

# FOR HONOR

Long ago, a natural disaster tore apart the land. Doom came to all, and only a select few survived to see what remained. As the resources dwindled, the tensions between the remaining cultures of the world heightened.

Although peace was a possibility at one time, we are passed that now. Three cultures - The Knights, The Vikings, and the Samurai - have fought for a thousand years now, the reason lost to the ages. One knight, Apollyon, seems intent to capitalize on this tension and start a great war that will last until none survive.

Perhaps some will rise up to this new threat...

+1000CP to survive in this new world.

No roll for location. You arrives anywhere you like in your faction's territory, barring drop-in. Drop-in randomly shows up somewhere in the world.

## Background

### Drop-In (Free!)

You just kind of showed up, along with all your companions and stuff. Be careful about your appearances and where you show up. A guy in plate mail may not have such a great time when he suddenly arrives in the middle of a Samurai fortress.

### Samurai (Free!)

An honorable warrior following traditions of old, you serve as a vanguard for the Samurai people. You will more than likely fight the Vikings more than anyone else, due to their closer proximity. There is the possibility of the Emperor's death, and a skilled warrior may have the opportunity to make a name for themselves...

### Viking (Free!)

The vikings have an almost familial relationship with one another, such is their closeness. You are now a member of this family, and while the Vikings are going through turmoil now, a single strong leader may be all that is needed to unify them...

### Knight (Free!)

You are a warrior who more than likely serves a Warlord in a warband, who fights for money, reputation and power. Apollyon came from the land of the Knights, and if the dice are right you may yet encounter her in the beginning of her quest...

## Class (Free!)

There are several different kinds of warriors in these lands, all with their own rich histories and skills. You gain an impressive amount of skill with a particular weapon, like a longsword or a naginata that is good enough all but guarantee you don't die to nameless mooks here.. You're also quite used to wearing armor, be it light or heavy. You can opt to be included in a particular canon group, like the Wardens, but you will need to take the appropriate skill for them, the longsword being appropriate for the Wardens. The history part is not applicable to drop-ins.

## Perks

100CP perks free for their respective backgrounds.

## Drop-In

### Taunts (-100CP)

You excel in coming up with taunts on the fly, small actions like hip thrusting and dabbing, but more important than the taunt is its effect. These are guaranteed to infuriate and enrage your opponent should you sprinkle them over a bout. An angry opponent is more likely to make costly mistakes.

### Fucking Guard Break (-200CP)

Wherever you go, convenient environmental hazards that you can toss people into if you get a hold of them seem to be ever present. Fires ignite, railings break and pointy spike collections are carelessly left out on display. Honorable duels are so much easier when you casually toss your opponent off a cliff. It may not be honorable, but hey, the only one that could question it is dead.

### To Make Amends (-600CP)

A lot of the time, different cultures can have a hard time working together for a lot of reasons. Different mannerisms and traditions, different motivations or even just a bad history between each other in general. You, however, are a lot better at helping two forces meet halfway and work together. You tend to run into disgruntled fighters from all sides easier too, potentially letting you assemble a motley crew against a greater threat.

## Samurai

### Iaido (-100CP)

The Samurai warriors are some of the most nimble fighters here, and you are not exempt from the rule. You strike unpredictable and quickly, feinting and changing the directions of your attacks to confuse your foes as best as possible. Even fighters using large shields would have a hard time blocking you.

### Tactical Withdrawal (-200CP)

Hey, it's the tactical kind of retreat, not cravenly running away. There's a big difference! When things aren't going your way, you're a lot faster with the legs, letting you gain some space space and then fight when you're fresh again. Or just...stab them in the back when they forget about you. I guess that works too.

### Must Be the Folds (-600CP)

Wait, wait, wait. Katanas aren't meant to cut through armor. How the hell are you doing that? Well, it seems so long as the level of protection isn't too great, your weapons will always find some purchase. Short swords will hurt a warrior in full plate and even arrows will punch through more armor. You won't kill a Space Marine with a kitchen knife, but you'll scratch the paint a LOT worse than he was expecting.

## Viking

### Nice Pecs Bro (-100CP)

You're amazingly fit, and have the muscles to show for it. After all, vikings are a rough and hardy people, and milk drinkers don't exactly fit in here...at all. You could probably pick up an average man over your head without any problems, even if he was wearing armor...

### You are a Raider! (-200CP)

Legendary! You have something of a habit of impressing people through your actions. Friends will admit that you're at the top of the totem pole and enemies will at least begrudgingly respect your capabilities.

### No Armor for Fate(-600CP)

You do not need armor if you do not fear death. After all, if the gods decide you die, you die. In this universe all the heaviest plate seems to do is weigh you down, it sure isn't protecting anything if a katana is just slicing through it. So why wear any at all? If totally unarmored you'll find yourself with about the same apparent defense as a fighter in this world's full plate.

## Knight

### DEUS VULT (-100CP)

When you're dressed in plate mail it can actually be beneficial to aggressively throw your weight at the enemy, charge enemies with your shield or pike, or just straight up tackle people. That's how it is for you, at least. You can use those seconds it takes your enemies to get off the ground to get a few hits in, or just taunt them endlessly by throwing them around like a schoolyard bully.

### Laws of Selection (-200CP)

It's quite anticlimactic to kill forty men in battle only to be taken prisoner and executed. Luckily, it seems like as long as you achieve some kind of great feat in battle, you tend to be spared if the end result of said battle is not exactly favorable. Perhaps your captors are impressed, or maybe no one just has the balls to kill you. You'll have to achieve that feat on your own merit, though.

### Warlord (-600CP)

You seem to easily find the money to fund everything that an army needs. Whether your raids always result in finding full coffers or simply happen across large amounts of money, the result is the same. The perk tends to start taking a back seat if you start using the money for stuff outside of funding military related things, but you probably won't have to worry about not being able to pay your troops ever again.

## Generic/Undiscounted

### Revenge Mode (-300CP)

Woah, these people fight a lot less honorably than advertised. Some will try to gang up on you three to one and there isn't a damn thing you can do about it. Not until you take this, anyways. You gain a bar that fills up whenever you block attacks or take damage. The catch is, the bar will slowly tick away if you do nothing, and raise astronomically quicker when attacked by more than one person. Once the bar is full, you may activate Revenge Mode **by posing** and knock foes around you down for a short period of time. You also take more damage and your damage output increases as well. Runs out after ten seconds, bringing your abilities back to normal. With this it's actually smarter to fight you one on one instead of letting you go mini super saiyan.

## Items

### Effects (-100cp)

You may choose a purely cosmetic effect to trigger whenever you want to add a bit of flash, like wings made of fire, a beam of sunlight or a lightning bolt to strike down. People will not burn you at the cross for having this, but expect a lot of questions (and added intimidation factor).

### Personal Weapon (One free for all!, -100CP per extra)

You have a signature weapon that you'll probably come to be known to use. Pikes, swords, maces, whatever medieval weapon tickles your fancy. I would suggest that this weapon be the same one that you picked to have skills for in your Class, if you don't already have a weapon to use instead. Has to be plain in design.

### High-Level Weapon (-100CP)

You may now upgrade either your personal weapon or an imported weapon to be slightly more damaging and be made or remade with the finest materials available. However, the most important enhancement is it's look - it's look is now entirely up to your design and probably incorporates no shortage of gold, with no harm to it's performance. A blade worthy of legend.

### Personal Armor (One free for all!, 100CP per extra)

One suit of medieval armor largely up to your specifications, coming right up. It has to relate to your Background, but other than that you can use what you wish. It can only have a modest amount of prettying up, though. No crazy engravings or designs.

### High-Level Armor (-100CP)

Similarly to the weapon, the rule against having seriously flashy armor is now waived. Your armor was crafted by a great smith and artisan, and both of those skills show in it's protectiveness and looks. A king would be jealous of how aesthetic it looks. You may also import other armor using this, and while power armor probably won't protect much better, it certainly looks very nice!

### Lord's Property (600CP)

You gain a sizable fortress, complete with a decently sized garrison of troops with their own equipment and a small hamlet in close proximity to it. The troops will not be able to leave the premises of the fort, going only as far as a couple of miles from the hamlet around it, but they can be trained and rearmed with whatever you see fit. As the rightful lord, you are entitled to the taxes from the peasants living below. The keep retains modifications, allowing you to modernize it as you see fit later. The keep also restores itself about a week after being destroyed, should it come to that, but anything stolen that was stored inside is gone.

Depending on your faction, you receive a unique benefit. Drop-In's may freely pick from any of the benefits available.

- Knights: You are entitled to higher taxes than the Samurai or Vikings.
- Samurai: Your troops more somewhat more numerous and better trained.
- Vikings: The hamlet is more sizable and even the populace are strong and hardy warriors.

As a small bonus, those who purchased the Mooks may allow them to respawn even after death to defend your keep, albeit under the same restrictions as the other troops at the castle. After a week passes from their original death the restriction is lifted and they may leave once again.

## Companions

### The Mooks (-300CP)

A squad of twenty or so disposable soldiers that take up only a single companion slot, however any purchases they might make in future jumps are evenly split among them resulting in each individual with 1/20 of the overall ability. Utilizes typical man-at-arms equipment here, but nothing's stopping you from arming them with better equipment and training them. Utterly loyal and look up to you greatly.

### Companion Import (-Variable)

For 50CP each you may import one of your beloved companions, granting them a free Background and Class, as well as 300 CP to spend on anything except companions. They benefit from all appropriate freebies.

### Canon companion (-200CP, discounted if they are from the same Faction, also for Drop-In)

You'll probably get to know some warriors personally during your stay here. For a small fee, I will allow you to bring them along for the ride. Their looks, personalities, and overall fighting style are up to you, but best of luck convincing someone from a different faction from joining you unless you're extremely smooth or know them from an unusual situation. This companion comes with a Class, all the respective perks of the faction they are from (All knight perks for a Warden, for example) and the free weapon and armor.

## Drawbacks

No limits. Go nuts.

### Death Came for us All (+0CP)

Yeah, there really was a thousand year period where these three cultures had to rebuilt from the ground up due to an extreme natural disaster. The best way to really describe is Ye Olde Mad Max. If you prefer, you can instead choose to live there ten years in that time. Do keep in mind that supplies are stretched far and thin, thus why the three factions warred for such a long time, but you do you, buddy.

### We Don't Model Faces (+100CP)

It seems like plenty of people just walk around wearing helmets. Even if they can lift the faceplate people just leave it down. You also now feel this incessant need to wear a helmet at ALL TIMES. If someone walked in on you in the washroom they'll see your naked body accentuated by a mask or helmet. Never know when you'll need the protection, I guess. You'll figure out a way to eat and drink, but not much else.

### I don't speak Japanese (+100CP)

You don't know any language but what your faction speaks. If you are a Drop-In, you get to pick one so that you're not totally incomprehensible to everyone. You're going to have one hell of a time trying to get information from any captured troops, as your companions and your followers seemingly have no idea themselves.

### The Status Quo (+200CP)

What, you didn't actually think everyone would actually put aside their differences and stop murdering each other, right? Hah, no. Now no matter what you do, the thousand year war between these cultures will continue. Even if you threatened to blow up the whole world if they didn't stop, they'll just keep going anyways. The Vikings will probably incite this, the persistent bastards.

### ~~For~~ No Honor (+200CP)

Deceptive name, isn't it? There's probably more people tossed into spikes and off cliffs than killed with any weapon, really. That's true now, at least, and boy will you know it. You'll constantly end up tossed off of high places and wind up in traps that are placed immensely annoyingly. You might not die from this but your apothecary is going to be setting a LOT of bones.

### PURRU THA PRUGGU (+400CP)

Sweet Christ, you have angered the wrong Orochi. Amazingly childish and yet somehow still good enough with a sword to challenge you, he seems to be utilizing some kind of bizarre ability that lets him escape the moment you're about to kill him by seemingly just disappearing, almost like he rage quit or something. He'll just keep coming back for a round 2, 3, 4, 5 and et cetera no matter how solidly he is beaten, more angry than before.

### Wolves and Sheep (+400CP)

Your ideology makes absolutely no goddamn sense. You have a vague goal that no one understands that practically rules your life, and you will constantly say very pretty sentences that really mean absolutely nothing relating to said goal. It's very likely no one is going to trust you. Maybe even your companions. After all, the maddened look in your eye when you talk about your ambitions is pretty...concerning.

### Level 3 Bot (+600CP)

Your outside powers have been stripped away and you're left with nothing but what you get here. Try not to catch an arrow to the face. That'd be a very, very unfortunate way for all this to come to an end.