Sonic and the Black Knight Jumpchain - By PsychoAnon

Introduction

Welcome, Jumper, to the world of Camelot - more specifically, to the Kingdom of King Arthur. This is a fantastical world where brave knights slay dragons and protect innocent townsfolk, and the wise and benevolent king rules over the land with the aid of his Royal Wizard and the Knights of the Round Table. But not all has been well in Camelot lately; King Arthur has begun acting strangely, summoning monstrous knights from the underworld which attack and enslave his own people.

Despite this, the Knights of the Round Table remain blinded by their loyalty and continue to carry out his evil bidding. Only Merlina, Royal Wizard and granddaughter of the legendary Merlin, dares to oppose him, yet he will soon have her at his mercy as well.

All hope is not yet lost for Camelot however, for in Merlina's darkest hour she shall summon a brave knight with the power to defeat Arthur and acquire his scabbard. And with that scabbard, she may be able to make Camelot truly eternal…

You shall arrive in this world just as Merlina has finished her summoning ritual, praying for a brave knight, swift as the wind. To help you through these dark times, take these

+1000CP

Origin

Pick an origin. Perks are 50% off for the matching origin, and 100CP perks are free for the matching origin. You may choose your age and gender freely, as well as your species.

Drop-In

This is probably more literal than you're used to, as you did actually drop in from the sky, a total stranger in this world. Perhaps you were summoned here by Merlina herself, or some other force. This world is in desperate need of a hero, after all. You arrive in a field, where Arthur and his knights have cornered Merlina.

Knight

Warriors, heroes, defenders of the realm, protectors of the innocent - all these titles can be rightfully attributed to the courageous knights of this land. Of course, not all knights are so heroic. One need only look at the recent behavior of the king to come to that revelation. Good or evil you are a knight, perhaps even a Knight of the Round Table, and with a sword in hand you can fight valiantly for any cause. You start in Camelot, Arthur's castle located on the island of Faraway Avalon.

Wizard

The pen may be mightier than the sword, but the staff makes both appear lacking. Whether you are a descendant of Merlin or a rogue sorcerer looking to make your own way in the world you can expect to be both feared and admired, as others can only dream of the works you can achieve. You begin in a relatively peaceful village, next to a blacksmith's shop.

Perks

Drop-In

100CP - Free as the Wind
People can be so uptight; they submit themselves to a higher authority and let their lives be dictated for them. That's just not how you roll. The only thing you answer to is your own conscience, always following what you know in your heart is right, even if everyone else thinks you're the bad guy. This mindset gives you a laid-back and positive attitude. You get to live every second of your life to the fullest, and when some mad scientist or wicked king says otherwise you can just laugh in their face and keep on running.

100CP - Swift Looting
Horrific though they may be, battles and wars always have one sure reward: loot! The only problem is you'll often find yourself on a short timescale. When the fate of the kingdom is at stake, how do you make time for plundering? As it turns out, you don't have to. When you slay an enemy, any and all sorts of valuables you might collect from their person will simply find their way to your possession automatically, with no effort on your part, unless you with them not to; not everyone is okay with looting corpses, as it turns out.

200CP - Melee Momentum
When one thinks of combat they may imagine two warriors in a noble duel for their honor, but not everyone is so gracious. Nefarious or cold-blooded foes may try to overwhelm you with sheer numbers, but they'll quickly find that an ineffective strategy. As you slay more and more foes you'll begin to move faster and more smoothly, quickly becoming a blur on the battlefield. Of course, if you lose this momentum for whatever reason then you'll have to start from square one, but with skill this will hardly be an issue. What is an army to a hurricane?

200CP - Noble Heart
If one wishes to reach the hearts of others, they have to speak from theirs. Due to your free-spirited nature, you find it incredibly easy to speak what's on your mind, telling people how you think things ought to be. When you speak from the heart, people recognize the sincerity and truth in your words, and change for the better. You can help an honorable warrior see that his life need not end over one failure, or convince a group of knights to betray their wicked king, or even a nihilist that life has meaning. Your words can have a profound impact on others, so long as they're sincere and truthful in nature.

400CP - Shifting Styles
Not all foes can be felled the same way. Some require speed, some strength, some both and others more still. Your combat adaptivity is now something to behold, as you can shift between styles which increase your various physical capabilities at the cost of others. For example, the Cavalier style increases your speed at the cost of attack potency, while Paladin style does the inverse. These styles can also be trained to increase their effectiveness. You start with these two but with time may be able to develop even more styles of a similar nature.

400CP - Knave No more
As a newcomer, you can't expect much respect from those around you. It's "knave" this and "scoundrel" that, no matter where you go. This won't be the case for long, because soon your deeds shall be legendary. Word of your exploits spreads quickly: slaying dragons, rescuing princesses, defeating the armies of the damned, word of these events will spread rapidly and people will come to love and admire you for it. That's not the end of it, however, as you also draw power from those who admire your heroic deeds, increasing in skill at combat and quickly learning new techniques the more you have. You'll gain more admirers the more impressive your deeds - defeating King Arthur is more impressive than slaying a legion of no name knights, and doing so without being dealt a single blow even more so.

600CP - Chosen One
It seems it was not mere chance that brought you here, but destiny. You are the hero that shall pull the sword from the stone. This is also true for you in any other worlds; if there is a chosen or destined hero of some sort there, it will most certainly be you, and anyone or anything which checks for such criteria will be able to tell immediately. This also comes with incredible swordsmanship, outclassing the Knights of the Round Table and even King Arthur himself.

600CP - Knight of the Wind
When Merlina prayed for a knight as swift as the wind, she may well have had you in mind. Your speed is the stuff of legend; surpassing wind, sound, and rivaling the blue blur himself. You've also learned the spin dash and homing attack, and have gained the ability to incorporate techniques like these into combat using any weapon. The spin dash combined with a sword could turn you into a spinning ball of death, while the homing attack would allow you to pierce through your foe like an arrow. Saving the kingdom would be no trouble at all for the world's fastest knight.

Knight

100CP - Iron Knuckles
A knight is nothing if not steadfast, and that describes you perfectly. You have a will of iron, able to stay on your chosen course and resist any temptations that would cause you to stray from it. Even under extreme pain or threat of death, you shan't be convinced to turn tail on what you believe in. You're the very definition of reliable.

100CP - Chivalry
Second to determination for a knight is the ability to perform the duties expected of a knight. You've received a great deal of training in the arts of chivalry; horse riding, swordsmanship, princess rescuing, dragon slaying, proper etiquette, all are second nature to you. You can now officially be called a true knight.

200CP - Through the Fire
What good is a knight who cannot fight to defend their honor? When engaged in one on one combat you become better in every way. Your skill is increased, your wit is sharpened, you're stronger, faster, harder, better, than ever before. Even things like magical strength would be increased by this. This, of course, goes out the window when more people get involved, whether intentional or not, but in a one on one fight even a seemingly far superior foe can fall to your blade. If only there were large, fire breathing creatures to test this on…

200CP - Appraisal
Artifacts of great mystical or historical significance are no strangers to knights. On the contrary, they practically fall into their laps. The only issue then is Identification, something you happen to be quite skilled at. You can, with a minute or two of observation, appraise objects to learn a great deal about them. Their history, their name, their purpose, their unique traits, all will be revealed with some keen observation. This can be done with anything from weapons, to armor, to books, to flowers, and much more. The information doesn't go too in depth, but it'll give you enough knowledge in a brief summary to tell you anything you'd need to know. Never get ripped off at ye olde pawn shoppe again!

400CP - Soul Surge
There is a fear that haunts the minds of everyone that strives for greatness: have I reached my limit? Perhaps, but then again, limits exist to be broken. By digging deep within yourself and focusing your very soul into your actions, you can break your limits and dramatically increase your power, albeit in short bursts. With this power a mediocre swordsman can become a master, an average sprinter can outpace a horse several times over, a small fireball cast will become a massive sphere of flame and death, and so on. It tends to enhance your strongest attributes in particular, though other things still receive a major boost. To underestimate you would mean an almost certain defeat.

400CP - Rivalry
As proud warriors, many knights actively seek out a challenge, and it would seem you're no different. You seem to always find worthy opponents in whatever field you're in, be it battle, strategy, or even simple games. Each time you clash with your adversaries you grow better than you were before; you may learn valuable lessons about life and have errors in your mindset corrected, or have your skill increase, or grow stronger, or perhaps even all three. Additionally, assuming they aren't in complete opposition to your allegiance and ideology you'll likely become fast friends, meaning forming an alliance or even a whole team of your newfound comrades may be a simple task.

600CP - Ultimate Knight
Where did you get this power? Somehow your body can generate and harness Chaos, a special type of energy which warps time and space. Controlling it allows you to do things such as teleport, slow or stop time, and create powerful energy attacks such as chaos blast and chaos spear, although there is more potential to it still. Since you're relying on your own internal energy to fuel these powers rather than an external source such as the Chaos Emeralds, the usage can be much more limited than it would typically, although the reserves recharge quickly. Nothing can stop you now.

600CP - Black Knight
Oh my! It seems you've become infused with darkness from the underworld. Now, don't panic, unlike most people this hasn't affected your mind. In fact, it's actually given you power. You can summon Knights of the Underworld to do your bidding. These warriors are nothing special, but flow in an endless stream. You have a similar ability to summon and command creatures from the underworld in other worlds that you go to, as they will acknowledge you as their king, although any stronger than yourself may disobey. But the greatest benefit is true immortality. You no longer age and you cannot be killed except by attacks filled with great amounts of holy power.

Wizard

100CP - Fair Maiden
Well, aren't you fortunate? You must have been born to some very attractive parents, because you are quite the looker. Your beauty is less mature, more "cute" than "gorgeous" but you still could be described as nothing less than that. This comes with the benefit of others presuming your innocence and trusting you more easily. If they saw you in a fight with someone they wouldn't hesitate in assuming the other party was in the wrong. If you desire, you may also have pointy elf ears.

100CP - Wisdom
Sorcerers may be good at conjuring some cheap tricks, but perhaps their greatest attribute is their ability to give council. You have achieved great wisdom, and are able to provide guidance and advice to any who need it, be they a knight, a king, or even a couple having relationship issues. Even in areas where your knowledge is limited you have enough of a general understanding of the world to compensate, giving advice that applies to nearly any situation. With your advice, a kingdom could easily be led to greatness.

200CP - Eternal Flower
Wizards aren't always the most straightforward about getting what they want. In many cases, such as yours, some trickery may be required to achieve their grand aims. You have a remarkable level of talent in cooking up schemes, plans, and strategies to achieve your goals. You may even be able to make a kingdom last forever, though who could possibly want that?

200CP - Soothsayer
One universal truth of wizards is that they can see much that others cannot. For you this is doubly true, as you have the ability to see through time itself. You may gaze into the future, seeing all that will occur should you not alter the course of fate. You can also perform scrying, allowing you to observe things from a distance so long as you have a clear pool of water. Camelot is headed for certain demise, but perhaps with your knowledge it may be saved after all.

400CP - Kingmaker
Great men aren't born, they're made. Although in the context we're speaking of that's a tad more literal than you may think. You can create illusory people wholecloth, designing their appearance as well as granting them abilities and knowledge. They can be quite powerful, even legendarily so, but can never surpass your strength in your strongest field, so they can't be better as a swordsman than you are as a mage, for instance. At least, not without external training. They may be illusory, but for all intents and purposes they are entirely indistinguishable from a real person until they die, at which point they'll vanish in a puff of smoke. Who needs to find help when you can just make it?

400CP - With Me
Who is with you? Why, your shadow, of course! Your shadow can be projected as a powerful spectral warrior, capable of protecting you and beating up your enemies without you having to lift a finger. It has tremendous fighting prowess and physical strength, which both grow alongside your magical strength, but its true power is greater still. This is because you can fuse with it, becoming a massive spectral creature with far more strength than before. You can choose how it looks and fights, within reason, but it defaults to a knight wielding many swords.

600CP - I Need A Hero
Still, even the mightiest of mages need some assistance from time to time, especially in times as dire as these. Luckily, you have no problems calling on help as you can summon powerful heroes from other worlds! You need only do a brief chant (infused with a ton of Mana), and then the hero will fall out of the sky to your location; don't worry, the fall won't hurt them. These heroes will be incredibly powerful, the strongest seen in any of the worlds you can access, and they will most certainly be willing to help, but if they find your cause objectionable they may very well turn on you. You can influence who you summon somewhat via phrasing during the chant; asking for a "Brave knight, swift as the wind" would cause someone like Sonic to show up, for example. You need not fight alone, for you shall face the day together.

600CP - Dark Queen
You are no meager mage, the very blood of Merlin flows through your veins. Your mastery of magic is legendary. Where other mages could destroy a hut, you could topple a whole castle and build a new one in its place just as quickly. Indeed, the power of all magic you conjure is far, far greater than it would be otherwise. You can also use magic artifacts in your spellcasting to achieve astounding results. Say, for example, using an immortality granting Scabbard to lock a kingdom in eternal stasis. Just an example.

General Perks

Free - Sound of Camelot
Congratulations, you've just received the entire soundtrack of Sonic and The Black Knight . You can play this music whenever you want, or just leave it on ambiently in the background, where tracks will start to play in appropriate situations. You can choose to let others hear the tracks as well, although they'll likely be quite confused about where the music's coming from. How dull life would be without the gift of music...

200CP - Smithy
Knights are certainly admirable, but where would a knight be without his weapon? Thankfully, they won't have to worry about that question with you around. You have an incredible talent for smithing, the greatest talent in the land, and can forge weapons and armor of legend using elements. The exact quality of your equipment depends on your materials at hand, but with the right materials you can make weapons to rival the likes of the Sacred Swords, and perhaps even Excalibur itself with enough practice.

Items

Drop-In

100CP - Chili Dogs
Sonic's favorite snack! You now have an unlimited supply of chili dogs, and you can summon them to yourself whenever you feel like it. I'm sure all that running works up an appetite.

200CP - Fairies
Even the greatest of adventurers get weary at times, especially if they're exerting themselves heavily, but you may not have time to waste on rest. Thankfully, these fairies are here to help. When you wander around you'll find seven kinds of fairies all over the place which grant special effects when touched. Yellow fairies grant you some rings which protect you, red fairies restore energy reserves, turquoise fairies grant a burst of speed, blue fairies bounce you in the air, green fairies hide but reward you with treasure when you find them, purple fairies launch you through the air, and white fairies guide you to your current objective. You can choose whether other people can see or interact with the fairies. These little guys should help make your journey a little smoother.

400CP - Magic Gauntlet
Surprisingly, the knights around here aren't too keen on wielding a shield. How, then, do they protect themselves? The answer is none other than this gauntlet. This special gauntlet allows you to project a magical force field which will block incoming attacks. It's quite sturdy and can stand up to very powerful blows, but some rare attacks are too mighty for it to block.

600CP - Healing Draught
It seems the fate of all warriors is to fall on the battlefield. That may be, but in your case even death need not be the end. Should you die, this drought will restore your life and bring you back to full health, so long as it's on your person. You could also give it to someone else if you like. You get a new one every ten years or at the start of a new jump, whichever comes first. Never lose your will to fight.

Knight

100CP - Targets
Before you go taking on scores of knights and dragons, you may wanna make sure your swordsmanship is up to snuff. That's what these targets are for. They serve as excellent training equipment for any knight, helping you sharpen your combat skills to be ready for whatever comes your way. You have to walk before you can run.

200CP - Dark Horse
Not all knights are blessed with the incredible speed of Sonic or Lancelot. Instead, they use steeds to get where they need to go, and you've found a very special one. This horse is absurdly fast, being able to keep pace with Sonic if he isn't trying too hard, and it even has the ability to fly. You'll look quite noble riding in on this guy.

400CP - Jumper's Sacred Sword
The Knights of the Round Table have one thing that distinguishes them from lesser knights: the Sacred Swords they wield. You now have your very own Sacred Sword, of your design. Besides being of incredible quality, the main thing that sets it apart from a normal sword is a special enchantment, of which you may choose the effect. It may be anything, so long as the enchantment is lesser than that of Excalibur's. It doesn't strictly have to be a sword so long as it's a melee weapon. With this blade you can carve your own destiny.

600CP - Deathcalibur
If the aforementioned sword can be described as Sacred, this is precisely the opposite. This cursed blade is a powerful sword indeed, surpassing the Sacred Swords, although inferior to Excalibur. It has the ability to cut a hole through space, ripping open a portal to the Underworld itself. Along with that, its wielder gains the ability to vanish and reappear in some other location that they choose, as if they're a phantom, and they can project a giant version of the blade around themself. A fitting sword for a Black Knight.

Wizard

100CP - Scrying Pool
If you're at all practiced in the art of scrying, then you'll know just how important a pool of clear water really is. This is a large bowl filled with clear water, useful for scrying or if you're just feeling thirsty. The bowl refills with water automatically and the water cleanses itself of any impurities introduced. The portable nature of it is also valuable, as it can often be hard to find a nice pool of water lying about.

200CP - Books
If there's one thing a sorcerer relies on, it's their knowledge. Without a proper pool of knowledge to draw from, a mage is practically useless. That's why you have a large plethora of books, covering just about everything you could learn about in the world of Camelot. From history, to magic, to potion crafting, to smithing, to jewel making, to enchanting, and much much more.

400CP - Merlin's Staff
An essential part of a spellcaster's arsenal would be their magical focus. Merlin himself used this staff for just that purpose, and it's not very hard to see why. It enhances all magic cast through it a good deal, and ambiently sucks in Mana from the environment. The wielder themselves may not have to expend any of their own magical energy since the staff sucks in such a large amount of mana in a relatively large area, although with heavy use of magic the environmental reserves may quickly run out. It also comes with very comfortable and fashionable (and optionally Sonic themed) wizard robes.

600CP - Jumper's Castle
While most wizards choose a tower to do their magic, you've decided to go bigger. This castle is a massive structure of your own design, fitted with all the amenities one would expect in a castle, but also containing all the different rooms and chambers one would need to perform the mystical arts. Ritual chambers, enchanting devices, an alchemy lab, an observatory, and much more are here to help you in your arcane pursuits. A castle fit for only the greatest of wizards.

Companions

100CP - Jumper's Knight
You shan't fight alone! For 100 CP each, you may import or create any number of companions into the jump, who will gain 600 CP to spend on perks as well as the ability to pick an origin.

300CP - Jumper's Round Table
Why have a few friends when you can have a lot instead? You can import as many companions as you like with this option, each gaining the benefits mentioned in Jumper's Knight. Also comes with a literal round table and chairs.

100CP - Newfound Comrades
Have someone you'd like to take along on your world hopping adventures? Well just pay a small fee of 100 CP per person and I'll gladly let you nab them. Friends are the greatest treasure one can gain on an adventure.

Scenario: Fate of Camelot

If you so choose, you may play a much more direct role in the story of Camelot.

Regardless of your origin, you've been summoned here by Merlina for the purposes of helping her defeat King Arthur. You'll immediately drop onto the battlefield, surrounded on all sides by King Arthur and his knights. Your first task will be to defeat all the king's Knights of the Underworld. Once that's handled, you may desire to have a go at the king himself, but Merlina will quickly teleport both of you to safety.

Merlina will then introduce herself and explain the situation to you. Arthur has been corrupted by the power of Excalibur's Scabbard, which grants immortality to whoever wields it and makes them entirely unable to be wounded. The only way to slay the king will be to acquire Caliburn, the sword in the stone at Misty Lake. Merlina also informs you you'll have to battle the fierce mist dragon to get the sword.

After battling through some enemies and defeating the Mist Dragon, you'll be able to pull Caliburn from his stone. As it turns out, Caliburn can not only talk, but has quite a mouth on him. Soon after you pull the sword, Arthur shall appear and you'll have to do battle with the King. It seems even Caliburn isn't enough to defeat him on its own, with Arthur completely unharmed. He merely brushes you off and leaves. You'll have to consult Nimue, The Lady of the Lake, to learn how to get through the power of the Scabbard.

Merlina will part ways with you, and after a trip to the Smithy to get Caliburn sharpened, you'll be off on your way to see Nimue. This trip will be interrupted by Sir Lancelot, who challenges you to a duel. After defeating him, you'll take his weapon, Arondight, and finally make your way to The Lady of the Lake. She won't simply tell you how to defeat the Scabbard, as she fears whoever takes it may end up the same as Arthur. To learn the secret you'll have to complete three tests to prove yourself: free the Innocents from King Arthur's dungeon, offer compassion to those in need, and defeat King Arthur's Knights of the Underworld. All in only three days.

Along the way, you'll encounter a child weeping that a dragon has kidnapped their village and taken them to its lair. Despite time constraints, this is something you'll have to do. On your way to the mountain, you'll encounter Sir Gawain, who will also challenge you to a duel. After defeating him and taking his sword, you can finally make it to the mountain and save the villagers. Once you go to meet the child again, they will reveal that they were none other than Nimue in disguise, and finally tell you how to dull the power of the Scabbard.

You'll need to collect the three Sacred Swords from the Knights of The Round table, as their power combined with Caliburn can penetrate the immortality granted by the scabbard. Not so bad considering you've already got two. Of course, that still leaves Sir Percival. Once you've tracked her down and bested her, you'll have all you need to take down the king. Merlina will appear and inform you where he can be found. Namely, the island of Avalon at his castle Camelot.

Once at the island, you'll fight your way through the castle until you finally come face to face with the king himself yet again. After fighting and defeating the king, you'll have to place the Sacred Swords down in a triangle formation and run him through with Caliburn, finally ending the Black Knight, who will then disappear in a puff of smoke. Merlina is waiting for you in the Courtyard. You'll have to head there, where she's being threatened by the Knights of the Round Table, and give her the Scabbard.

Merlina will take Scabbard from you and stab it into the ground, proclaiming her desire to erase her grandfather's greatest mistake. A hole will open up in the sky and the castle will quickly begin to fall apart. You'll have to make a hasty escape before it collapses on you. After escaping alongside the Knights, unsure what to do, Nimue will appear before you and explain that a barrier must be formed around the castle using the Sacred Swords to stop the darkness spreading. Once you and the Knights take care of that, you'll head off to face Merlina.

Once you're face to face with Merlina, she'll explain herself. Merlina foresaw the destruction of the kingdom. The Knights of the Round table fall apart, Arthur is slain by his son and the kingdom does not last. The sorrow she felt at this caused her to come up with a plan to use the Scabbard of Excalibur to create a Kingdom that will never end, regardless of how bad it gets. Now, you have a choice to make.

Battle Merlina: You could never agree with such an insane plan. You decide to take on the Dark Queen and finish this. As the fight goes on, it becomes clear that Merlina has the upper hand, with you unable to harm her without the Sacred Swords. She manages to bisect Caliburn with her shadow, and leave you a heap on the ground. But still, you power through, and through your determination and the power of the other Sacred Swords Caliburn has become Excalibur, the greatest of the Sacred Swords. Excalibur clads you in golden armor as Merlina fuses with her shadow to become a giant spectral knight, and the final battle truly begins.

Should you defeat Merlina, her spell will dissipate and the kingdom will be saved. Merlina is still alive, but now accepting of the fact that nothing lasts forever. The other knights will arrive, distraught that the Knights of the Round Table must now disband, but will be reprimanded by Caliburn. He will then pronounce you the one and true King Arthur.

Reward: Caliburn is now your companion (or item if you can't stand his chatter) and can at will transform into the legendary Excalibur, which can cut through anything, greatly enhances the strength of its wielder, grants them the power of flight, and can even slay immortals.. You are also now the True King Arthur, for whatever that's worth.

Alternatively…

Help Merlina: You sympathize with your friend and her plight, and agree that making the kingdom eternal is for the best. Caliburn is not happy about this and proclaims you unworthy of him, at which point he returns to Nimue. Merlina hugs you for not turning your back on her before asking you a favor. You'll have to remove the Sacred Swords from their pedestals so that her spell can take full effect and make the kingdom eternal. To aid you in this task, she gives you the Scabbard.

Once you've removed all the swords you'll be confronted by Sir Lancelot once again, though now he is wielding Excalibur, and with it his Chaos Control has been enhanced. You'll have to either defeat Lancelot or stall him long enough for the darkness to overcome the whole kingdom. Either way, once the darkness overcomes the kingdom it's over. The world of Camelot is now eternal, and Merlina has won.

Reward: Since Merlina has no need for it anymore, she has given you the Scabbard of Excalibur as a gift. It not only grants the holder true immortality and enhanced magical power, but also the ability to share that immortality with others. Beware, for this power can easily corrupt. Merlina is also willing to come along as your companion, since with her magic she can travel to Camelot whenever she wishes.

Whichever choice you make, you will receive a book titled (Your name here) and the Black Knight, which is a record of your adventures in Camelot and a reminder of your time there.

Drawbacks

+100CP - Fool!
It seems wherever you go, you just can't get respect. People tend to think little of you from the moment they see you, and act accordingly. It'd take some incredible feats of skill and bravery to get any kind of respect, and even then most people simply won't believe it. You're in for a rough ride.

+100CP - Knucklehead
You're… dense. You don't quite pick up on things as easily as others do, and are pretty easy to trick. You're also really hard headed about any suggestions that run counter to your objectives, no matter how sensible they are. I'd stay away from any schemer types if I were you.

+100CP - All Ends
Why is the world so cruel? Why is everything born, only to die? This question haunts your mind, and has given you a very nihilistic attitude. You find it hard to work up the motivation to do much of anything knowing how meaningless life is. If only things could last forever…

+200CP - Corruption
The forces of darkness have gotten to you, jumper. You've been corrupted, causing you to act completely the opposite way as you normally would. Your friends and companions will completely avoid you after seeing how strange you're acting, and may even try to thwart your plans, whatever they may be.

+200CP - Sidetracked
You just can't seem to stay on course no matter what you do. Something always pops up that you have to take care of before you can do what you were actually planning on doing. Someone's been kidnapped by a dragon, a knight wants to duel you, you have to solve a period piece murder mystery, and so on. There'll be no end to this nonsense and it'll likely make you miss out on very important things you actually should be doing unless you're ridiculously fast.

+200CP - Fight the Knight
It seems King Arthur has found a new potential threat to his rule he cannot tolerate: you! The wicked king and his knights will hunt you to the ends of the Earth, always having a very good idea of where you are and where you're going. The king and his forces have also received a significant buff, putting the world into a proverbial "hard mode".

+300CP - HONOR!
You take honor way too seriously. You'll chastise yourself for weeks if you accidentally address your king as anything more casual than "My Lord", you'll walk straight into certain death because your honor demands you never run from a battle, and if you were to ever actually lose a duel, you would take your own life. You should really learn to relax.

+300CP - Chaos in the Court
As Merlima said, not all is well in Camelot. Mordred wishes to kill Arthur (or you, if you took him out yourself), Gawain and Lancelot are at each other's throats and threaten to destroy the Knights of the Round Table through their conflict, and ultimately Camelot will fall. You may think your events in this world circumvented this, but as it turns out that's not the case. Now these same issues will plague Camelot, and it will be your job to prevent them and hold this mess of a court and the Knights of the Round Table together until you leave, or else fail your chain. Don't expect the problems I listed to be your only issues either, things can get messy in Camelot. What's up with all this drama?

+300CP - An Eternal Kingdom
Whatever force summoned you to this world may have gotten the coordinates wrong, because this is not the Camelot you were meant to go to. Instead, you've been pulled into a twisted parody of the kingdom, an alternate world where Merlina had long ago succeeded in her quest to make Camelot eternal. The land is cold and dead, and the knights of the underworld roam in massive swarms, looking for anything left alive to torment and kill. It seems you are the only one left in this eternal kingdom, save for Merlina and the knights, who have long since gone mad, and all you can do now is survive for ten years. Should you have finished the scenario, you will be warped here after completing it, likely due to a botched attempt by Merlina to send you back to your own world. Perhaps it's a good thing that very little lasts forever.

The End

All things have an end, and this story is no different. I only hope you enjoyed it in the time you had.

Late - So, you're heading back to your original home? I'm sure everyone will be glad to see you again. Hopefully your interdimensional adventure didn't make you miss anything…

This World - It may not be perfect, and it may not last forever, but the world of Camelot has grown on you, and you've decided to stick with it, whatever the future may bring.

Next Chapter - Even if it's the end for this world's story, it's not the end of yours. Your stories only end when you stop running.

Notes

- **The Free as the Wind perk essentially grants you a very joyful, enthusiastic attitude towards life, as well as making you willful**

- **Think of the "With Me" perk as a stand, but normal things can touch and hurt it. Your fused form doesn't necessarily have to be huge, but it's cooler that way**

- **You can import any items you have into item options of a similar type, and may also import another weapon you own into Caliburn or another scabbard as the Scabbard of Excalibur**

- **Thanks for checking out my jump! You're way past cool!**