



Long ago, a dreadful war was fought between the Goddess and the Vile God. Because they were equally matched, they both created a vast number of special weapons imbued with their godly energy, each containing the life force of a fairy. Armed with these weapons, the deities continued their conflict until they finally sealed each other away into the great unknown. A long time has passed since this ancient conflict, and the weapons created by the Goddess and the Vile God have since been scattered across the world. These weapons—now known as “Furies”—are highly sought after by warriors who call themselves “Fencers”. It is said that whoever collects a Fury will be granted one wish. When a young man named Fang decides to rashly pull a Fury from a stone, he inadvertently becomes a Fencer himself, forever altering the course of his destiny.

You arrive around the same time as Fang. The future's not set in stone. Follow the story, or don't, it's all up to you! All you have to do is survive ten years in this strange place. Good luck!

Take these Fairize Points (+1000 CP)

Age & Gender

Your Gender is your own. Choose whatever is most comfortable to you. Age is a different matter based on background. You can choose your Age for 50 CP.

Normals and Fencers: 1d8+10 Teen or 1d8+20 Adult

Fairy (Appearance): 1d8+10 Teen or 1d8+20 Adult

Background

Any Background can be used for Drop-In except Scion of Darkness

Normal (0 CP) - You're just a regular guy (or gal) just trying to make a living. In a world where people gain magic powers from drawing swords you're powerless, right? Wrong! Fencers are great and all, but you're important too! You can run a business like no one else and come up with wonders. Maybe someday you could even own your own shady megacorp! ...I think that's a good thing...?

Fencer (0 CP) - Who cares about being normal? You have a rockin' Swiss Army Weapon that can grant your heart's desires! Go out there and show your stuff. Fight dangerous monsters, explore perilous locales, discover forgotten treasures! Maybe you can even help the heroes save the world! Unless the villains have a better offer. Hey, I won't judge.

Fairy (100 CP) - Furies are ancient weapons used by the Goddess and Vile God in their titanic struggle. You're just one of the Fairies inhabiting these magnificent weapons. Furies are true multiweapons able to switch from form to form nigh instantly. Fairies come in all shapes and sizes too! Male? Female? Mecha? CATGIRL!? Ahem...right...I just mean you can be anything you want to be.

Scion of Darkness (100 CP, Must take the Drawback "Vile Blood" for 0 CP) - You were born to darkness. Your lineage extends back to the time of the Vile God. Within you burns the power of a God. Why should you deny your true heritage? Through this power you can act as a perfect vessel for the full power of your Ancestor. Don't be afraid of the dark for you are more terrifying by far.

Locations

Roll d8 or pay 50 CP to Choose

1. Zelwinds City - The city where the story begins. Many travelers come from miles around to hunt for Furies and this is their first stop. Home of the Dorfa Company and where Fang first arrives.
2. Sol Plains - An open field to the north of Zelwinds City. A pleasant place with light monster activity. You might run into a certain masochist Tsundere.
3. Solaru Village - A village to the south of Zelwinds City famous for its wineries. It's also playing host to a barbaric Fencer with no regard for human life. This might not be the place for you.
4. Kidanar Village - A quiet village of elders to the southeast of Zelwinds City. What could possibly go wrong here? Hope you brought the industrial sized can of bug spray.
5. Dasuhiro Plains - This place is huge! It would take days to traverse this place on foot! The monsters are also equally huge, but you have more places to hide. This place is also home to a vast graveyard of broken Furies. Brrr...
6. Cavare Desert - Hot, dry, and desolate. To the far west of Zelwinds this desert is rumored to be home to a secret. What is that secret? A forgotten shrine to the Goddess. Just be careful of the deadly monsters lurking about.
7. Stairway to Heaven - I'm not sure how you got here Jumper, but this is a bad place. This is the holy ground of the descendants of the Vile God. Maybe if you were similarly tainted this would be a fine place. This is the ruin of an ancient space elevator.
8. Free Choice - You are truly lucky indeed, Jumper! Choose wherever you would like to go.

General Perks

Compile Heart Aesthetics (Free) - You're an exceptionally pretty girl, or handsome guy, done in Tsunako's trademark style. Choose your hair color, eye color, and body type for free. No matter what you will always look fantastic. Unless you happen to blow up a bomb in your face. You wouldn't do that, right? ...Right?

Fitness Package (Free or 100 CP) - This is the standard fitness package necessary to survive in a land of adventure. You have the strength, stamina, speed, and agility to thrive out in the field. Even if you are a simple businessman you're incredibly fit. The basic package comes standard. For an added 100 CP you can become a true Olympian. Your strength is enough to lift heavy rocks, your stamina is boundless, you can move as the wind, and have the flexibility of a contortionist.

Jump Jump Jump! (200 CP) - Jump like a videogame character. Never again worry about those darned waist high fences. Increases your jump range by three times straight up and five times

across. In a world of super powered individuals jumping around like a demented grasshopper is almost tame. Almost.

Scouting (200 CP) - Are you tired of missing the obvious? Would you like to add more treasure to your life? Perhaps you're tired of getting ambushed by sneaky monsters? Never fear for with this Perk your powers of detection are enhanced. As long as you take some time there isn't much that can escape your notice. Maybe you could even turn those ambushes around on the attacker, eh?

Fairy Whisperer (400 CP) - You have a very unique talent. One might even say it's a blessing. Something that, if it were discovered, would have everyone and their brother beating down your door. You have the uncanny knack for understanding Fairies. Sure, this sounds useless given that they can talk, but it actually serves a useful purpose. All Fairies see you favorably. Even the hardest hearted Fairy could be convinced to like you with the right actions. What does this mean for other Fencers? You have a chance of convincing their Fairies to not attack. That doesn't mean they won't defend their Fencer if you attack them of course. In future Jumps this extends to other supernatural entities with a greater effect on the Fae.

Background Perks

Discount for Background with the 100 CP Perk Free

Normal

The Everyman (100 CP) - Who are you? What are you? Why you're just a normal citizen of course! Nothing too special about you except that somehow you survive even when surrounded by powerful entities. It's not that you're all that strong yourself, but that you can fade into the background. People are also more willing to engage in Exposition with you around. Just stick around and even you might learn the true history of the world while the heroes babble on in public!

Talented (200 CP) - There is something to be said for not adventuring. You have more time to gain valuable training or education! What this all boils down to is that you've spent your free time gaining proficiency in a craft or knowledge. With this Perk you have the ability to lecture people for hours on Fairy anatomy, running a business, or any number of important topics. You could also choose a physical talent if you wanted. This won't make you the best in the world, but you're certainly no slouch! This can be chosen multiple times without losing the Discount.

Survival Skills (400 CP) - Now this is a weird place to find basic survival skills. Except, y'know, these ain't your basic skills. That's included in the package of course, but this has quite a bit more than that. You know exactly how to get around in the dangerous wilds and come back alive. Maybe it won't make you a fierce hunter of giant beasties, but surviving said creatures is just as important. Even the nastiest and most perceptive of monsters can be avoided for a time with this talent. Just don't tempt fate and poke the dragon with a stick. Your new survival skills only go so far. This even

extends to knowing what to say to talk a Super Boss down from murdering you. (Essentially functions like the Enemy Away talent)

Master of All You Survey (600 CP) - You're not in the scrub tier anymore. You are now the one ordering around the scrubs. Any endeavor you have a direct hand in will turn a profit and succeed beyond your wildest expectations. Do you want to be the rich head of a powerful company? You just somehow discover an entirely new market for something only you can provide. Do you want to extend your reach to the world? You miraculously find an in with the movers and shakers in industry. Even your employees and closest subordinates find some measure of success in your presence. This even gives them a surge of willpower for accomplishing tasks that you set for them. It's good to be King.

Fencer

Exotic Weapon Proficiency (100 CP) - How exactly *do* you use a sword/spear/axe/knuckle/gun/rocket launcher? You have an incredible mastery of strange and exotic weapons. It doesn't matter if you've never seen it before. As long as the weapon or martial style can theoretically be learned, you can master it with ease. This Perk means never having to say "I shot my own foot off with my Fury."

Toughness (200 CP) - It's a known fact that Fencers are generally tougher than normal people. They tend to find themselves in some hair raising situations far from medical treatment. With this Perk you gain a general 50% boost to all Stats. This doesn't exactly let you take a bullet point blank, but it would certainly let you survive long enough to get treatment. All injuries heal at a fraction of the time. Most requiring a night's rest unless the injury is especially traumatic.

Unique Ability (400 CP) - It has been said that Fencers possess other gifts besides what's given by their Fairy partners. Every Fencer has a special talent that is theirs alone. Whether it be to go full Shonen and grow stronger, gain a powerful barrier, analyze the strengths/weaknesses of others, or even terrify enemies into dying instantly. Now you have an ability that is unique to you and you alone. Please fanwank responsibly. (Excludes alternate forms)

Fairize Boost! (600 CP) - When a Fencer and their Fairy partner are in sync they can unleash their true power. This power is called Fairize. With it you are able to transform into an armored self capable of even greater feats. All of your abilities are enhanced making you a one person army. With this you could steamroll normal monsters with ease and even threaten Tough Enemies. You can customize the Fairize appearance as you see fit. What this means is that you gain an extra 600 FP (Fury Points) for purchasing powers. These new powers can only be used while in Fairize.

Fairy

I've Got No Strings (100 CP) - Most of the time Fairies need a Fencer to manifest outside of their Fury. With this Perk you don't need anyone but yourself. You are fully capable of wielding your Fury

personally and can use it with impressive skill. In future Jumps this Perk makes it so that trying to control you fails. If you find yourself stuck in another relic you can somehow find a way to use it without help. However, if used by another Background besides Fairy it gives a large boost to willpower.

Special Gift (200 CP) - There is just something special about you. One thing that remains constant about Fairies is their ability to utilize elemental magic. Pick an element (Fire, Water, Lightning, Earth, Wind, Light, Dark). You are now incredibly talented with that element, easily capable of feats that lesser Fairies can only dream of accomplishing. Maybe you want to be exceptional with healing magic? That's fine too! This can be purchased multiple times, but each time a different attribute must be chosen.

Rank Up! (400 CP) - Not all Fairies are created equal and that's a fact. Because of this they've been divided into specific Ranks. Higher Ranked Fairies are capable of more than lower Ranked. It's just that simple. With this Perk you find it easier to advance in Ranks faster. This provides a Discount in the Fury Section when purchasing Fairy Ranks.

Alter Fairize! (600 CP) - So you remember when I said that it takes a Fencer and Fairy in sync to Fairize? Yeah, that's not always true. Sometimes a Fairy possesses such a strong will they can force a Transformation. Now this is extremely draining as it requires you to basically overclock your abilities. Most of the benefits are the same. If you choose to take a Fencer later then it counts as a normal Transformation. Take an extra 600 FP (Fury Points) to purchase abilities. These new abilities can only be used in Alter Fairize.

Scion of Darkness

Start of Darkness (100 CP) - You know the Darkness like few others. Maybe you were one of the ones whose life was made more difficult by your ancestry. People can be so cruel to those who are different. You are a master of concealing your true identity. After all, the greatest defense is to be completely unknown. Your secrets aren't impossible to discover, but they are certainly hard to find. Over time you can improve your talents with subversive behavior. Some things are best kept in the dark.

The Shadows Beckon (200 CP) - Now this is certainly interesting. Your talents in subversion and concealing details have extended to the metaphysical. You have a singular gift for disappearing in such a way that defies conventional detection methods. It would take a skilled investigator to even have a hope of finding you or what you seek to hide. With practice you can create a cloak of shadows to more effectively disappear even in plain sight. There are benefits to being one of cursed blood after all.

It's in the Blood (400 CP) - Fascinating. The blood of the Vile God has matured within you. Nurtured by your inner darkness. The most basic gift is a staggering increase in the Dark Attribute. Except that barely scratches the surface. Your blood is alive with the power of a Dark Divine. This increases all of your stats by a substantial amount the more you give into the Darkness. Those with weaker

minds can be easily bent to your will either through honeyed words or force. However this will take practice.

Dark Apotheosis (600 CP) - All of your hard work has led up to this moment. Through tireless dedication you have awakened the true power of the Vile God within yourself. You are a true threat to those sheep who follow the Goddess. All of your dark powers have been enhanced to an incredible degree. As an awakened being you can even craft your own alternate form. Take an extra 600 FP (Fury Points) to purchase abilities. Unlike with the other capstones you always have access to these powers. Must have the Vile Blood Drawback.

Fury Creation

Fury (Free for all Backgrounds) Isn't this what you're here for? This is where you can craft your own Fury. Comes with a Fairy Companion for no additional cost! The Fairy has the benefits of I've Got No Strings, Special Gift, and Rank Up! You have a 400 FP starting budget and can exchange CP for FP at a rate of 1:1. Knock yourself out!

Rank - This is the starting Rank of your Fairy partner. Through tireless effort it is possible to raise their Rank, but who wants to waste time like that?

C (Free) - Fairies of this Rank grant minor bonuses to their specific element and weapon forms.

B (100 FP) - Fairies of this Rank grant moderate bonuses to their specific element and weapon forms.

A (200 FP) - Fairies of this Rank grant greater bonuses to their specific element and weapon forms.

S (300 FP) - Fairies of this Rank grant extraordinary bonuses to their specific element and weapons forms.

Weapon Boost - Furies are unique weapons in that they can enhance the abilities of their holders. With enough time and effort it's possible to increase your powers further. This just gives you a leg up on the competition. Each rank increases the selected Stat by 50%. First rank is free. Each Fairy Rank allows you to apply a Discount to one category of Weapon Boost.

Physical Strength (Free/50/100/150/200)

Magical Strength (Free/50/100/150/200)

Physical Defense (Free/50/100/150/200)

Magical Defense (Free/50/100/150/200)

Speed (Free/50/100/150/200)

Fairize Duration (Free/50/100/150/200) - (Cannot be purchased with Bonus FP from Background Perks) Increases the Duration of alternate forms by 20% per purchase. Starting time is ten minutes.

Element (100 FP) - This is the natural element the Fury possesses. Your Fairy partner starts with an Element for free, but extra elements can be purchased here. Yes, Healing counts as an Element. For each Rank a Fairy possesses the level of all elements increases by one.

Weapon Forms (50 FP) - The first three purchases are free. Furies are truly adaptable weapons. They can take on many forms near instantaneously. Each purchase grants basic proficiency with that weapon type. Available types are: Sword, Greatsword, Glaive (Double bladed), Gun, Scythe, Knuckle, Bow, Spear, Axe, Launcher

Items

All Backgrounds can choose 1 100 CP, 1 200 CP, 1 300 CP, and 1 400 CP Item for the Discount

Unique Outfit (Free/100 CP) - This is a full outfit in your own personal style. Surprisingly tough and tear resistant. It doesn't function well as armor, but at least you won't be running through the wilds naked. Unless you're into that, weirdo. The first purchase is free.

Basic Armor (100 CP) - This is a simple set of armor. Nothing fancy at all, but useful for a beginning adventurer. Can be merged with your Unique Outfit.

Signature Jewelry (100 CP) - A favorite piece of jewelry imbued with positive feelings. Grants the wearer a modest increase to defense.

Healing Kit (100 CP) - Ah yes this is a classic. What sort of adventurer would you be without a ready supply of Potions on hand for healing? A dead one. This sturdy medical kit comes complete with 8 Potions, 4 Mid Potions, 2 High Potions, and 1 Ultra Potion. Fully restocks weekly but the lowest Potions restock daily. Try to stay alive out there, Jumper.

Mana Recovery Kit (200 CP) - Where you have physical healing, there is magical recovery as well. Energy Shards restore your mystic energies when needed. This collection comes with 8 Energy Shards and 4 Energy Crystals. Fully restocks weekly, but the lowest Energy Shard restocks daily. Merges with the Healing Kit if the prior item was purchased.

Status Recovery Kit (200 CP) - A full kit capable of treating a whole host of different maladies. There is enough recovery medicine for 8 people. Fully restocks daily. Merges with the Healing Kit if the prior item was purchased.

Medium Armor (200 CP) - Now this is much better, Jumper. This set of armor provides better protection than the basic set. Even comes with a single special resistance chosen at time of purchase. Can be merged with your Unique Outfit.

Amulet of Protection (200 CP) - This amulet is capable of warding off harm caused by the different status ailments. Grants a moderate increase to all status resistance.

Elixir (300 CP) - This is a single Elixir capable of fully healing you or one of your friends completely. Not even the common cold can withstand this miracle cure. If you purchased the Healing Kit the Elixir will somehow appear in there. Restocks weekly. Merges with the Healing Kit if the prior item was purchased.

Case of Dewdrops (300 CP) - How do dewdrops count as a healing item? Who cares? These are some incredibly potent dewdrops that when used rain down over all allies. This case comes with 8 Dewdrop Vials, 4 Dewdrop Flasks, 2 Dewdrop Bottles, and 1 Dewdrop of Salvation. Fully restocks weekly. Merges with the Healing Kit if the prior item was purchased.

Amulet of the Elements (300 CP) - Much like the Amulet of Protection, but for Elemental damage. Increases the wearer's resistance to all elements by a moderate amount.

Elemental Ring (300 CP) - This Fairy Ring is blessed with an incredible power. Grants an extraordinary increase to elemental power and control.

Greater Armor (400 CP) - This is an exceptional suit of armor with even greater capabilities. Comes with two special resistances and a bonus to ability chosen with purchase. Can be merged with your Unique Outfit.

Crate of Feathers (400 CP) - Much like a certain firebird's plumage, celestial feathers can be used to revive the fallen. Comes with 8 Cherub's Feathers, 4 Angel's Feathers, and 2 Archangel's Feathers. Fully restocks weekly. Merges with the Healing Kit if the prior item was purchased.

Wargod's Blessing (400 CP) - Through the magic of this powerful bracer the holder becomes a force of destruction. The strength of all weapon and magic attacks increases by an incredible degree. A simple fire spell could turn into a searing blaze.

Dimensional Clock (600 CP) - Playing with time now Jumper? Fair enough. With this unusual clock you can reverse time for yourself and your friends by 1 hour. What will you do with such an artifact? Maybe rig it up to the snooze button for more sleep?

Return Wing (600 CP) - You're in danger, Jumper! You're out of supplies, low of health, and badly outnumbered! Good thing your trusty Return Wing protects you! Once invoked this artifact immediately whisks you away to safety to a predetermined point.

Faith Drop (600 CP) - What are you doing with this? Wait, there's two!? You have no idea just how important this miraculous relic actually is, do you? This is a fragment of the Goddess' power

undiluted by time or circumstance. With this you hold the key to either salvation or the world's destruction. It's a crystalline fragment that shines with an inner radiance capable of granting great power to the holder. Even capable of tipping luck in your favor like the greatest Luck Blessing. Be careful, Jumper. Everyone will be after you if they discover you have this.

Companions

Any one of these can be used to take a Canon Companion who fits the right Background

Companion Import (Varies) - For 50 CP you can import or create a single Companion. For 300 CP you can create up to 8. Each Companion comes with a Background (excluding Fairy or Scion of Darkness) and their Background Perks plus 300 CP to use in the Items. (Harley comes with the Talented Perk for Fairyology)

A Fairy Ring! (100 CP) - Are you looking for another Fairy Companion? Who am I to judge? Comes with all of their Background Perks and a 300 CP stipend to use on items.

Darkness Rises (100 CP) - Do you want someone a bit different? Knock yourself out! They have all their Background Perks and 300 CP to spend on Items. You don't get any points for their mandatory Drawback. (Tiara would have the Vile Blood Drawback and the first Scion of Darkness Perk)

Drawbacks

There are no limits to the Drawbacks you may take. Go crazy! (Or don't. Really don't)

Odious Personal Habit (+100 CP) - This is a minor quirk, but no less annoying for those around you. It's possible for those who truly like you to overcome their annoyance, but it will take time. Try not to drive everyone up the wall.

Naive (+100 CP) - It's not that you're stupid or slow. You're just sheltered or lack social awareness. Some might even find it cute. What this means is that unless it's patently spelled out for you, you will miss all but the most obvious clues. At least you're cute.

Inept (+200 CP) - Hope you weren't counting on your amazing skills to see you through. Unless the task is incredibly simple, or you take an inordinate amount of time to get it right, you will fail. Even combat perks can't fix your aim. Better stick with swinging your sword around and praying.

Obsessed (+200 CP) - Are you the kind of person who would grind for 400 hours just to get every rare drop? Then you're probably obsessed. Any task you set your mind to becomes your absolute sole focus until it's perfect. What does this mean exactly? It's incredibly hard for you to change gears once you have your goals set. This can be something as simple as gaming all the way to crusading

against Evil! Try not to take this too many times. Your friends might very well kill you for annoying them.

Vile Blood (+300 CP) - At some point in the past your family was bathed in the blood of the Vile God. Now that stain lives on in you. Comes with mystical white hair and red eyes free! Nothing you do can hide these traits either. Particularly sensitive people will feel the Darkness you exude and Light Fairies will refuse to go near you. If your partner Fairy is Light expect some discomfort. You won't be too popular if your heritage is discovered.

Child Assassin (+300 CP) - Oh boy. You were raised in one of those places. See not everything is sweetness and light in the world. There are places where they teach children to be Fencers. Their methods are cruel and brutal, taking innocent children and turning them into emotionless killing machines. You start off only saying the word 'Kill' and nothing else. At least your Fairy partner understands you. Oh and good luck dealing with all those homicidal urges you have.

Compile Heart Protagonist (+600 CP) - Why is this worth so much? Have you ever played a Compile Heart Game? The MC is usually some lazy, arrogant, greedy, bottomless pit, troll that we're supposed to root for even when they're a jackass. Now those 'wonderful' qualities are yours! Expect your friends to barely tolerate you. Any changes to your personality will usually require someone almost dying to make it stick.

Scenarios

You are a glutton for punishment, aren't you Jumper? Far be it from me to stop you, but you might want to reconsider this. The canon ending was the easiest one to get and had the best ending for just about everyone involved. Good won, evil lost, some people were lost along the way, but it was mostly a lighthearted affair. However the alternate Routes were not a pleasure cruise. Dark doesn't even begin to describe them. Are you sure about this? The things Jumpers do for a few more shinies...

Fine. Choose from one of these two Scenarios. Due to time travel being involved you can't take both.

Vile God Route (+600) - Well isn't that just great? You aren't starting at the beginning, but in the timeline created by Fang pulling more Vile God Furies than Goddess. What does this mean exactly? You are in a timeline where everyone's personalities have been flipped. The only ones who are still the same are Sherman, Ryushin, and Eryn. Everyone else has been terribly warped. Tiara's a gangster, Galdo is a sadist, and Pippin becomes a bounty hunter! Though Ethel does have a happier life and actual dialogue instead of just 'kill' so it's not too bad I guess. Wait, where's Fang? Oh yeah, he's the new president of Dorfa and is poised to be your enemy. Doesn't that sound like fun? If it does then you have a weird definition of fun, Jumper. The world is scarred and twisted. How are you going to survive in this shattered realm?

Evil Goddess Route (+1000) - Why are you doing this to yourself, Jumper? If you thought the Vile God Route was bad then this is a whole magnitude worse. Sherman went completely insane and joined an End of the World Cult. Dorfa is no more with the ones in charge arrested by the Cults' Justice lackeys. Anyone who disagrees with their extremist views is arrested and executed without a trial. Innocent people, and even people you know, have been addicted to a special 'wine' that's more addictive than any drug. It turns out they're drinking the blood of an evil goddess. Lovely, huh? Your only allies in this world are Fang and Eryn to start. Expect nearly everything you do to fail somehow or be a pyrrhic victory at best. Even defeating the Evil Goddess can't fix everything and in fact opens the way for other beings like herself, the Goddess, and the Vile God to come into the world. Are those CP worth subjecting the world to this?

Your time here is done. What will you do?

Stay

Continue

Return