

Overlord Jumpchain

by ShinyGear, with special thanks to the anons in the IRC

Say do you believe that you got what it takes to be an evil or not that evil Overlord?, well now you get to prove it as i am sending you to a world of humans, elves, gnomes, minions and sheep.

Here you will get to have your own Minions, gremlin like creatures who are quite the adorably evil buggers, oh don't worry they are loyal to you and only you, but now what will you do?, will you conquer, destroy, enslave everything? or perhaps you will bide your time waiting for when the time is right?.

Either way the choice is yours Jumper.

+1000cp

Time line, here you get to choose when you arrive, Roll 1d8 or pay 100cp.

1&2 Overlord- After the defeat of the previous Overlord one of the heroes that was thought to be dead came back and took the mantle of the Overlord, you awake the day that he arrives in Mellow Hills.

3&4 Overlord Raising Hell- After the Overlord conquered in the events of Overlord, a mysterious portal opened in Mellow hills leading to a strange hellish place where people were enslaved and brought there.

5&6 Overlord 2-Not long after the events of raising hell the Tower Heart of the third Overlord exploded and brought about the magical cataclysm ruining his tower and the lands around of it, and with that happening the Empire slowly rose, but evil finds a way and the child between the Overlord and his mistress has grown up and will rise to take up the mantle of the Overlord, you awake the day that the child is coming to conquer or destroy Nordberg.

7 Overlord Dark legend-Here you arrive to see the rise of the very First person to be called Overlord, a young Prince receives an interesting gauntlet the day of his sixteenth birthday and so his story of domination begins.

8 Free pick of both Location and Timeline anywhere in the world.

Background

Roll 1d8+15, You keep your own gender or pay 100cp to change it and pick your age as well.

Drop In- You awake in your Tower wearing some cool intimidating armor, some strange impish things are around of you calling you Master or Mistress if female.

Overlad(100cp)-You are one of the people who are able take the mantle of the Overlord thanks to their heritage, you might be young and untested but your talent and evil shines brightly.

Overlord(100cp)-You are the already established Overlord who took over some of the minions and managed to establish his own domain.

Fallen Hero(200cp)-One upon a time you were a paragon of all that is good and fluffy, but for reasons of your own or perhaps because someone managed to corrupt you, you are now someone who has decided to conquer the world.

Skills and Abilities

Minion Master (100cp, Discount Drop In)-You are better with mentally controlling your minions with your armor, you don't even need to move your arms to make them attack, defend or move around, as a side effect of being so good at controlling them, your minions like you a lot to a whole new level, even the older, smarter and more independent ones will feel at ease around of you, as if there is a bond of sorts between you.

Stamina of a Warrior(100cp, Free Overlad)-Warriors are known for their combat prowess, and with this ability your stamina increases greatly, it allows you to run with your armor and swing your sword all day long and you will barely be out of breath because of it or tired.

Intimidating Persona(100cp, Free Overlord)-Should you wish, its easy for you to use your own fearsome reputation or scary looks to your advantage, normal people come close to losing control of their bowels and even a Hero can falter for a moment.

Dark Diplomacy(100cp, Free Fallen Hero)-As an ex hero, you had and still have the proper charisma that allowed you to properly be diplomatic and treat people right in order to make them like you, this allows to know how to properly rally people to your defense or create dissent amongst other people as well how to manipulate them a bit if you wish.

Uplifting(100cp)- Most people in this world are a bit dim to say at least, with this skill you are able to make someone who follows your order to ensure they wont

make the worst possible mistakes out of sheer stupidity or incompetence, provided you know the basics of what you want them to do and are willing to spent at least some effort and time teaching them, as for people who are 'normal' those you can simply make somewhat competent.

Minion Logistics(300cp, Discount Drop In)-You are a genius when it comes to managing on your own or with help the logistics for your army of minions or simple ensure that the flow of goods in your Domain remains strong. As such its easy for you to ensure that your army is properly equipped and they got enough food for you to get them where they need to go, provided you had the money to pay for all the things they needed of course, either way you don't have a big problem with making a system to ensure that your minions remain happy, fed and equipped with something better than wooden clubs as weapons.

Golden Tongue(300cp,discout Overlad)-When you start gloating other people have a strong compulsion to let you finish speaking first before acting, beware for any active threats to their health will break such a compulsion, strong willed people or those with proper mental defenses can also interrupt you or stop your, your main advantage is that your Monologue seems to be inspiring for your allies and demoralizing for your enemies, this effects anyone who hears it live.

The Dark General(300cp,discout Overlord)-Most generals are usually simply competent in their jobs, but you are not a simple general, and with this ability you have now become a genius in properly using your army of minions properly to defeat your enemies in a series of battles, even if you are actually outnumbered you will still have at least one idea on how you could try to turn the campaign around.

Avenger(300cp, Discount Fallen hero)-When someone betrays you or truly wrongs you, its very likely you will be taking proper action against them. As such when trying to either find out who betrayed you or to directly harm someone who betrayed you or simply track them down, any obstacles in the way of your revenge have less effects against you and all your abilities and skills will receive a small boost.

Minion Affinity(600cp Drop In)- Minions are in many ways intrinsically connected to an Overlord and without one they lack purpose, unlike most Overlords you got a stronger connection with your minions so to speak which allow you to select if you wish which parts of your own nature to affect them.

For example an Anti-hero could make them less evil and more heroic so to speak at the price of being less wild and lacking the wild bravery that allows them to rip or claw your enemies eyes out, someone who is more savage could change their appearance to be more feral looking and the minions could be more animalistic and dangerous in some other ways, but more stupid in others.

Assikicking equals authority(600cp, Discount Overlad)-For you authority equals

being strong enough to kick major ass, in essence you can now have those who are under you to you accept your authority more easily just because you managed to defeat them in single combat or they saw you in person defeating someone stronger than them in single combat.

Group Dynamics (600cp, Discount Overlord)-Most overlords usually fail to notice the dynamics in a group of heroes, or the fact that those in their harem are plotting to stab them in their back. But not you, you know well how a group of people interacts and can easily guess who is the leader or the person keeping a group together from falling into in-fighting, you also know who you need to kill or corrupt to make them suffer a morale hit or to let you join them. For those manipulations to bear fruit you just need to have observed that group for some time or interacted with it to understand it faster.

Of course you are not limited to your enemies, you can also manipulate or influence any groups you create, very useful for knowing or suspecting who might betray you or how to ensure your harem is not gonna try to kill each other for one reason or another.

Evil Power(600cp, Discount Fallen Hero)-Despite being corrupted and considered evil by many, you have the special ability to kill those who are considered Evil in order to make your own power grow, the more evil or atrocious actions one has done the more power you slowly gain, you can choose whether its your physical or magical might that becomes stronger each time. If its magical might your spells especially those that were made to destroy or enslave become stronger, if its physical your skin takes a darker hue with strange swirling marks on it and your body becomes tougher, faster and stronger, obviously the stronger you become the less the gain sooner or later you will require large amount of evil energy from other people to make progress. Beware however, for the more evil you gather inside of you the higher the chances of getting corrupted and not only allowing it to corrupt you, but people will also sense something is wrong with you as well.

Sacrificial Smith(600cp)-If there is a tradition between all those Overlords and what they did, then thats using minions to empower whatever they forge, usually by having those that just spawned jump in the smelter in order to empower what is gonna be crafted. And you can not only do the same thing, so long you sacrifice minions in some way that involves the crafting process of what you are making.

Items-All items and Minions can be bought multiple times, unless stated otherwise.

Flag of the Overlord(free)-You get your own Flag, with whatever symbol or image you like on it as well color theme, it doesn't inspire anything at the moment, but one day people might talk in whispers about the Flag of the Dread Overlord, if they don't already.

Overlord Gear(free)-This includes a set of set of full body armor made with iron, there is also a special gauntlet made to help you direct your minions and it allows you to cast some basic magic if you couldn't before, like a fireball, its worth noting that you need various magical Statues of sort for more spells connected with your gauntlet.

Ruined Tower(free)-Its a ruined tower in need of repairs, but for now its a good place if one wishes to lay low, who knows what few secrets are in here, that might be able to help you rise to power.

Dark Tower(300cp, Discount Fallen Hero)-You have a Dark tower, it has personal and guest Quarters, a throne room, treasury, forge room, armory, torture chambers and even a really big basement for your minions and their hives, as well anything else you wish to put there.

Arcanium upgrade(150cp)-If you got any melee weapons or armor that you wish to make stronger than steel and about just as heavy use Arcanium to upgrade them, with this they become much more stronger than steel of the same mass and size, each purchase is one item or armour set you can upgrade.

Spell Statue(300cp, Discount Overlord)-The gauntlet of the Overlord has only one spell at first, and you can find some more statues throughout the world, but with this you can buy and use any of the following spells no matter where on the timeline you are located.

Shield spell-This statue allows you to form a protective bubble around the caster, it last for a couple of minutes if nothing attacks it, and can absorb attacks proportionally to how much energy is put to it.

Lightning Whip-It allows you to fire a bolt of destructive lightning directly at your foes.

Flamethrower-Sets a stream of fire towards anything you target.

Inferno-Sets everything around the area you target on fire.

Slow-Allows you to greatly reduce the speed and agility of your nearby enemies.

Underground Domain(600cp- Discount Overlord, Overlord)-Somewhere in the world is your Underground domain, you can only enter it by either digging for a long way down the Earth or using a portal to get there.

Minion Hive(600cp, Discount Drop In)-Pick which type of minion hive you wish to

have and provided you feed it via your armor or personally some lifeforce it will be able to create a new minion for you.

Minions and Companions-You can buy all these here multiple times if they have a price on them.

Basic Minions(free)- You get some basic brown minions, these guys number about fifty and are competent enough in fighting and tough enough to survive what should have killed them if they were normal creatures, they are also pretty stupid and if not supervised by someone directly they will most likely do something stupid whilst trying to follow any orders you gave them, still you have to give them props they have an undying loyalty for you, this also nets you a copy of the brown minion hive.

Green Minions(100cp)-These minions are incredibly stinky, yet despite that they seem to be very good at sneaking around and stabbing people in the back literally, thus they make good assassins. You get ten green minions and ten more if you pay another 50cp.

Red Minions(100cp)-These adorable pyromaniacs are immune to fire and can not only eat flames, but also lob fireballs that set things on fire, you start with ten red minions and ten more for each 50cp.

Blue Minions(100cp)-The smartest type of minion and the weakest at the same time, they are the only type of minion that can swim and breath underwater, they also can cast ressurect other minions. You get ten blue minions and for 50cp you get ten more.

Minion Master(200cp, The first free Overlord, Fallen Hero, Discount Drop In, Overlad).

-This old minion your choice of colour/Tribe, has survived for a long time and has seen many things happen, he is cunning, crafty and good at making plots as well ensuring your minions follow your orders properly and are not being lazy, he is also very loyal to you and has an affinity with leading and training his tribe, he also counts as a companion, you may buy one for each tribe/colour of minions.

Paramour/Mistress(300cp, First free for the Overlord, Discount for Overlad and Overlord).

-A person of great beauty that seems to be tailored to your own tastes and kinks, she/he can come from all sorts of places and will have some basic skill in helping organize your own domain and supervise as well direct your minions, you can choose their gender as well if they have an affinity for a specific kind of minion, which allows them to make that kind of minion like them more and train them to be better.

Should you wish it they can be human or elf, and will always be loyal and in

love(or lust) with to you, thankfully for your sanity said person will always be smarter than all those dim peasants out there, and count as companion, he/she will also be receptive with your fetishes.

Overlord(800 cp, Discount Drop In)-There is another Overlord around your choice of gender, and for some reason you seem to understand easily what their current emotions are despite them being constantly silent at first, and preferring to act or simply gesture most of the time. Almost like you this Overlord is very strong in contrast to a normal human and has an almost inhuman stamina and basic fighting skills with their weapon of choice as well some spells, you can easily become good friends with this Overlord, or perhaps something more if you wish, they count as a companion if you persuade them to come with you. This companions can only be bought once.

Drawbacks, Take as many as you wish up to 600cp in points.

The stupid shall inherit the world(+100cp)-Every person you interact with barring companions and yourself is now even more stupid than before, yet despite all this they are somehow surviving and grating on your nerves, even your enemies despite their plans being completely stupid somehow function through sheer luck.

Enemy of all that is cute(+100cp)-When you see something that can be called cute or good an overwhelming urge to destroy it afflicts you, no matter if you are fighting for your life or simply enjoying a walk, when you see something like a baby seal or a puppy or even a sheep you will feel an urge to set them on fire, hit them repeatedly with a variety of blunted instruments and so on.

Gnome Infestation(+100cp)-You have an infestation of diabolical Gnomes, wherever you live or sleep they will seem to follow you and try to steal anything they can or is not bolted down, they are quite the nasty buggers.

The Ire of a Goddess(+300cp)-The Mother Goddess is real, and she is not very happy with you, unlike most times in which she seems to ignore most Overlords, she has decided to send her elves aided by some of her blessings against you, it has to be said that the Elves wont like you at all, if they are all dead then elf ghosts will be finding their way to your lands and attempt to attack you when they find you.

Heroic Party(+300cp)-There is a part of heroes out there, they are all well trained and at least a bit smart in how they will approach you based on what they know about you, they might not be as strong as you, but they got strong magical weapons and will play it smart, they will even recruit any enemies that you got to assist them.

After the 10 years are up you get to choose what to do next.

Go big or Go home-You choose to return Home, your jumping days are over, as a thank you, i will allow your base of operations to come to Earth with you, ain't that grant?.

Minions prepare yourselves-Why leave?, sheep's and gnomes to kill, peasants to terrorize and torture, this is your own Heaven right here.

Onwards to adventure-Well its time to change scenery, new lands to terrorize or at least explore and more power to get.

No matter what you choose remember this.
Evil will always find a way.

Notes

-Evil power makes any spell or sense evil artifact or ability go off, and the more you have gathered corruption the worse it is.

-Almost everything and everywhere in other jumps has life force to give as for which kind, you can fanwank it, and yes souls from a philosophers stone can be used as life force easily.

-The Overlord option allows you to get the cannon overlord...even gender switch if you wish to Fanwank it as such, you can also pick if you already choose a background how you know them(distant cousins, daughter, father, Childhood friend ect).

-Golden Tongue acts on people YOU consider your enemy or ally, not the delusions of someone else, and someone who is neither of these things to your eyes will simply find your speech a bit attractive and give it some thought on if they agree on it or not.

-Any markings from Evil power after the jump net you can choose to put them in any of your other forms or create a new Overlord body if you wish.

-Minions don't transfer between jumps.

-Group dynamics works on something like a Village or close knit community as well(in essence so long they all know each other by name at the very least, this power will work to help you, something like a city is not possible, but the police force if it's not a big one might be, the SWAT team is also a valid target).

-Anything you buy (apart from the bases), will be placed in your warehouse if have space and don't do already. Also if you fail the jumpchain the Tower or underground domain can come with you to Earth if you wish to do so.