

Thunderbolt Fantasy

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Once upon a time, the land of man was ruled over by demons who tormented and murdered humanity for sport and amusement. The forces of man were far too weak to fight against these demons. So, for centuries they suffered under them in bondage, until the heavens gifted them divine weapons and knowledge of ki with which the humans were able to use to drive the demons out of the world and into the underworld. This conflict was called the War of the Fading Dusk, and its collateral damage led to a gigantic desert called the Wasteland of Spirits being created, where the demons retreated too and faded into distant memory.

The Wasteland of Spirits are a hazardous land full of toxic fumes, powerful beasts empowered by ki, and fearsome dragons. As a result, the forces of man were hesitant to cross it. This led to humanity developing into two countries: Touri, which was a country founded on the East Side of the Wasteland of Spirits, and Seiyuu, which was country founded on the West Side of the Wasteland of Spirits.

Both countries developed their own martial orders called the Seal Guardians, who were tasked with guarding the divine swords and using them if the demons ever returned. But as the centuries pasted, and the demons never resurfaced, the Seal Guardians lost prestige and funding. As a result, the current generation of Seal Guardians posses neither the manpower nor the skill to repel the Demons, which, unbeknownst to everyone, are about to return.

In Touri, the land is ruled by a naïve and spoiled prince more obsessed with his political prestige then the safety of his nation and the support of his Seal Guardians. As result, in just a few weeks, the demonic necromancer, Keigai, will awaken a Demon Lord with the power to destroy the entire country.

In the West, Seiyuu isn't any better. A powerful Demonic Sorcerer named Kasei Meiko now rules over it as a divine emperor whom his people fear and worship like a god. Kasei Meiko seeks to abuse the divine swords, demonic sorcery, and even alliances with demons to obtain control over the entire world and ascend to godhood. Meanwhile, his sadistic daughter driven mad with demonic lust, terrorizes the capital by forcing her citizens to participate in sadistic death matches for her amusement.

Down below in the underworld, the Demon King and his lieutenants set their sights on returning to the surface to reconquer the world and re-subjugate the forces of man. The Demon King is patient and wise and has spent the last few centuries reflecting on what cost the Demons their victory in the War of the Dusk: their treacherous nature. As a result, he's spent centuries forcing the very nature of Demonkind to change so that they'll stand united as one army uninhibited by backstabbing and betrayal. Moreover, the Demon King's most powerful lieutenants, Azibēlpher, is a powerful demon with mastery of telekinesis and time travel which he's abused to bring himself from a lowly demon to the second most powerful demon in the underworld.

Lastly, in the Wasteland of Spirits, a wandering swordsman, Shou Fou Kan, is currently making their way from Seiyuu to Touri, with thirty-six divine weapons in his possession, all of which are sealed away in a legendary scroll called "The Sword Index". Following him is a legion of Kasei Meiko's most deadly and loyal men, all willingly to kill Shou Fou Kan and seize the divine weapons in his possession, no matter the collateral damage.

This, jumper, is the world you find yourself in as you begin your ten-year journey here. To aid you in your endeavors, take **1000 choice points** to help you survive.

Origin

Each origin can serve as a Drop-In Origin

Wandering Swordsman – You are a swordsman, skilled in the use of Ki, which you use to hone your martial prowess to supernatural levels. Some popular professions as a swordsman you can start as are a ronin, a bodyguard, a seal guardian tasked with guarding the divine weapons, or a soldier in either Touri or Seiyuu's national army.

Demonic Sorcery – Due to either your demonic heritage or your blasphemous knowledge of the arcane, you're a powerful sorcerer capable of casting demonic sorcery. Your skills as a sorcerer have probably lent you a high-ranking role in the military, the Demon King's court, or Kasei Meiko's Order of Lotus (unsavory shadow police and outlaws basically). Alternatively, like Kei Ga or Azibēlpher, you can start in a place where you can practice and hone your blasphemous magecraft without being attacked.

Arcane Trickster – You are a thief whose perfectly woven stealth, charisma, subterfuge, deception, and illusionary magic together to aid you in your schemes to steal from and humiliate your targets. Your skills as a thief have led to you forming numerous connections with several assassins, thieves, and conmen found throughout the lands. Furthermore, you can start with a reputation as an infamous thief or conman in your starting area.

Bard – You're a warrior bard, equally skilled in both martial combat and music. Your skills as a bard have probably landed you a spot in a noble's court or as a local celebrity in the area that you start in.

Location

You can start in any location for free

Seiyuu – Your journey starts in the land of Seiyuu where Kasei Meiko currently rules over the land while disguised as a helpless mortal with the divine right from the gods to rule. Kasei Meiko's soldiers travel around the country, wielding divine and demonic weapons to vaporize the cities and towns that oppose Kasei Meiko's law. In the capital, Kasei Meiko's daughter, Chou Mei rules with absolute power, but she is driven mad with bloodlust, so she forces her citizens to participate in death matches to appease her. Her favorite type of death match is the one where she forces bards to play her music while soldiers attempt to slaughter them. If the bard can survive the assault while playing music, they can live. But, if they can't, then they'll die a miserable death while the princess laughs. In the shadows, Kasei Meiko wields the Order of the Divine Swarm, an organization of assassins, mercenaries, and outlaws who are sharply loyal to Kasei Meiko and proudly willing to do anything the emperor asks, no matter how evil. Located in the forest, in a cave, is a powerful blacksmith and sealing master capable of creating scrolls potent enough to hold an infinite number of divine swords. This craftsman is also capable of creating machine guns, muskets, and gigantic mecha with the strength to create earthquakes. This craftsman is an ally of Shou Fou Kan and an enemy to Kasei Meiko.

You can choose where in Seiyuu you start. But some of the most notable spots would be the Palace, Chou Mei's Court, the Order of Divine Swarm's base of operations, the craftsman's cave, or one of the various Seal Guardian hideouts scattered throughout the land.

Touri – Your journey starts in the land of the East where the nobility is far more benign and relatively harmless, but this is a double-edged sword, for several demonic sects openly operate throughout the land, with the most prominent being the one led by the Bone of Creation, a ruthless demon sword saint obsessed with destroying the Seal Guardians so he can steal their swords and reach the martial peak of the world. In the isolated wilds, in a hut, lives the necromancer Kei Gai who is a demon who has chosen to isolate themselves from humanity. She has hundreds of undead guarding her

and while she hates humanity, she's willing to entertain the company of one if they amuse her.

Scattered throughout the land are several martial schools where budding swordsmen hone their Ki and Swordsmanship skills. Every four years, the Sword Art Assembly is held in Touri where swordsmen all around the country gather to compete in a series of 1v1 fights, tournament style, until only one man is left standing. The winner of this tournament will gain the title, "Sword Saint", which comes with prestige, connections, and large amounts of wealth.

And of course, like in Seiyuu, there are numerous Seal Guardian shrines, where the Seal Guardians train their swordsmanship and guard over their divine weapons. The most notable of these shrines is the one where the Seal Guardian priestess Tan Hi and her brother currently reside. In less than a week, this shrine will be raided by the Bone of Creation's Demon Sword Sect.

You can start anywhere in Touri, but some notable locations are the Royal Palace, the Demon Sword Sect's base of operations, Tan Hi's Seal Guardian Shrine, the Sword Art Assembly, or Kei Gai's Hut.

The Underworld – A bleak and desolate place where the sun never shines, powerful beasts stalk the lands, and the Demon Lords demand the sacrifices of hundreds of demons every month. The Demon King, in his ambition, to strip the Demons of their treacherous nature has grown distant and resented by his subjects, while his most powerful lieutenants' scheme to backstab each other and seize power to either become the strongest demon in the underworld, or, to start a new invasion of the mortal world. Each of the Demon King's Lieutenants live in a lavish palace, guarded by hundreds of normal demons. Each of them also has their own designated hunting grounds where they can go to bait out strong demons that they fight and kill to sate their demonic bloodlust.

Normal Demons live like peasants. They spend all their lives on their knees, bowing and praying to the Demon Lords, begging them for mercy. The Demon's prayer keeps the Demon Lords in check. But if the Demons were to stop praying, the Demon Lords would rampage throughout the land, slaughtering everything they see in sight, because they

are little more than mindless beasts, save for the fact that they have the power to level mountains and cause earthquakes with their physical movements alone.

You can start anywhere, but some of the most notable locations in the underworld are Azibēlpher's palace, the Demon King's throne room, the hunting grounds of the Demon King's lieutenants, and the villages where the demon peasants worship the Demon Lords.

The Wasteland of Spirits – A country sized desert that separates Touri and Seiyuu.

This desert is full of toxic fumes that make it hard to breathe, treacherous sandstorms that tear at the skin and make it hard to see, and wild, ki empowered beasts that rampage throughout the lands, killing everything in sight. A powerful Dragon flies in the skies, attacking and murdering every mortal it sees.

In the middle of this wasteland is a hole to the underworld. This hole is thousands of miles deep and would take hours to traverse down, but at the bottom, is the underworld, which contrary to the beliefs of humanity, was never sealed away, so the Demons can return to the mortal world whenever they so desire. You can start anywhere in the Wasteland of Spirits, but I wouldn't recommend starting at the hole to the underworld unless you can fly or survive a one-million-mile length fall.

Races

You can pick whatever age and gender you want. Alternatively, you can roll 16+2d8 to determine your age and flip a coin to determine your gender

Human – You are a human and as a result you're capable of channeling ki and using divine weapons.

Demon – You are a demon and as a result you are immortal and capable of channeling ki. You possess a demonic constitution that grants you increased durability and supernatural strength, even when you're not channeling Ki. But your demonic nature means that you are weak to divine weapons and spells, which will cut through your defenses like butter. You possess demonic horns and are very blatantly a demon, which means as a result, you will struggle to blend into human society. - **200 Choice Points**

Perks

All Origin discounts are 50% off and all 100 point perks are free for their origin

General Perks

You can discount one General Perk by 50%

Ki - You possess the biology and knowledge needed to use Ki. - **Free**

Ki Healer - You can channel the Ki into your hands and use it to heal others. This process is painful for you but even so, with it, you could easily use it to accelerate the healing process of an injured person. Wounds would close in minutes, poisons would be purged, and curses would be wiped away. - **200 Choice Points**

Scorpion Queen - With magic you are capable of enchanting and binding insects to your will which allows you to telepathically control them and direct them towards your enemies. Your insects possess a special venom that instantly paralyzes and kills their targets on contact. Powerful individuals bitten by these creatures can resist this venom, but repeated stings will still slow them down and weaken their combat prowess and mobility. The poison from your insects can be harnessed and then spread across your weapons if you so desire. - **200 Choice Points**

Leader of Men – You are a brilliant military leader, and you possess a captivating personality that leaves your men awestricken and filled with pride to serve you're your charisma rouses the hearts of your men, which has led to them becoming fiercely loyal to you, so as result, your men will never betray you or rout, and they will always obey your orders on the battlefield, so long as they did not call for the destruction of what hold they dear. When your men fight, they will fight at 200% of their normal capacity because your presence inspires them enough to fight beyond their normal potential.

But beyond that, so great is the commanding aura that you command, that with a rousing speech and common ground, you could easily get two opposing sides to see reason and fight side by side for you against a common enemy.

If you were to fall in battle or be permanently crippled, your men's hearts would be touched and enraged to the point where they would fight down to the last man to avenge you. And if they survived, they would happily continue the fight to preserve and spread the ideals that you died for, because your dreams have become their dreams as well. – **400 Choice Points**

Maneater – You're dangerous. Not because of your martial skills or your magic but rather because of your charisma and your beauty. You're drop dead gorgeous and wherever you'll go, you'll turn heads as people gaze upon your figure with awe, for your skin is silky smooth and perfect without a single blemish or scar, the symmetry of your face is perfect, your eyes are piercing and beautiful color that are like a portal to another world that people could get lost in, your voice is honeyed, pleasant, and sultry. If you were a woman, you would have hourglass hips and a voluptuous bosom that would make your admirers' mouth water with lust. You are aware of your beauty, and you've learned to use it to your advantage, allowing you easily seduce even married men and women to follow you into the bedroom and lay with you. Even a monk or nun with an oath of chastity would struggle to turn you down should you approach them. If one is able to resist your advances, they should consider themselves lucky, because you possess enough stamina to literally fuck a man or woman to death without breaking a sweat. – **400 Choice Points**

Way of the Bow - Rather than a sword, you've instead chosen to master the art of archery. With a bow and arrow in hand, you are an utter god of war, capable of shooting dozens of arrows every second, with such pinpoint accuracy that you'll only ever miss if your target's reflexes are either on par with or faster than your own. You could shoot an arrow hundreds of feet into the sky with such accuracy and foresight that you could calculate where it would land to kill an enemy 5 second later. Should you be swarmed and forced into melee combat, your footwork, reflexes, and spatial awareness are so

great, that you could easily fire point blank shots without being cowed or stopped by the sword swings and spear strokes of your enemies. Should you desire to do so, you could use your arrows like an improvised knife, stabbing with a supersonic speed into enemies who foolishly believe that you're helpless in melee combat. - **400 Choice Points**

Quantum Immortality - You have discovered the secret to time travel. As a result, you can travel to the past and change it to your liking. Once you change the past, however, the future will change...along with you. The "you" that existed will fade to exist, leaving only the new "you" that you created through your time travel. This "you" will have no knowledge of what you did to change the timeline, but they will eventually realize that they possess the ability to time travel along with the consequences of what time traveling entails. This ability can be activated even on death's door, granting, in a way, quantum immortality. - **600 Choice Points**

Undesirable Excess - To bypass a weakness that was a fundamental part of your character, you've ripped away a part of your soul and thrown it to the side. Choose an emotion, character flaw, or trait of your choice: it no longer exists outside of this essence, said essence will evolve into its own person that looks identical to you and possesses all of your skills and intellect. The only difference between you and this essence is that this essence will be a slave to the emotion or trait that you've cast aside and abandoned. This essence will be fiercely loyal to you, willingly to fight and die for your ambitions, but should you spurn and abandon this essence, then it will seek vengeance... - **600 Choice Points**

Ki Absorption – You can absorb enchanted weapons and items into yourself, granting a portion of said object's magical properties into your body. Absorbing a divine weapon would grant you divine infused attacks. Absorbing an indestructible sword would give you an incredibly sturdy body. Absorbing a fire enchanted spear would grant you the ability to light your hands on fire and so on. Be warned though, you gain the strengths AND the weaknesses of the items you absorb. For example, in the story, Kasei Meiko

foolishly absorbed the thirty-six divine weapons, which led to him losing all of his powers after he traveled to a dimension where the swords were mundane in nature and thus conceptually lost their divine abilities. - **600 Choice Points**

Man of Science – Rather than using Ki, Martial Arts, or Magic to fight, you've instead turned to science, the sealing arts, and smithing to forge items that would let you fight on equal footing with the supernaturally enhanced warriors in this setting. You know how to make muskets, machine guns, and even twenty feet tall mecha. Your bullets tear through steel and demon hides with ease. While your mecha have the durability to tank ki empowered hits from swordsmen and supernatural strikes from demons. When your mecha hit your enemies, its with the force to turn normal men into paste. Should you slam on the ground with your mecha, the force would be so strong that you would be capable of creating earthquakes.

Your talents don't stop there. You also know how to make mechanical limbs that are durable enough to repel ki infused sword strikes from master swordsmen. These mechanical limbs can also be transfigured into a weapon of your choice. If Ki is channeled through these limbs, then you could create powerful shockwaves strong enough to knock your enemies off their feet. - **600 Choice Points**

Wandering Swordsman

Budding Swordsman - You've started the path towards mastery of the blade and as a result, you've become a swordsman capable of using Ki to enhance your movements. With Ki, you can leap dozens of feet into the air, run on water, run up walls, move at supernatural speeds, and shoot beams of sword ki at your enemies. - **100 Choice Points**

Will of Steel - You possess a will of steel; the kind that would allow you to willingly become the enemy of an entire nation if it meant doing what you believed is right. Your ideals are ironclad, and no amount of pain, torture, or humiliation will make you hesitate when it comes to enforcing your will on the world. - **100 Choice Points**

Traveler – Years of travel have taught you how to live off the land. You can easily survive anywhere in the world, no matter how hazardous. If its physically possible to live there, then you would know how to do so. You would know which precautions one needed to take to avoid starving, being ambushed by the wildlife, or dying to the poisonous fumes or traps that exist in an area. Beyond that, your years of traveling around the world have left you with a magnetic personality that makes it easy for you to acquire friends and allies. If you were to enter a new country, ignorant of the culture, customs, and history of it, you could still quickly make an inner circle of close friends who would happily fight for you if they shared the same ideals and dreams as you. - **200 Choice Points**

Edgeless Blade - By channeling Ki throughout your meridians, you can accelerate your body's healing process, allowing wounds that would heal in days to instead heal in minutes. Poison, curses, diseases, and mundane sicknesses can easily be purged by meditating and circulating your Ki. Should you choose to channel your Ki outwards and into the weapon you wield in your hands, you could enhance your weapon to such an extent that it could easily cleave through bone, steel, and demonic hides with ease. When using this technique, even a mere stick would be strong enough to replicate these

effects, while a stronger weapon would easily be strong enough to pierce through the defenses of a Demigod or a Demon King. - **400 Choice Points**

Sword Nemesis - Your swordsmanship is without equal and with it you can easily fight a hundred men to the death solo and win without a scratch. Your footwork is flawless, your sword strokes perfect, and your instincts are so great that it's almost as if you have a sense of battle precognition. Even with your back turned and your eyes closed, you could sense and dodge an attack from the bloodlust and killer intent alone. And if your eyes were open? You could read your opponent like a book because for every technique they were to levy at you, it would be painfully choreographed to you through their eye movements, their body language, their breathing, and their footwork. - **600 Choice Points**

Ki Warrior – You can channel your Ki outside of your body and around yourself in a massive aura consisting of runes and mandalas. While you're in this state, all your abilities are exponentially increased in raw power. Your reflexes and movement speed are supersonic and a casual sword slash while in this form would be enough to create shockwaves capable of destroying your surroundings, while a charged Ki Blast in this form would be strong enough to rend buildings, topple mountains, and part oceans of water. - **600 Choice Points**

Demonic Sorcery

Arcane Tricks - You can turn invisible and create illusionary clones that can replicate your voice, though they are unable to interact with the environment or people. When hit, these clones will dissipate into thin air. - **100 Choice Points**

Ki Based Sorcery – You can intertwine your Ki with your sorcery to shoot powerful Ki blasts from your hands and weapons. These magic empowered Ki Blasts are strong enough to knock a normal man off their feet and onto the ground in severe pain, with consecutive blasts, easily doing enough concussive damage to kill them. - **100 Choice Points**

Dishonorable Sorcery – You’ve begun to dig deep into the more esoteric arts of sorcery. Some would call the magic you use cowardly, but if it allows you to win and best your enemies, does it truly matter?

Of the blasphemous arts you’ve learned, the first is to manipulate the dreams of others. When people are sleeping, you can enter their dreams and casually manipulate what they perceive, allowing you to easily turn their dreams into either a utopia or nightmare. If you so desired, you could also forgo the dream manipulations and simply enter a sleeping individual’s dreams as yourself to converse with them in private.

The second spell you’ve learned is how to conjure a poisonous fog that’s toxic to inhale. You can infuse minor properties into this poison, such as a poison that slows enemies, or a poison that temporarily blinds enemies who are ensnared in it.

Finally, you know a spell that will make you completely and utterly invisible to the five senses. Your enemies will be incapable of hearing you, smelling you, and seeing you. This technique requires you to be in peak condition, so if a part of you injured, you will not be able to cast this spell. - **200 Choice Points**

Telekinetic Combat - You possess Telekinesis and have mastered it to such an extent that you could telekinetically control up to three swords with the same level of skill, precision, and speed as a master swordsman. Should you cast away the desire to control these swords as a master swordsman, then you could easily juggle and control

dozens of swords at once. With time and training you could eventually control dozens of swords with the skill of a master swordsman and thousands with the skill of a common soldier. Furthermore, you can also throw up telekinetic barriers, push and pull people away from you with your mind, and fly using your telekinetic skills. Lastly, you know how to teleport your weapons brief distances by opening up portals, which you can quickly use to maneuver your weapons in your opponent's blind spots. - **400 Choice Points**

Demonic Senses - Choose one of the five senses. You now possess a supernatural control over one of them that allows you to bind people to your will. Demonic control over sight would allow you to manifest a form so beautiful that people would either see you as a divine figure worthy of worship or an individual so beautiful that spectators would be overwhelmed with lust. Demonic control over sound would allow you to have a voice so enchanting and bewitching that all who heard your voice would become slaves to your will. Demonic control over touch would make it so that everyone who touches you would be bound to your will. Demonic smell would make the scent of your very being so pleasing and potent that all who smelled you would die or kill for a mere whiff of it. And a Demonic sense of taste would allow all who tasted a part of your body to be forcefully bound to your will until the part that they tasted was fully digested and processed by their body. - **600 Choice Points**

Grandmaster – You've reached the absolute peak in one school of sorcery of your choice.

If you were master of Necromancy, you would be able resurrect and control the dead, lay them to rest, read their minds and memories they once had while alive, and finally, order them to do basic commands like guard a location, hold someone down, or attack.

You can also control a small handful of undead as if their bodies were your own limbs, allowing you to draw out the full combat potential and skill that they had while they were alive. With time and training, the number of corpses that you can control this way will

exponentially increase, until eventually, you're controlling an entire legion of undead soldiers, each fighting with the skills and speed they had while alive.

If you were a master of Soul Based magic, through complex rituals, you would be able to manipulate the souls of others to give and take away powers that you possess. You would also be capable of transferring souls between bodies and even objects. This could be used to even cheat death by transferring your own soul from your dying body to into an object. Souls infused into objects would be conscious, capable of speech, and capable of casting any spells that they possessed while in their normal body. Be warned though: you will be unable to personally transfer your soul out of an object, and you'll need someone else to take your soul and put it into a new body. Lastly, you would be capable of astrally projecting yourself across the world or even time itself; these astral projections would be incorporeal and incapable of interacting with their surroundings. You can take other people along with you, astrally project their souls as well when you do so.

If you were master of Spatial and Time magic, then you would be capable of forging magical items that would enable time travel, teleportation, the creation of pocket dimensions, and even the sealing and unsealing of objects and people. When time traveling, you can take other people with you. As your mastery of space and time magic grows, you would eventually reach a level where you no longer needed an object to cast any of your spatial and time magic. Be warned though, time travel in this setting is a double-edged sword. So, it's easy to create a situation where the current "you" is replaced by a new version of yourself impacted by the changes you made in the timeline. This is why Azibēlpher advised Kei Gai to reject her path of mastering time magic.

You can purchase this perk multiple times. - **600 Choice Points**

Arcane Tricksters

Charlatan – You are extremely charismatic, cunning, and an excellent liar, as a result, you can easily assume a false persona that would leave most people fooled. Because for you, personalities are simply a mask that can be put on and discarded at will. - **100 Choice Points**

Flow Like the Wind – Despite your indirect nature, you're more than capable of handling yourself in a fight. You possess an above average skill with a sword, and you know how to channel ki to enhance your movements. When you fight, you move like a leaf in the wind, weaving in and out of attacks, while using the terrain and your surroundings to your advantage. As a result, you're well suited to finding ways to cheat in combat and throw your off balance, for you may be a warrior, but there's no law stating you must fight honorably. - **100 Choice Points**

Master of Disguise - You are an utter master of disguise and infiltration. You're capable of perfectly impersonating a target of your choice, taking on their appearance, their voice, their mannerisms, and their personality with ease. Your skill and competence with these disguises are so great that you could arrogantly walk into your enemy's base of operations, disguised as one of their most loyal advisors, with them none the wiser until it's too late... - **200 Choice Points**

Illusionary Magic - You are a master of illusion magic, easily capable of using it to subvert your target's senses. Once a target has fallen victim to your illusions you could manipulate what they see, what they smell, what they hear, and what they feel. Because of this you could easily deceive your enemies and manipulate them into fighting each other. You could easily force your enemies to hallucinate and possibly even drive them insane as they're supposedly fallen comrades return from the dead to lambast them and mock them. Even if your target were aware they were in an illusion, they would struggle to break out of them because your illusions are just that strong and lifelike. You can even weave your illusions into your fighting style, fooling your opponent on the position

of your sword stroke, or even if they're you're fighting you...or nothing at all, as they foolishly wail on the air while you stand behind them. - **400 Choice Points**

Phantom Thief - What's best in life to steal? You've learned that it's not wealth or a material possession but rather your opponent's pride, their hopes, their dreams, and their very will to live. That, in your eyes, is the greatest thing to steal, and so you've gained a keen insight into the wants, desires, flaws, and insecurities of your chosen target. With time, preparation, and a little luck, you can put into motion a plan that will mentally break your target's willpower, sending them into mental rumination as they're forced to watch their ambitions, and their dreams fade to ashes from your plans. Be careful though, if you underestimate your opponent or misunderstand their dreams, then your plan will fail. - **600 Choice Points.**

The Apex – Everything you try comes to you easily, regardless of what it is, you will find that you have a natural talent for it, and that with a little training, you could quickly become one of the peak experts in that field. Your talent is so great that you easily become a master of swordplay, theft, acting, and magic in a decade. - **Choice Points 600**

Bard

Courtly Presence - You're an utter prodigy with an instrument of your choice. You possess an unfathomable talent with it and so you possess the talent to entertain kings, queens, and emperors. Lines of people numbering in the hundreds would travel miles on foot to hear you play. – **100 Choice Points**

Courtly Grace – You know all the courtesies and social customs expected to blend in among nobles, kings, and queens. You're charismatic, friendly, and an excellent dancer and singer. And, when it comes to political schemes, while you are no political savant, you're easily able to identify the schemers, the charlatans, the honorable men of their words, and the sheltered princesses in a room. - **100 Choice Points**

Synchronization – Your martial skills and your musical skills are now in perfect sync. They now feed upon each other and so as you improve in one, you'll become equally talented in the other. So, if you were a talented singer, then you'd be an equally talented swordsman. And if you were a godlike warrior, then you'd be a truly divine singer whose music would be remembered and adored for centuries. - **200 Choice Points**

Warrior Poet – Your spatial awareness, footwork, and battle instinct are legendary. Even while blindfolded, you could easily perceive the world through sound waves alone. As you fight, the world seems to move in slow motion, allowing you to effortlessly weave through the attacks of your enemies with the grace of a swan as you play music and almost casually launch counterattacks against your aggressors. Spectators would be in awe at the beauty and elegance of your fighting style because it is truly a work of art and a spectacle to witness. -**400 Choice Points**

Goddess of Sound - No longer is sound simply something used to entertain those who listen to your music. Now, it's a weapon because you've learned to weaponize the very concept of sound. With sounds, you can formulate sound waves sharp enough to cut through bone, steel, and demonic hides with ease. You can increase the decibels of

your sound to such an extent that enemies who hear, or are even within a few feet, of your sound waves will be disoriented and stunned to such an extent that they will find themselves rattled and struggling to even focus on their five senses. If you increase the decibels of your attacks even further, you can render your enemies permanently deaf. As you further channel Ki into your sound attacks, they will become exponentially stronger, until they're eventually strong enough to cleave through mountains. - **600**

Choice Points

My Best Friend – The instruments you wield are more than just a simple tool, they're a part of your very soul and so you can now grant any instrument you carry sentience. When you grant an instrument sentience, they gain a personality, a soul, eternal loyalty to you, and the ability to speak their mind. In combat, you can intertwine your soul with your instrument's soul to create powerful attacks that are exponentially stronger than your normal attacks. With time, as your instrument's soul grows, it will eventually become strong enough to physically manifest their own body. This body is supernatural in nature and will possess a fighting style based on the tool they once were. For example if your tool were a guitar, then when your guitar gained a physical body, they would be able to shoot musical strings from their fingertips sharp enough to cut through steel and demons. - **600 Choice Points**

Items

You can discount one item from each tier

You can import weapons from other jumps into these weapons

You receive a 300 Choice Point Stipend for this section

Steel Weapon - A steel weapon of your choice. This weapon is unremarkable save for the fact that it won't chip, break, or degrade over time. – **Free for all Origins**

Divine Weapon – A divine weapon of your choice. It possesses a conceptual advantage versus demons, which allows it to cut through and pierce the hides of demons with ease. **Wandering Swordsman receive this item for free. – 200 Choice Points**

Living Instrument – You possess a sentient instrument with its own unique personality and the capabilities to speak. This instrument you possess is sharply loyal to you and capable of transforming into a weapon sharp enough to cut through steel and demon hides. Ki can be channeled throughout this instrument to allow you to shoot powerful sound waves at your enemies. **Bards receive this item for free. – 200 Choice Points**

Illusionary Pipe – You possess an innocuous pipe capable of conjuring illusions through smoke. The victims who inhale your smoke are ensnared in an illusion capable of fooling their sight, smell, and hearing. Arcane Tricksters receive this item for free. - **200 Choice Points**

Boomerang – You possess a boomerang made from bones. When thrown into the air, it summons a large bird made of bones to serve you. This bird is intelligent and can be given orders to relay messages and items. Its also strong enough to lift you up and fly you to a location of your choice. It can be directed to fight your enemies too if you throw this boomerang them. Lastly, you know the process needed to make more boomerangs if you so desire. - **200 Choice Points.**

Machine Gun – You now possess a machine gun with infinite ammo and bullets sharp enough to pierce steel and the hides of demons. **-200 Choice Points**

Soul Echo Flute – You possess an enchanted flute that when played will guide you towards a safe path, free of danger. This is achieved through an echo effect. If you follow the echoes this flute produces, then you will find a path free of enemies. **– 200 Choice Points**

Bionic Implant – You can replace one of your four limbs with a metal limb. This limb is extremely sturdy, to the point where it could be used to block sword blows from master swordsmen without a scratch. You can easily detach your limb as well and transform it into a weapon of your choice capable of cutting through steel with ease. When you channel Ki through this weapon it starts to spin rapidly like a drill. While in this state, you can shoot shockwaves from your weapon strong enough to knock even master swordsmen off their feet. If you continue to charge ki into your weapon while its spinning, it will start to glow until it shoots out a massive vortex of fire towards your enemies. The mere aftershock of this attack can send men flying off their feet and several feet into the air. **– 400 Choice Points**

Mecha Armor – You now possess a ten-foot pilutable mecha. Your mecha is sturdy enough to tank multiple blows from bullets, swordsmen, demons, and even ki infused strikes before it eventually shatters and breaks down. And while in combat your mecha strikes with the force to send men flying several feet away from the sheer force of your blows. So powerful are these blows that the organs inside your enemies will be torn shattered and destroyed from the impact of your strikes. **– 400 Choice Points**

Stone Golem – A gigantic twenty feet tall stone golem with orange veins scattered across its neck. Defensively, this golem has the strength to turn normal men to paste and the weight to cause shockwaves and earthquakes with its attacks. Defensively, the

body of this golem is extremely resistant to physical damage to the point where attacks seem to simply bounce off it. The only way to reliably kill this golem would be to scale it and then strike where its orange veins lie. If this were done, the Golem would instantly shut off. – **600 Choice Points**

Scrying Mirrors – You now possess ten of Kei Gai's Scrying Mirrors. These mirrors are powerful tools capable of drawing upon spatial magic to perform a wide variety of magical feats. With Scrying Mirror in hand, you could easily teleport across the world or even into space or the underworld. The Scrying Mirrors also act as a powerful sealing tool which can be used to seal away people and objects in a pocket dimension. Furthermore, if you were skilled talented in spatial magic, then you could use it to travel to different dimensions. And if you were talented in time magic, then you could use it to physically travel into either past or the future. - **600 Choice Points**

Jumper's Clan Compound – You now possess a plot of land within the setting that is roughly 1-200 acres in length. You can customize how you envision your compound to look, but at default, it has hundreds of houses, a large forest that doubles as a training ground, numerous rivers, a mountain, and hundreds of disciples, eager to learn and fight for you. If you so desire, you can have your land enchanted to fly in the air and be guarded by flying beasts. This land and its followers will follow you into future jump. – **600 Choice Points**

Jumper's Swarm – You possess a small, elite strike force of loyal men who are extremely proficient in either magic or swordsmanship. Each of these men would happily die for you. Moreover, there is no task they would balk at committing, no matter how immoral or dubious. These men share a special bond with you, that allows you to share your powers with them. For example, if you were a capable necromancer, then you could the knowledge and skill to cast necromancy to your followers. Be warned though, if the power you share with them is too great, then they may destroy their bodies trying to use it. In future jumps, your Jumper Swarm will occupy one companion slot. -**600 Choice Points**

Divine Swords



Each of these weapons possess a conceptual advantage versus demons, allowing them to easily cut through the defenses of even the strongest demons they encounter.

You may discount one weapon

Dark Blue-Green Sword - This Divine Sword possesses a conceptual effect that prevents it from being parried or blocked. When it clashes with another weapon, instead of being repelled or stopped, it will instead cleave through it with ease. If the weapon it clashes with is indestructible, then it will instead send that weapon flying away from it because this sword conceptually cannot be blocked. - **600 Choice Points**

Absolute Phantom – This sword possesses the ability to permanently seal away enemies. This is achieved through a powerful vortex effect that sucks away enemies and then sends them to the edge of space, where they'll be doomed to wonder for all of eternity. -**600 Choice Points**

The Night of Mourning – A cursed demonic blade that cannot cut through flesh or bone, however, everyone who is struck by it, is forcefully bound to the will of the wielder as a mindless thrall. With waves of the sword, the wielder can telepathically control everyone bound to their will by the sword. The amount of people capable of being bound by it is infinite. Thralls that are hit with the sword a second time will be freed of the sword's influence. **-600 Choice Points**

Dark Phantom – One of the thirty-six divine swords found within the Sorcerous Index. This demonic sword is capable of harnessing ki and transforming it into energy blasts strong enough to destroy mountains and villages. Full powered slashes from this sword can create massive chasms that leave the surrounding area permanently scarred and ruined. **- 600 Choice Points**

Blazing Crystal Sword – When this divine weapon embedded with the aspect of holy fire strikes an evil target, it lights them on fire and burns away at their very soul. When Ki is channeled through this sword, it shoots powerful divine fire at its enemies. But not anyone can wield this sword, for this sword is sentient, and will reject anyone deemed unworthy of wielding it with divine flames that never perish until they release the sword. **- 600 Choice Points**

Lotus Wisdom Saber – This sword possesses the ability to cut holes through time and space itself. Consecutive slashes with it will literally rip a hole into space that allows one to travel to and from dimensions. **-600 Choice Point**

Seven Blasphemous Deaths – Once a holy sword, it is now a demonic blade sealed with the soul of a Demon Princess. This Demonic Princess is knowledgeable in the demonic arts, politically savvy, and capable of channeling a powerful demonic sorcery that allows her to bind all who look at her to her will, excluding the wielder who is immune to said effect. **- 600 Choice Points**

Eight Arrays Ghost-Breaking Saber – A divine sword interlaid with eight seals that seal away the sword's true power.

Each seal can only be removed once a condition is met. Seven of the conditions to release the seals are unknown, but one is known: you must be righteous to wield this weapon. Since the other seven conditions are unknown, you can fan-wank what the requirements are to draw out the sword's full potential.

When all eight seals on the sword are released, this sword gleams with a holy light that strikes at the very heart of enemies, ignoring any magical defenses the enemy may possess. Furthermore, if an enemy is slain with this sword at its full power, they permanently die. No amount of reincarnation, magic, or time manipulation can stop this sword from severing their existence. - **600 Choice Points**

Companions

Import – For 50 Choice Points, you can import one companion. They gain an origin and 800 Choice Points. For 200 Choice Points you can import up to eight companions, each of which gains 800 Choice Points and an Origin. – **50 Choice Points**

Canon – If you can convince them to join you, for 50 Choice Points, you can recruit a character from the setting and make them one of your companions. The 50 Choice Points you spend will guarantee that you meet them during your journey, but it will be up to you to convince them that it's worth leaving their world to follow you across the multiverse. – **50 Choice Points**

Custom Companion – For 50 Choice Points, you can create a companion to follow you and aid you in your journey. This companion will have 800 Choice Points along with an Origin. – **50 Choice Points**

Drawbacks

There is no limit on the number of drawbacks you can take

Coward - You've been stripped of any perks that enhance your courage or willpower and as a result you're now a coward who tremors at the mere thought of combat. While you can push past this fear, you'll never be a truly fearless warrior. Expect to move slower and with hesitation and doubt in combat. **+ 100 Choice Points**

Blindness - You were born without sight in your eyes and as a result you are blind. **+ 100 Choice Points**

Demonic Nature - You are truly selfish and cruel. You won't risk your neck for a stranger unless it benefits you and you would happily fuck over a righteous man if it meant you could profit off it. **+ 100 Choice Points**

Screaming Phoenix Killer – The Screaming Phoenix Killer now wants to hunt you down and murder you. He cannot be talked down and will hunt you until the ends of the earth until you kill him, or he kills you. **+100 Choice Points**

Bloodlust - Your nature is twisted, and you find yourself constantly lusty for battle. When you're not in battle, you find yourself bored, antsy, and annoyed. Should you go weeks without battle, you will become increasingly cruel and violent until you violently lash out at the first person you see. **+ 200 Choice Points**

Slave to Another's Will - You now live for the sake of someone else rather than your own. You will happily serve them, even if doing so brings you shame, dishonor, and personal displeasure. With great effort, external effort, and mental anguish, you can eventually escape the claws of the person who's enslaved you to their will, but it won't be easy or pleasant. **+ 200 Choice Points**

Sealed Away - Your physical skills, magic, and perks have been sealed away for the duration of this jump, leaving you with only the perks you purchased in this jump, along with your body mod **+ 300 Choice Points**

Plundering Sword Nemesis - You are enemy #1 in your country and so expect to be hunted by the full force of your country's military, government, and mercenaries. Be wary of ambushes, assassination attempts, bands of traveling soldiers, and warrior sects and clans -- all of which are something you will face in your ten years here. **+ 300 Choice Points**

A Fine Prey - You are Rin Setsu A / the Enigmatic Gale's next target. The Enigmatic Gale is aware of your status as a Jumper and he's been told that if he can break your will to live, then he can steal your status as Jumper for himself. Wary of your strength, the Enigmatic Gale will not face you in combat, instead he will try to break you through subversion, disguises, illusion, poison, and moral dilemmas that challenge your very ideals and dreams. **+ 300 Choice Points**

Bondage - You have been ensnared under the will of the Seven Blasphemous Deaths and as a result you will do everything in your power to serve her. First you will focus on freeing her from her seal and helping her gain a new body. Then you will happily serve her for ten years as her enforcer that would happily die for her ambitions. **+ 300 Choice Points**

Slighted Essence – Shortly after entering this jump, you subconsciously cast aside an undesirable part of your soul. This cast aside part of your soul became an Essence clone of you with all your abilities, perks, skills, and intellect. This Essence is identical to you and possesses the exact same personality as you save for the fact that he resents you for abandoning him. He cannot be reasoned with, and he will hunt you down to the ends of the earth to kill you. Don't think you can hide from him in your warehouse either, because he too can enter and exit your warehouses and any pocket dimensions at will. **+ 300 Choice Points**

Nightmare – You’ve been captured by demons, dragged into the underworld, and then forced into a stasis pod that will transform you into a mindless Demon Lord, doomed to blindly lash out at everything it sees, causing great destruction everywhere it travels. The process isn’t complete yet. It will take weeks. And during those weeks, you are unconscious and trapped in nightmare where you’ll be forced to confront your greatest failures and regrets. If you can break out of this nightmare, then you’ll awaken and be able to fight your way out of the underworld. But if you fail to break out of your nightmare? If you fail to awaken from this nightmare, then you will chainfail. **+ 400**

Choice Points

Scenarios

War of the Fading Dusk – Instead of starting the story when Shou Fou Kan enters Touri, you'll start it centuries earlier, during the War of the Fading Dusk, where humanity bitterly fought to drive back their demonic oppressors. Your journey will start years before the war starts and you will be tasked with rallying the forces of man into an army strong enough to fight back against their oppressors. After-which you must lead the forces of man into victory, dispel the Wasteland of Spirits, and destroy or seal away the entrance to underworld (or alternatively destroy the underworld as whole) so the Demons may never return. Should you succeed in your crusade, you will gain a conceptual advantage versus demons and demonic enemies. You'll be able to sense demons from miles away, you'll be far more resistant to their magic, and you'll be immune to mind altering effects from demon kind.

Courtly Intrigue – You're starting location is now Seiyuu. You're a bard in Chou Mei's court, forced to play her song twice a month, while men from her army try to kill you. You will be forced to play along with Chou Mei's sick game, for you are not allowed to kill her or forcefully stop her death matches. As the months come to pass, Chou Mei will fall in love with you like she did to Rou Fou Kan in the original story. You will exploit this. You will take advantage of her affection to you to force her to see reason. This won't be easy considering her bloodline is literally tainted with demonic madness. Even so, your goal before the ten years up is to help her regain her sanity, turn on her evil father, expose him for the villain he is, and, finally, to end the death games that Chou Mei has forced upon her people. Should you succeed, then you can take Chou Mei with you as a follower. She's skilled in Demonic Sorcery and she possesses all of Necromancer Perks listed above.

The Chosen One – You lose all your perks purchased outside of this jump and you gain no choice points outside of those gained from drawbacks. In addition, you replace Shou Fou Kan in the story, starting where he was a child. Like Shou Fou Kan, you will spend years with the aid of time travel to learn under the greatest swordsman and martial artists the world has to offer. Eventually, you will learn every single perk found under the

Wandering Swordsman tree. When you do, your training will end, and you will travel to Seiyuu where you will begin your journey. Your goal? To steal or seize the thirty-six divine weapons from Seiyuu, stop the incoming Demonic invasion, and slay Kasei Meiko before he can take over the world. Should you succeed, you will gain the ability to time travel in any jump going forward. But you can only use this time travel to learn from the various people found throughout the setting. You cannot use this time travel to change the future or the past.

Sword Saint – You've arrived in Touri just in time for the next Sword Arts Assembly Tournament. Unlike normal Sword Art Assemblies, this one is different because hundreds of Ki Warriors from different dimensions have descended to this mortal plane to participate. Each of these warriors is capable of fighting, moving, and reacting at supersonic speeds, moreover, each of them has every single perk in either the Wandering Swordsman, the Bard, or the Demonic Sorcerer tree. The strongest of these swordsmen have speed and martial talent roughly on par with you, even if you have power that would normally eclipses everyone else in this jump. If you desire to be recognized as the Sword Saint and the number one swordsman in this universe, then you will have to win this tournament and beat the deadliest swordsman within it. Should you succeed, you will gain the Sorcerous Sword Index along with the thirty-six divine and demonic weapons found within it. People in future jumps will also instantly recognize you as a peerless swordsman without equal.

Notes

1. Demonic Senses is a reference to Shō Kunrin and Rou Fu's Demonic abilities which allowed them to enchant and mentally manipulate everyone who bore witness to their supernatural beauty / voice.
2. Quantum Immortality retcons your death so that it never happened. Which means if you die and then posthumously activate it, you won't chainfail because you're retconning your death so that it never happened in the first place.
3. Budding Sorcerer is based on Katsu Ei Raku's poison magic, Ka Mu Shō's invisibility, and Ansāto's Dream Manipulation based magic.

Changelog

1. Removed all mentions of characters moving at hypersonic speeds
2. You can now choose your starting location
3. You can now discount one general perk
4. Added the "Leader of Men" perk to represent Ban Gun Ha
5. Added the "Maneater" perk to represent Renjoushi
6. Added the Man of Science perk to represent Tenkokishō's mecha and his rivals machine guns and mechanical arms
7. Reworded the "Undesirable Excess" Perk, "Ki", "Ki Absorbtion", "Ki Healing", and the "Edgess Blade" perks to be less tautological in terms of prose
8. Added survival skills to the Wandering Swordsman's 200 Choice Point "Traveler" perk because I felt it was underpowered after I buffed the 200 Choice Point perks for the Bard, Demon, and Arcane Trickster
9. Moved "Scorpion Queen" to the general perks section
10. Created the "Dishonorable Sorcery" perk. This perk focuses on dream manipulation, poisonous magic, and conceptual invisibility that makes you invisible to the five senses
11. Added the ability to create teleport your weapons in Telekinetic Combat
12. Removed the Necromancy Perk and replaced it with the "Grandmaster" Perk. The Grandmaster perk allows you to specialize in one school of magic of your choice: Necromancy, Space and Time Magic, and Soul based magic. This perk can be purchased multiple times
13. Reworded Illusionary Magic to better represent Rin Setsua's skills
14. Nerfed Phantom Thief to represent how Rin Setsua's plans sometimes fail
15. Removed "Echolocation", "Musical Warfare", and the "Warrior Poet" perks. Warrior Poet and Echolocation were merged into one perk and Musical Warfare was changed to a 200 Choice Points perk called "Synchronization"
16. Added the "My Best Friend" perk to represent how Rou Fu gave his instrument sentience, and how said instrument later gained its own body to fight for Rou Fu

17. Added the "Living Instrument", "Illusionary Pipe", "Boomerang", "Machine Gun", "Soul Echo Flute", "Bionic Implant", "Mecha Armor", "Stone Golem", "Jumper's Clan Compound", "Jumper's Swarm" perks to the items section
18. added an item's stipend
19. Added a subsection in items for the Divine Swords
20. Added the "Dark Blue-Green Sword", the "Absolute Phantom" sword, "The Night of Mourning Sword", "The Dark Phantom" Sword, "The Blazing Crystal" sword, the "Eight Arrays Ghost-Breaking Saber", the "Lotus Wisdom Saber",
21. Reworded the "Seven Blasphemous Deaths" so that its description wasn't confusing and lore breaking
22. Added the "Nightmare" Perk
23. Added a companion's section
24. Fixed broken formatting
25. Added a Changelog
26. Reworded the "My Best Friend" to be less confusing
27. Removed duplicate "Leader of Man" perk