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Rastan 1.0 By Burkess

Welcome.

This is the story of a barbarian who battled destiny with cold steel ... and won. His name was Rastan. He was a bounty hunter by trade, in a savage land ruled by cutthroats and villains. Rastan was a giant of a man with muscles of iron and the scars of many a bloody battle. It was known by all that where Rastan strode, death was soon to follow. But not even the seers with their rune stones could see what fate held in store for Rastan. One thing was certain. Rastan would let no man ... or God ... control his destiny! It began when the king called him to the royal courts. He asked Rastan to rescue his daughter. She was being held in the darkest reaches of Semia; a region where even the foulest thieves feared to go. In return, the king promised Rastan untold riches! Rastan sharpened his Barbarian Sword and set out to rescue the princess. The rest is history...

You'll need these.

1000 Treasure Points.

Locations:

1. The Kingdom.
 2. Semia.
 3. Somewhere else on this planet.
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Origins: There's no backgrounds here. You can choose something plausible if you want an origin.

Age and Sex options: Pick whatever you want.

Perks: These cost 100 points unless otherwise stated. You get 4 Treasure Tokens. These can be redeemed to get anything you want here for free. Anything you buy here can be **purchased multiple times**. Doing so provides an additive bonus.

Be A Dragon: This costs 500 Treasure Points and cannot be purchased with Treasure Tokens. You're the apex predator of this world. A fire breathing dragon that lives indefinitely and will only continue to grow larger and stronger with age. Your strength is great enough to threaten entire countries and slaughter hordes of warriors, and only the most exceptional fighters in this world could hope to threaten you.

Your body is a weapon of mass destruction, and your durability and stamina would allow you to fight for days without rest. Lastly, your predatory existence inspires fear and respect and will cause weaker beings to become subservient to you in the hopes of living under your protection. Those against you will be filled with fear, and most would rather flee than confront you.

Rastan Jr: Like Rastan, you're a power house. You have a body with muscles like iron, and you're physically a giant of incredible physical strength. Your stamina is effectively limitless, and while your wounds may scar, they will also heal without debilitating injury.

Choose Your Destiny: You control your own fate and destiny, and defy any tactics that could be used to predict your actions. Someone trying to use magic or special abilities to predict what you'll do next won't see anything at all. You could even defy the Gods when they try and decide your fate. You are the architect of your life, and not anyone else.

Bandit Knave: Grants an expertise in banditry. You know all the best tricks to rob people and launch ambushes. When you make a demand, you'll instinctively know if the other person will give you what you want or if they're going to resist. This sense grants you the initiative if you'll have to fight them.

Master Of Bladed Weapons: Your experience in one form of bladed weapon carries over to all other weapons that have blades. If it has a blade, you're just as good at using it as you would be a sword.

Wall Bouncing And High Jump: Enables you to launch off a wall, and then use the momentum to let you bounce off another wall. Simply touching a wall is enough to trigger this launch. If two walls are close enough that you can reach them with a jump, you can use this technique to climb. It also enables you to high jump, a technique that lets you leap twice your height.

Fame And Infamy: Become well known for your deeds. Unless you intentionally want to hide your involvement in something, people will find out about your actions, even if there were no witnesses. Rumors will spread and people will circulate news of your accomplishments. The more impressive your deeds, the further and faster news will spread.

Seer: You're a seer. Using rune stones you create, you can divine people's fates and learn what they're likely to accomplish. The greater your skill, the more accuracy you have with your predictions. Those who can defy fate are impossible to gaze, though.

Need Some Assistance: When you have a job that needs doing, the right people to do it will appear before you. As long as you have something to offer that they'd want, they will come. This works on a smaller level, such as getting someone to do repairs for you. And also on a much larger level, like getting someone to take out a dragon who kidnapped your daughter. They'd want a big payday to do that, naturally.

The One Who Answers The Call: When someone is looking to hire someone for an epic quest with incredible rewards, you'll be the one who gets the job. Even if they'd normally put other people on the job, you'll also be allowed to tag along with them. As long as you aren't knowingly against the person giving the quest, they'll see something in you that makes them believe you can handle things.

Creeping Darkness: Allows you to easily find areas where you'll be left alone and can build up an army and consolidate power. Fate will work with you to help you keep your operations under wraps until your group grows too large to be hidden.

Bark Of The Ruler: Enables you to speak a language of power that enables you to communicate with others. You communicate directly to someone's very being, and once someone hears this language, they gain the ability to speak it as well. This would greatly help if you formed an army of monsters, some of which don't even have a language.

Gear Scavenger: You're able to frequently find magical or mundane weapons, and scavenge them from places where people have fallen. If such an item is nearby in an area you're visiting, it's a certainty that you'll happen upon it.

Long Drop: Grants immunity to fall damage. Regardless of how high you fall from, you'll always survive the fall with no injury. You're especially adept at performing dropping power attacks from above enemies, and deal more damage when you strike from above.

Beat The Treasure Out: Defeating enemies causes them to drop treasure items and potions. Valuable gems, healing potions of various quality, jewelry, and even poisons are potential prizes you can collect for smashing your way through enemies. If you have the **Score System** perk, you can convert these prizes into score instead.

Trap Design: You know a magical trick that enables you to create traps using energy. You can construct fire pits, cause large bodies of water to flow that have a mind of their own and drown people who swim in them, swinging vines and chains, spike pits, and so on with an expenditure of energy. There are many more traps you can learn to create.

Pyromania: Enables you to use the tricks with fire magic that the fighters here possess. You're able to launch bubbles of fire, shoot waves of it, and enhance your attacks with it. And just like a dragon, you can harmlessly breathe streams of flames.

Levitation: You're able to float and fly in the air at a speed equal to your maximum running speed. This process is half as tiring as sprinting would be.

Flash Teleportation: Like many of the bosses in this world, you can teleport. You're able to instantly warp to an area within your line of sight, and are able to reflexively teleport to a safe location when you take damage.

No Hard Feelings: People will sense when they can be open with their feelings and will make their desires known. If you rescued the princess from an evil dragon, the suggestion that you marry her would be freely given. And if you rejected the offer, there would be no hard feelings, either. They'd be able to respect your decision.

Rise Of The Evil Lord: You're gifted with magic that enables you to dominate the minds of others and control them. It's especially effective against monsters and simply requires you to be stronger than they are. Other targets may require more effort to dominate, but if you've defeated them in battle, then breaking them is easy.

Those who resist your power can have their personalities scrubbed away or rearranged to make them more mentally fit to serve you. Against those who don't resist much or mind being under your rule, it grants them intense loyalty and confidence in you.

Species Option: Would you like to be a demon? A four-armed insect creature? Some sort of animal morph? Perhaps an undead knight? Pick one, and you become that. Choosing multiple options can make you a hybrid of them.

Rain Of Blades: You're able to blades to appear in the sky and then rain down on your target. It can be other weapons besides swords, and they'll all be made of fine steel. You're able to guide the weapons as they fall to help them hit your target.

Score System: In each setting, you begin with an extra life that'll revive you in the event of your death. Every enemy you slay and treasures you obtain earns you score. When you earn a certain amount of score, you'll gain another life. The amount of score needed for another life increases in proportion to the number of lives you've earned. This resets when you visit a new setting.

Endless Bats And Bees: Allows you to place an effect on an area. If your victim spends too much time in that place, incredible darkness will fall, and then an endless stream of bees and bats will be conjured to fall upon them until they leave the area. The monsters disappear when they do so. Regardless of how many enemies they defeat, they will never stop coming as long as they remain in that place.

Items:

Barbarian Sword: This unbreakable sword will never leave you. Anytime you'd have need of it, the blade will appear in your hand. As your legend grows, and you become more notorious, so too does the sharpness and strength of this blade.

Healing Potion: Each sip of the drink restores 16% of someone's total life when drunk. The bottle then gradually refills itself over a minute.

Flaming Sword: It launches waves of fire with each swing, at the same speed as if you were using a gun. The blade itself is red-hot and carves through enemies like a knife through butter.

Quad Clubs: A set of four sturdy wooden clubs. They return to you once thrown. They're meant to be used by someone with four arms. If a club is destroyed, it'll reappear in your hands again.

Drop Scrolls: This is a bundle of quickly respawning scrolls. If you throw one at someone, and they make contact with the target, the scroll will seal weapons and armor the target is using away within itself. The scroll will then attempt to return to you. Destroying a scroll or opening it can unseal the contents. You can also seal things within the scroll by placing things on it.

Fledgling Nation: This is the birth of your kingdom. It has an enormous castle filled with servants and several hundred acres of land around it. Land that you conquer or acquire is added to your nation and will follow you to future settings. You'll be able to adjust the configuration of all your owned lands and place them down in any way you choose when moving your nation.

Exceptional Humans Contract: Enables you to hire barbarians, seers, magic users, and other sorts of exceptional humans by offering money or treasure. These people will fight for you and may not even require payment if you build a strong relationship with them.

Boss Hideouts: You get 6 of these arenas that will establish themselves as thematically suited dungeons based on the area you place them down in. Each stage has an outside level, an interior of the keep, and then an arena where someone will face your boss. The boss arena gradually drains the life of anyone not on the same team as your boss until the boss is defeated, giving them a major advantage. You just need to add your own bosses and minions.

Minion Army: 10 of each of the monsters you can find in this world, except for dragons. You've got insect people, harpies, gorgons, chimeras, and more. They'll naturally increase their population if you find a place for them to settle. They fight at your command and obey your orders.

A Dragon Egg: This egg will hatch a baby dragon, who will eventually grow up to equal the evil lord of Semia. Your dragon will have impressive strength, fire powers, and the ability to dominate others using magic and take control over them. The dragon will be a very effective leader and conqueror who can spread terror at your command. Or not if you want them to do something else.

Boss Mantle: Each purchase gives you six of these, and you get more upon going to a new setting. When worn, the mantle will be absorbed by the person wearing it, and they'll undergo an evolution that will grant them more power. With this, you can turn any mook into a proper boss, causing them to develop supernatural abilities as expansions of what they could already do.

A normal harpy would become a powerful harpy queen. A skeleton could become a powerful skeleton knight. A regular human could turn into any number of things based on their disposition and natural talents, from a wizard, to a bandit lord and more. These transformations are based on what the individual is most suited to and will make them much stronger.

Ruler's Throne: A throne fit for a ruler. It teaches you the secrets of founding your own country and how to use your wealth most effectively. It will advise you on the best ways to make use of your resources to build a lasting nation when you sit on it.

If you wish it so, it will cause monsters native to this world to appear and spread across the setting. A portion of them will be bosses, monsters who stand a cut above the rest. Dragons will also be present, but far rarer than monsters. A portion of the locals will become exceptional people on the level of Rastan as well. Magic of the kind seen in this world will also become commonplace.

Supplement Mode: You can choose to use this jump as a supplement and attach it to another jump.

Crossover Mode: Import another jump of your choice. You'll fill out the jump document, keeping the point totals separate. This setting and the other setting(s) you selected will then merge into one.

Companion Options: These cost 100 points unless otherwise stated.

Recruit Anyone: Free! Anyone you want to recruit in this world is free to join you as a companion if they agree. This is a perk you can use in future jumps.

Import: You can import all your companions, and they'll get 600 points to spend. They also get the 4 Treasure tokens, same as you got.

Drawbacks: Each of these offers 200 points unless otherwise stated.

Leave When The Story Finishes: Free! You can leave when the princess is rescued or Rastan is defeated. Unless another drawback conflicts with this, in which case you'll stay until the drawback is settled.

Be The Main Character: You are Rastan. You must defeat the dragon and rescue the princess.

Longer Stay: You'll spend 10 more years here.

Warehouse Lockout: You can't use or access your warehouse.

Item Lockout: You can't bring items from outside the jump into this jump.

Power Lockout: You can't use abilities from outside this jump here.

Power Lockout 2: You don't get access to any purchases here until after the jump ends.

Companion Lockout: Your companions can be imported and buy things, but they can't enter the jump with you.

Be The Main Badguy: Your task is to create an infamous army on the same level as the Dragon of Semia's. You will be tested by those who seek to slay you, and must maintain your holdings for one year. You'll remain in this setting until you achieve this goal.

Rhymes, Puns, And Dad Jokes: You now can only speak and communicate exclusively in rhymes. The one exception is when an opportunity to tell a dad joke or a pun comes up. You can speak normally to do that.

Dossiers: If someone becomes your enemy, they'll soon after receive a detailed dossier on you with information about your general tactics, personality, and capabilities.

Scaling Rival: You have a custom enemy who gets a build here that lets them purchase things from this document using as many Treasure points as you spent. They don't like you and want to defeat you.

The Boss Dislikes You: You begin this jump deep within Semia, and will soon be accosted by the dragon's forces. The dragon will never stop sending foes after you until one of you dies. The enemies will chase you and attempt to funnel you to where the dragon is waiting.

Barbarian Knave: At the start of the jump, you'll have an established history as a brigand and murderer. People will be distrustful of you, even if you mean no one any harm. It's only after proving yourself by doing good deeds that people will forget your past.

The Princess Treatment: You begin the jump already kidnapped by the dragon and are locked in the same place as the princess. You're deep in enemy territory and would need to face scores of monsters and the dragon if you attempt to escape.

Ending Options:

What will you do now? Stay here? Go home? Move on to the next jump?