.

Jumper Boons: A vast variety of abilities to pick from.

Gender Equality (100CP) (Free: Drop-In) – This will allow you a chance with those that might discriminate against you for you being one gender and not the other. Even if that chance is only slightly more than not at all you'll have it all the same.

Cute or Intimidating (100CP) (Free: Vance Family) – With this you can choose to become innocently cute or furiously intimidating. Can be purchased twice for both effects.

Draining Kiss (100CP) (Free: Witch's Minion) – You now have a kiss of death. More specifically you have the ability to drain the life from anyone you can continuously kiss. You can weaken them or outright kill them should you choose and have the time to do so.

Combat Style (100CP) (Free: Barbarian/Foreigner) – You've your own fighting style that is both foreign and unpredictable. All but the most skilled warriors will have a hard time matching you in combat and then even still.

Holy Poses (100CP) (Free: Priestess (Priest)/Angel) – You possess the knowledge and power to use holy poses. This power while cheap isn't anything to scoff at. It's mainly cheap because, well, you'll see...

Cultural Crafting (100CP) (Free: Elf/Dwarf) – You are now expertly trained in the primary crafts of your people. You could easily make a living off of your respective trade.

Lewd Armor (Defensive) or Lewd Armor (Offensive) (200CP) (Discounted: Drop-In) – The defensive version of this isn't uncommon around here. You can instead of taking damage directly force it onto whatever you're wearing at the time. To be noted that even indestructible items can be destroyed by strong enough albeit godlike beings. The offensive version of this being that you may instead attack an enemy and destroy whatever they're wearing to defeat them in battle. This obviously doesn't work on beings that are naked and even still some might be able to keep on fighting with their equipment destroyed. They'll be treated as having the defensive version of this until completely disrobed. Both may be purchased.

Battle Banter (200CP) (Discounted: Vance Family) – You're kind of a bitch. That's not a bad thing! You become exceptionally skilled at pointing out all the things about a person that would throw them off their game even when outside of combat. Those with a hardy resolve can ignore this.

Evil Spirit Possession or Draining Strikes (200CP) (Discounted: Witch's Minion/Demon) – You may with this choose to either be able to dominate evil spirits and use them to control people or you will have the ability to drain life from beings if you can touch them or are close enough to them for this ability to work. Both may be purchased.

Foreign Willpower (200CP) (Discounted: Barbarian/Foreigner) – You've a willpower akin to an animal. You won't ever give up if you still want to keep fighting. While this will allow for some impressive feats you may still be only human.

Angelic Wings (200CP) (Discounted: Angel) – Though an angel will already have wings this makes them grow larger and more brilliant allowing for easier maneuvering, faster flying, and longer sustained magical flight. They'll also be sure to impress whomever that sees them. Anyone else will get wings fitting their origin. All but those of the Demon origin may simply choose to get a set of otherworldly wings. The special case to that being those of the Priestess (Priest) origin that are able to become a half-angel but only having one wing while possessing even more holy power than before. After ten years you gain the ability to sheath your wings (or wing) in your back to appear mortal. Angels gain that regardless if they purchase this with the same time limit to get it.

Lithe (200CP) (Discounted: Elf/Dwarf) – Jumping ten or more feet? Literally dancing around your enemies? Peak human agility and speed? All that and more can be expected with this.

Gorgeous (300CP) – You're absolutely stunning. Most people would agree you're a ten out of ten. Your figure won't ever get in the way of combat unless you're really unrealistically proportioned.

Inexhaustible Stamina (300CP) – Fighting for days is now not out of the question for you. While only really applying to physical stamina this bleeds over a little into other ability pools ever so slightly.

Petrifying Gaze (300CP) – You can slow and even stop beings so long as they are marginally weaker than yourself with nothing but a gaze. This is a magical ability and very draining but you can't deny how useful it is.

Barbaric Strength (300CP) – Throwing a mace and leaving a crater? Smacking someone into a boulder causing them to crush it? Your inhuman strength won't affect your figure should you wish it not to.

Queen's Audience (300CP) (Free: Angel) – You have the same ability to summon the giant magical spheres that can telegraph fights for the Queen's Blade tournament. Except for now you're not limited to only doing so for that and it should be noted that when you acquire this ability it can only reach the length of the continent. Only the length of the continent I say.

Alchemy (300CP) – You are extremely adept at this world's alchemy and are a fairly good inventor to boot. This ability comes with a clockwork automaton and a controller to control it. It can easily take most warriors in a fight.

Omake (400CP) (Discounted: Drop-In) – Want your life to be more fun? This will help you experience all the fun things you might otherwise miss out on. Looks like your companions found out your birthday and are throwing you a party. You know that hot spring that you missed behind that rock? Of course you don't! Though this'll insure you won't miss anymore. It won't be as ridiculous as the version up above but you'll enjoy yourself nonetheless.

Elemental General (400CP) (Discounted: Vance Family) – You like General Claudette possess a magical affinity to one element that you can effectively wield in combat. Thunder is already taken but you may also pick from fire, water, wind, or earth if you don't want to copy that. May be taken multiple times. If a Vance you're also now a general. Good for you.

Flesh-Rending Secret (400CP) (Discounted: Demon) – It looks like you've figured out how to encase static objects or people in a crystal of your choice of color. Whatever inside will not be able to sleep or eat but won't require either. As an added bonus they'll also not age. Depending on the person they may have a way or two to get out. Yours isn't demonic in nature and cannot be affected by holy abilities or items.

Influence Resistance (400CP) (Discounted: Barbarian/Foreigner) – Dealing with demonic spirits? Put on a cursed object? So long as you've the stamina to you may shake off all but the strongest of influencing forces.

Poseless Poses (400CP) (Discounted: Priestess (Priest)) – You've somehow managed the ability to use holy poses without posing. While no stronger than before this should make learning and advancing what you already know considerably easier.

Animal Affinity (400CP) (Discounted: Elf) – Pick any type of animal. You may now communicate with it and understand it to the point that some might consider you two to have telepathy. You'll have an incredibly easy time befriending that type of animal and you'll almost never be attacked by it. Giving it orders ranging from the simple to complex are all within your ability.

Signature Move (800CP) (Discounted: Drop-In) – A technique or ability you can use and wield masterfully. It might be a magical and explosive sword strike that you can spam until the sun goes down. A tornado twirl that can uproot trees and unmake castles. Maybe even something on the stranger side like wielding tentacles with strange powers that sprout from your very body. It has room for growth but will only start as strong as any of the mentioned. Don't get too carried away now.

Copying Technique (800CP) (Discounted: Vance Family) – Watching and observing you may learn almost any ability or technique. This will take several times seen and nearly just as many times practiced but almost nothing is off limits. If you can realistically learn it you can with time.

Formless Mimicry (800CP) (Discounted: Witch's Minion) – It would appear that you're now made of some type of metamorphic slime. You're capable of shapeshifting into anything you're able to stretch your body into changing even your color but you're not able to mimic the abilities of your current form. As an added bonus nothing short of extraordinary beatings or abilities can hurt you since you can just reform or regenerate in seconds. Greater damage may still take days to heal from leaving you in a tiny albeit cute version of your undamaged form. It should be noted that you still feel pain.

Berserker Rage (800CP) (Discounted: Barbarian/Foreigner) – Going into a controlled rage you may with Influence Resistance simply ignore all mental alterations while in this state. Beyond that all your abilities are doubled in strength feeding off of your stamina greatly to keep you going. You'll only fall out of this should your stamina run out or if your body sustains lethal damage.

Head Angel (800CP) (Discounted: Angel) – While already possessing the ability to summon a single fixed weapon of your choice and wielding it remotely this is now the least of your abilities. Possessing wings of a seraphim, considerable size, and holy abilities enhanced many times over you may choose to either take the place of the current head or be beside her while in this world. After ten years you'll have the ability to shift between this form and a more human one and can either have angelic forms added onto this one or function as they would have on their own when you acquire them. Everyone else gets the wings and power (those of the Demon origin instead getting their demonic abilities enhanced) but stay their form and are not considered an angel. If already a half-angel from Angelic Wings you instead of having one wing grow two extras on the same side and get a boost in power matched only by actually being an angel.

Weapon Reforging (800CP) (Discounted: Dwarf) – You may reforge any weapon once and only once using this ability. However doing so will marginally increase its abilities and give it a new one. You cannot pick said ability but it'll compliment your own powers well. Any pieces added or replaced on your weapon will be raised to the overall quality of it.

Items: Below is some more equipment you can acquire should you wish to do so.

Inherited Armor & Sword (100CP) (Free: Vance Family) – A set of supremely durable armor with a buckler and weapon just the same. Nothing much but the below comes close.

Sentient Item (100CP) (Free: Witch's Minion) – You may with this raise one item of yours and give it sentience. It'll have a personality of your choosing and if you want this can give it the ability to freely fly about moderately fast. A weapon, armor, or shield but not some mecha or something fuckhuge.

Double-Sided Coin (100CP) (Free: Barbarian) – A gold coin with a head on both sides. Being valuable as a coin it's most valuable as a good luck charm.

Kushinawa (100CP) (Free: Foreigner) – A katana that glows with an aura that gets brighter and gains power the madder or more in danger you become.

Bucket of Sap (100CP) (Free: Elf) – A bucket of yellow sap that if coated on something can generally stop the initial attack but if worn by a person does the same but makes them still feel the hit as if wearing nothing. It refills itself everyday.

Asgartan Fire Jar (100CP) (Free: Dwarf) – A tool used by dwarves to help forge and shape metal. If throw it'll explode violently. You can summon and use these indefinitely.

Evindil, the Wind of Destiny (200CP) (Discounted: Vance Family) – A once reforged sword capable of exorcising even the strongest of demonic or monstrous enemies once defeated.

Symbiotic Weapon (200CP) (Discounted: Witch's Minion) – A weapon that can use an element with the same finesse as the Elemental General perk above. Unfortunately it cannot grow in power and weak individuals will find that it wields them more than they wield it.

Giant Killer (200CP) (Discounted: Barbarian) – An enormous sword that's impossibly durable. Physics and its weight won't ever stop you from wielding it.

Mount Hourai's Energy Boots (200CP) (Discounted: Foreigner) – Allows the user to jet themselves through the air. Might take some training to use effectively.

Alleyne's Staff (200CP) (Discounted: Elf) – A remarkable staff that allows for the user to use the ability eagle talon that can split even the toughest of armor. It has also been shown to be an effective lightning redirection rod.

Giant Growth (200CP) (Discounted: Dwarf) – A potion that makes the one who drinks it grow in size and power temporarily. You can summon and use these indefinitely. Drinking too many will be lethal.

Suppressing Holy Bow of Eight Purifications (300CP) – A longbow capable of exorcising demons and monsters when arrows are fired from it. Users of chi will find it incredibly easy to infuse arrows fired from it with it.

Horsehead Necklace (300CP) – An inexhaustible demon horse is summoned with the use of this necklace. Besides from that it is also capable of projecting a powerful magic shield.

Heavenly Rifle (300CP) – A rifle that shoots holy milk. It's completely ineffective against normal targets but demons and monsters will fall with only a few shots from it. Never needs to be reloaded.

Nyanda Whip (300CP) – A whip that electrocutes those that it hits should the user will it. Can cut like a sword and rends even the strongest of armors.

God's Chained Blade (300CP) – A bladed chain whip that can generate an extremely potent purple fire. It can burn most foes alive with ease.

Fire-Rat Gauntlets (300CP) – A pair of gauntlets that allow the user to engulf a target in flames. A cheap but effective way of fighting.

Gravity Magnum (600CP) (Discounted: Drop-In) – An unconventionally shaped magnum that can manipulate gravity. It can be used to surround the user in a gravitational field and be used to fire gravity bullets. As a last resort, it can encase a target in an orb of gravity, and crush them.

Boverik (600CP) (Discounted: Drop-In) – A pistol that fires energy that can blow through most anything.

Scythe (600CP) (Discounted: Witch's Minion) – Capable of producing a miasma of death and transferring that same death inducing magic through ranged slashes. It amplifies demonic magics when wielded.

Grim Venus (600CP) (Discounted: Barbarian) – A sword that can turn into a lance and allows for a powerful magic blast capable of blowing walls and giant trees apart like there is nothing there when in that form.

Dragon Beheading Blade (600CP) (Discounted: Foreigner) – A masamune sword that projects a blade of energy from the handle that can cut through most of anything like butter.

Infinity Slasher (600CP) (Discounted: Dwarf) – A chainsaw sword that throws off cutting energy waves capable of leveling a castle in only a few strikes. The more the person wants to win the stronger this weapon will become.

Companions: The importation of companions and reality warping. What?

Import Option (100CP) – One purchase allows for one companion with 300CP of their own to spend however you wish. They can take an origin and get the discounts and free perk that come with it. They can even have lived through it should you wish. Three purchases of this allows for eight companions to enter this world with you with all the mentioned.

Queen's X (200CP) (Discounted: Drop-In) (Required: Queen's Gate & Queen's Gate: Spiral Chaos) – Turns out not only did all those warriors find themselves here but someone from one of your past trips did as well. You may with this pick one person from a world you've visited and have a version of them that hasn't met you yet brought here. Mind you they cannot already be your companion. Careful not to shoot yourself in the foot if you've taken the Queen's Blade: Actual Chaos drawback as it applies to them as well. They will not be inclined to befriend you anymore than they would have normally.

Drawbacks: 600CP can ultimately be acquired here but all may be taken. They shall be removed in ten years time. The exception to both is the last drawback for maximum points and challenge. The possible +200CP able to be received above don't count towards your total here.

Jumper! Is That You? (+0) (Required: Queen's Gate & Queen's Gate: Spiral Chaos) – Any characters from those titles that will come to this world if you've already met them will instead have that version of their world connected by the Queen's Gate. Yes, your actions ACTUALLY MATTER. This as well will be applied to Queen's X should you take that.

Untrustworthy (+100CP) – People just don't trust you. You find that it takes twice as long as it should for people to trust you in this world.

Elina's Affection (+100CP) – Elina just loves you to pieces and wants nothing more to protect you. Given she is a little crazy and will destroy any relationships of yours that are not with her but still! Least she cares... If you're a Vance yourself you can expect her to be even more ridiculous and a loving sister. Maybe a little too much of a loving sister.

Monster (+100CP) – Seems you no longer look human and have some obvious tells that you're not a mortal. You also become ever so slightly more prone to negative emotions.

Money Problems (+100CP) – You owe someone money and their pockets are as deep as their hatred for you. They're willing to blow it all just to get you killed.

Task (+100CP) – You now must make sure no one interferes too much with the next crowning of the queen. You'll only have a few fighters to fight to make sure this is done but they're fairly strong to be sure.

Bad Craft (+100CP) – Your crafting abilities are just worthless while here. You can expect to not make a living off of them for at least ten years.

Witch's Ire (+200CP) – Seems you've angered Werbellia. She'll send everything she has to either enslave you or kill you whichever is easier.

Hunted (+200CP) – It would seem that the current queen wants you dead. She'll send everything she has to either enslave you or kill you whichever is easier.

Deformed (+200CP) – You can no longer fool others into thinking you're human. Unlike monster where you'd still look somewhat human this makes you take on a completely twisted and hideous form. If both are taken this ascends to truly ridiculous levels.

Haunting Memories (+200CP) – It would appear that your past is riddled with something horrific and scaring. Whatever it is it's a main driving force in how you are today.

Helosium (+200CP) – A divine punisher titan of heaven has decided you need punishing. Should you fail in killing it you'll find yourself devoured and sent home.

Busy (+200CP) – Everyone wants you to help them with something. Should you try and run away from this you'll find that not only do they resent you but others will come in their place.

Heaven's Ire (+300CP) – You've somehow managed to anger heaven. You should expect all out war shortly after your arrival.

Sleep Curse (+300CP) – You've a sleep curse put on you by Werbellia and now must sleep sixteen hours a day and you'll still feel tired while awake. You cannot avoid sleeping and should you try you'll just end up falling asleep at a very inopportune time.

Pact (+300CP) – Looks like you've traded some space in your head for some extra points. Not only will this demon have their own opinion on everything you do should you let your guard down they might just be able to take over your body.

Blind (+300CP) – It would appear that you're blind. Nothing can fix this and there isn't much else to say about it.

Holy Milk (+300CP) – You've a bottle of holy milk that you must keep on your person and never spill. The more you spill the weaker you get. Should it all get spilled you'll be stuck here until your time is up with no powers.

Excommunication (+300CP) – Your respective people have shunned you and want nothing to do with you. You can expect to be vilified wherever you go by your kind.

Queen's Gate: Actual Chaos (+1,000CP) (Required: Queen's Gate & Queen's Gate: Spiral Chaos) – With all those heroes coming on through it begs the question... Where the hell are their bad guys? If taken with the +0 drawback all those villains you might have slain are back and stronger than before. Without they are simply another threat that you must then deal with.

Endgame: The bits you see all too much.

Queen Jumper (Stay) – You've ascended the throne and decided to stay. You didn't? Then why would you ever pick this?!

Triumphant Return (Go Home) – A traveler with many tales you go home to yours.

Wandering Warrior (Move On) – Ever vigilant you carry on.

The Spark (Actual Endgame) (Required: Queen's Gate & Queen's Gate: Spiral Chaos) – Ending you chain here with the appropriate conditions means that the Queen's Gate becomes unalterable and fixed. Fixed to what you might ask. Fixed to every world you once went to before this one and all the ones added by the state. If taken with the +0 drawback above those worlds will be the exact ones you left. A multiverse at your fingertips you are now sure to have an adventure and can freely shift between those worlds as if teleporting. You may even discover more worlds using that and with some practice. A journey ends... Or does it? Your call, Jumper.

Notes: That which I could not cover above.

1. Characters added by the state are listed at these links.
http://queensblade.wikia.com/wiki/Queen%27s_Gate
http://queensblade.wikia.com/wiki/Queen%27s_Gate:_Spiral_Chaos
2. Those from Queen's X come from a version of their world you haven't influenced and it should be assumed they would have all their experience and memories right up to the beginning of their respective media.
3. This is somewhat subject to change if I decide to do more with it when Queen's Blade: Grimoire comes out.
4. Wanking helps.