Queen's Blade

Story: On the Continent, a tournament called the Queen's Blade is held once every four years to determine the most beautiful and powerful to become Queen. Held in Gainos, the Queen's Capital, various fighters from all over the Continent travel to the Capital to defeat Aldra, the current Queen. The overall story of Queen's Blade focuses on Leina, the heiress of the esteemed Vance Family and next in line for the throne, as she travels to Gainos, encountering many other warriors also competing in the Queen's Blade for their own intentions. Should you wish, you may be one of those competitors, but even if not you are allowed 1,000CP (choice points). Spend those wisely.

Intro: This Jump covers the animes that are a part of the main timeline, and some of the interconnecting media that's associated with it such as games and tabletop splats.

1,000CP (choice points): As mentioned, this is your purchasing power.

Origin: No expense spared, unless you're a guy… In which case you get **+100CP** that doesn't count towards the drawback limit just for being you! Mostly because even the so-called legendary male heroes from around here are kind of shit, and because you can't participate in the Queen's Blade. Not even spite from the Chain, just metaphysics of the world. Should you choose, you may become a woman for free, or a guy at the

expense of the points you'd receive. Yes, male to female keep that boon to help you deal, but female to male have to pay those points they'd receive, the masochists. All must roll for their age, and you may spend 100CP to change your age within the rollable.

Drop-In (Free)

Cosmic power which none here have ever seen! I was lying just now. With some of the options below, you may not be the only one of your origin here, but at least for now are safe and sound. You have no history in this world.

Vance Family (Free)

Power, money, and a badass title. Everything you could expect from a prestigious family of human nobles. You live in a castle, and have three incredibly capable sisters that defend it. Your life will vary immensely depending on the race you picked and the age you rolled, potentially being adopted or otherwise so accepted.

Barbarian (Free)

Whether you're a wild woman living in ruins or a foreigner from the other kingdom, you stand out around here. Whatever your reason, you're something of an outcast from society. Foreigners are thought to be shunned or kicked out of their homeland, and a barbarian may be wanted for some sort of crime. You may pick what those crimes might be.

Priestess (Free)

With providence comes power! Serving your god, helping others, and making sure the Queen's Blade goes off are all some of the things you'll be doing. Hopefully you aren't shy.

Witch's Minion (Free)

You're some sort of evildoer. You may or may not be in debt to Werbellia, the Swamp Witch. Quite possibly killed and then resurrected by Werbellia, you are now her minion. Your goal is to stop the Queen's Blade. If you choose not to do this, something may or may not happen to you. Frankly, she's had bigger fuckups than what you'll probably become, and that she's tolerated.

Race Section: Much more than these exist. Half-breeds experience discrimination.

Human (Free) - Whether a European or Eastern equivalent, you're now a Human. The majority of the plot takes place on the European analogue of the continent. Humans are the dominant species. Your age is 1d8+15.

Elf (Free) - Whether an insular Forest Elf, illusive, darker-hued Wild Elf, or surviving Little Elf from the Little Elf Forest, you're an Elf. Elves can easily live for over a thousand years, and both Forest and Wild Elves have truly exceptional hearing. Little Elves seem to have lesser hearing, but presumably live for basically forever due to their size. Elves are incredibly lithe, many jumping ten or more feet, and are faster than humans. Little Elves are presumably not as physically strong. Your age is 3d8+1,000.

Dwarf (Free) - Short folk that live in one of two mountain kingdoms. They love smithing due to their natural resistance to heat and great strength, and are surprisingly agile combatants in a fight. The guys look like old men with big beards regardless of age, and the girls are naturally all lolis. Both have slightly pointed ears. They're generally in good standing with everyone. Your age is 1d8+70, making you barely a young adult.

Demon (100CP / 200CP) - You're literally a demon from the Underworld. A surprising amount of these are rather chill, if self-serving. Pale skin, pointed ears, roughly the size of a human, and with a feudal society. You're physically in the world, but can potentially be summoned into a person or object, and can influence the design of either when in them. You have a natural talent for summoning magic, and are vulnerable to holy magic. You can have wings that allow you to magically fly for another **100CP**. The current Queen is a half-demon. You're ageless past your prime, and your age is 1d8+15.

Angel (800CP) - The weakest Angel is stronger than the strongest human, and Angels are not generally allowed to interfere within the Queen’s Blade for this reason. They're arbitrators, not participants. They have the ability to designate women as Beautiful Fighters, and thus control who participates in the Queen's Blade. To further this end, they have the ability to summon the giant magical spheres that can telegraph fights for the Queen’s Blade tournament across at least the entire continent, if not the world. An enraged Angel has the potential to magically obliterate a town-sized area with a single spell, casting magic without a catalyst. They can also casually fight with telekinesis, using it to hold a sword in their

stead. Angels can interfere within the Queen's Blade if they accept a handicap from Heaven, but it's usually pretty extreme and not really worth it such as potentially losing their powers. You are capable of casually traversing the dimensional barrier to enter Heaven. While generally inclined to let Angels do things like kidnap a harem for themselves, you are not beneath their notice. Picking this will make you have to deal with the heavenly bureaucracy, and this includes becoming lockstep within their hierarchy. You're ageless past your prime, and your age is 1d8+19.

Starting Location: Roll 1d8 for this section, or you may instead choose to start in the area that best fits your origin. Even more than that, you can pay 100CP to pick where you start off.

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1. Iron Mountain (Barbarian / Dwarf) - Fairly barren and vast. You start out near the closest dwarf kingdom to **Gainos**. If all else fails, you can just ask for directions.

2. Vance Family Estate (Vance Family) - Home of Count Earl Vance and his three daughters, but most notably Leina Vance, the protagonist of Queen's Blade. They have a castle, armies, land, and many subjects.

3. Rundown Church (Barbarian) - Home of Risty and the orphans she is trying to protect. There is a small, unnamed town nearby, but not much else of note.

4. Elven Forest (Elf) - Plentiful and lush, with a no-human-or-outsider policy. You will be mercifully placed right outside of it, but you're still probably being watched.

5. Heaven (Angel) - It's, well, what it is. Don't ask me how to get down safely. It's technically a different dimension entirely. Hopefully no one thinks you're dead.

6. Swamp (Witch's Minion / Demon) - Full of dead foliage and fog. The Swamp Witch and the Demon's Gate, the gate to the Underworld, are both located here.

7. Gainos (Priestess / Human) - Home of the Queen. Gainos is an absolutely stunning city with massive stone walls and bridges leading to the castle in the center. Really anything you imagine can be found here.

8. Jumper's Choice - Take your pick from the above, you lucky devil.

Racial Perks: Discounts are always 50%. Every race has something special.

First Princess (100CP) (Free: Human) - You're absolutely stunning. You have a 10 out of 10 face and body, and some aspect of you is an 11. By default this is your skin, but you can pick something else like your chest, butt, or eyes. As a bonus, you heal all scarring perfectly, and you often avoid superficial wounds entirely even if walking around almost completely naked. Regardless, your figure won't ever get in the way of combat.

Eternal Cuteness (100CP) (Free: Elf) - Elves can live for an age without showing any of it. With this, you can choose to become a loli or shota. Whether you do or not, you'll never degrade from your physical prime in terms of appearance or abilities.

Cultural Crafting (100CP) (Free: Dwarf) - You are now expertly trained in the primary crafts of your people. You could easily make a living off of your respective trades. In the case of the dwarves, this is smithing. Weapons, armor, or otherwise.

Evil Spirit Possession (100CP) (Free: Demon) - The weak souls of the damned are drawn to you. They'll loyally follow your orders, and you can draw on their presence to strengthen your own abilities. With enough time and practice, you can even use them to control other people.

Genuine Leadership (200CP) (Discounted: Human) - Humans are the most populous and with the largest cities for a reason. Besides being an inspiring presence, you actually understand economics and politics enough to run a territory. If you ever become Queen, you'll quickly take to that as well. You were made to lead.

Animal Affinity (200CP) (Discounted: Elf) - Pick any type of animal. You may now communicate with it and understand it to the point that some might consider you to have telepathy. You'll have an incredibly easy time befriending that type of animal, and will never be attacked by it. Giving it orders ranging from the simple to complex are all within your ability. Wearing a snake as underwear is a canon thing which is done.

Failing Up (200CP) (Discounted: Dwarf) - Dwarves have this cultural taboo where they must do a favor for anyone who breaks their own weapon in combat. Should you choose to follow this tradition, you'll never find yourself taken advantage of to a great extent, and may even be promoted by losing to the right person. Overall,

expect to be inconvenienced less by other people for not being the absolute best at something.

Petrifying Gaze (200CP) (Discounted: Demon) - You can slow and even stop beings with a gaze so long as they're marginally weaker than yourself. This magical ability is very draining if actively fought, but those you defeat cannot really resist it at all.

Barbaric Strength (400CP) (Discounted: Human) - You are probably the physically strongest human being in the world. You can wrestle giants and somehow win, throw a mace and leave a several feet-wide crater, or smack someone into a boulder so hard that they crush it. Your giant-like strength won't affect your figure should you wish it not to, but by default you're a sculpted beauty.

Littlest Inventor (400CP) (Discounted: Elf) - You are extremely adept at this world's alchemy, and are an exceptional inventor to boot. Many medicines and material-enhancing solutions can be made by you. This ability also comes with a clockwork automaton that you created, and a controller to control it. It can easily take most warriors in a fight, but you or the controller can always be targeted. You're also capable of making things like magical batteries and CDs.

Weapon Reforging (400CP) (Discounted: Dwarf) - You may reforge any weapon once and only once using this ability. Doing so will marginally increase its baseline attributes, and will give it a new ability of some sort. You cannot pick said ability, but it'll compliment the weapon well. Any new pieces replaced or added on to the weapon will be raised to the overall quality of it.

Flesh-Rending Secret (400CP) (Discounted: Demon) - It looks like you've figured out how to encase static objects or people in a crystal of your choice of color. Whatever inside will not be able to sleep or eat but won't require either. They also will not age. Depending on the person, they may have a way or two to get out, but that's extremely uncommon here. Whether this is demonic in nature and can be affected by holy abilities or items is up to you, but if not it likewise cannot be strengthened through demonic abilities.

General Perk: Discounts are always 50%. Heaven has its standards.

Beautiful Fighter (Free) - There are rules to who can fight in the Queen's Blade. No men, no angels without a handicap, and you have to be objectively beautiful. You're now an overall 8 out of 10, so beautiful that none can truly say you're not. You also fill some sort of niche such as looking especially innocent, being boyish enough as a girl in armor to be mistaken for a guy, or being a milf amongst milfs.

Origin Perks: Discounts are always 50%. A vast variety of abilities to pick from.

Queen's Defense (100CP) (Free: Drop-In) - This isn't uncommon around here. You can instead of taking damage directly force it onto whatever you're wearing. This will instead make you become fatigued the more you're beaten naked. Even divine tier items can be destroyed while using this, so pick and choose if it's worth it to use.

Noble Bearing (100CP) (Free: Vance Family) - You now have the presence of someone who commands armies, which you might very well do. Many people naturally respect you, and many are often intimidated by you. This won't help you win a fight, but it might stop one from happening to begin with.

Exotic Style (100CP) (Free: Barbarian) - You now have your own fighting style that is both practical and unpredictable. All but the most skilled warriors will have a hard time matching you in combat, and even then nobody's seen anything quite like it.

Holy Poses (100CP) (Free: Priestess) - You possess the knowledge and ability to use Holy Poses, and are competent enough to use the basic ones in combat. This perk while cheap isn't anything to scoff at. It's mainly cheap because you're basically flashing the person you're fighting, and it's so vulgar you could make a pervert blush. This powerset is incredibly broad, covering everything from fortifying one's health and healing, binding enemies, purifying rot or spirits, smiting enemies, manipulating sinners, shielding yourself, and more. This also gives you the potential to learn Evil Poses, more offensive focused poses, but you don't know any by default. If you're a **Demon** or wish to otherwise know them, you may forgo both Holy and Evil Poses to know only Unholy Poses, a variety of inverted powers channeled from demons.

Draining Kiss (100CP) (Free: Witch's Minion) - You now have a kiss of death. More specifically, you have the ability to drain the life from anyone you're physically intimate with. You can weaken them or outright kill them should you choose, but by default this ability takes minutes. This heals you, sustains you, and makes you more youthful.

Queen's Offense (200CP) (Discounted: Drop-In) - You may now attack an enemy and destroy whatever they're wearing to defeat them in battle. This obviously doesn't work on beings that are naked, and some truly strong enemies might be able to keep on fighting with their equipment destroyed, but almost nobody in this world can. They'll be treated as having the defensive version of this above until completely disrobed.

Battle Banter (200CP) (Discounted: Vance Family) - You're kind of a bitch. That's not a bad thing! You become exceptionally skilled at pointing out all the things about a person that would throw them off their game whether out or inside combat. Those with an exceptional resolve can ignore this, but those will be rare.

Inexhaustible Stamina (200CP) (Discounted: Barbarian) - Fighting for days is now not out of the question for you. While only really applying to physical stamina, this bleeds over a little into your other ability pools. It won't necessarily be pleasant, but you can outlast anyone short of a machine.

Mother Father (200CP) (Discounted: Priestess) - The Pope of this Continent's religion is a man, which is surprising considering how everything else is run by women. This perk allows you a greater chance among those that might discriminate against you for you being one sex and not the other. For all but the most important matters, you will be treated as the more preferred sex when interacting with people. The most important matter in this case being the queen.

Draining Strikes (200CP) (Discounted: Witch's Minion) - You may now sap the life from living beings if you can touch them, or are otherwise close enough for this ability to work. Certain weapons can channel this ability, allowing you to strike at a greater distance. This heals you, sustains you, and makes you more youthful.

Omake Enjoyer (400CP) (Discounted: Drop-In) - Want your life to be more fun? This will help you experience all the fun things you might otherwise miss out on. Looks like your companions found out your birthday and are throwing you a party! You

know the hot spring you missed behind that rock? Of course you don't, but this will ensure you won't miss anymore! This also includes things that otherwise just wouldn't or couldn't happen. The mandatory school uniform episode, the beach episode, the Slice of Life episode, and more. How actual main events will go are not changed a whole lot, but the plot now always makes time for fun.

Elemental General (400CP) (Discounted: Vance Family) – You, like General Claudette, possess a magical affinity for one element that you can effectively wield in combat. Thunder is already taken, but you may also pick from fire, water, ice, wind, or earth if you don't want to copy that. May be taken multiple times. If a Vance, you're also now a general. Good for you.

Influence Resistance (400CP) (Discounted: Barbarian) – Dealing with demonic spirits? Put on a cursed object? So long as you've the stamina to, you may shake off all but the strongest of influencing forces, and if you somehow ever fall to something you will eventually shake it off in at most days.

Poseless Poses (400CP) (Discounted: Priestess) – You've somehow managed the ability to use Holy Poses without posing. While no stronger than before, this makes using, advancing, and learning new poses considerably easier. You also no longer have to use somatic components in your spells from now on.

Witch's Apprentice (400CP) (Discounted: Witch's Minion) - The Swamp Witch's attention is generally a bad thing, but she seems to have taken a liking to you. You've been taught some basic witchery. Summoning evil spirits to possess things and corpses, giving items sentience, creating basic symbiotic weapons and armor, and even animating your own clothes into functional weapons during combat. You also know the basics of remote viewing with a catalyst of some sort.

Signature Move (600CP) (Discounted: Drop-In) - A technique or ability you can use and wield masterfully. It might be a magical, explosive sword strike that you can spam until the sun goes down, a tornado twirl that can uproot trees and unmake castles, maybe even something on the stranger side like wielding five phallic, functional tentacles that sprout from your body. It has room for growth, but will only start as strong as any of the mentioned. Don't get too carried away now.

Copying Technique (600CP) (Discounted: Vance Family) - Watching and observing, you may learn almost any ability or technique. This will take several times seen and nearly just as many times practiced to get the basics, but almost nothing

someone else learned is off limits. If someone else can realistically learn it, you can do so and with generally less time given a working example.

Berserker Rage (600CP) (Discounted: Barbarian) - Going into a relatively directed rage, you are capable of operating at your peak efficiency. You are maximally strong, flexible, and agile, being between two to four times as physically capable as normal, depending on the aspect. You can drop out of this at any time, but require some cooldown due to exhaustion. Other abilities can lessen or remove this limitation.

Half Angel (600CP) (Discounted: Priestess) - One of your parents was literally an angel. As a half-angel yourself, you're capable of doing everything an angel would but to a much lesser extent. Roughly less than half of what a true angel could do, and with much less control. As an example, half-angels can't truly fly without mechanical assistance, but can do a relatively controlled falling glide, their flight being magical and not physics-based. The main advantage of this heritage is you have just enough providence to avoid the attention of Heaven while also being divinity on Earth. If you play your cards right or wrong, you can even be accepted into Heaven while still alive, and speaking of which are likely ageless after you reach your peak.

Formless Slime (600CP) (Discounted: Witch's Minion) - Regardless of whichever race you picked, you're now a Slime. You're capable of shapeshifting into anything of roughly the same mass indefinitely, changing even your color, but you're not able to mimic the abilities of your current form. You also produce acid of metal-melting strength within your body, and you can spray gallons of this at a time. Nothing short of extraordinary beatings or abilities can hurt you since you can just reform and regenerate in seconds. Greater damage may still take days to heal from, leaving you in a tiny albeit cute version of your undamaged form. It should be noted that you still feel pain.

Racial Items: Race associated. Named items are copies. Similar items can be imported into like. Discounts are always 50%

Double-Sided Coin (100CP) (Free: Human) - A gold coin with a head on both sides. Being valuable as a coin, it's most valuable as an actual good luck charm.

Bucket of Sap (100CP) (Free: Elf) - A bucket of yellow sap that if coated on something can generally stop the initial attack, and if worn by a person does the same but makes them still feel the hit as if wearing nothing. It refills itself everyday.

Asgartan Fire Jars (100CP) (Free: Dwarf) - A tool used by dwarves to help forge and shape metal. If thrown, it'll explode violently. You can summon and use these six times per day.

Evil Spirits (100CP) (Free: Demon) - You now have a small cadre of NPC spirits that follow you around. They're capable of going invisible and intangible, but can only influence their environment to a small degree. Their real purpose is to be used to channel strength into yourself, if you're capable of doing so. They count as followers, and they respawn shortly after being killed.

Hyper Vibration Armor (200CP) (Discounted Human) - One of if not the most advanced armors you can get. It uses magic stone technology to vibrate damage away from the wearer with defensive magic. The resulting vibrations stimulate the wearer physically. Most lack the willpower to not succumb to the pleasure it causes.

Alleyne's Staff (200CP) (Discounted: Elf) - A remarkable staff that allows the wielder to use the ability Eagle Talon, a strike that can split even the toughest of armor. It has also been shown to be an effective lightning redirection rod.

Giant Growth Pots (200CP) (Discounted: Dwarf) - A potion that makes the one who drinks it grow in size and power temporarily. You can summon and use these three times per day. Drinking too many will be lethal.

Symbiotic Clothes (200CP) (Discounted Demon) - You now have a full outfit of demons shaped like clothes, or one big piece if that's more your speed. They're very loyal and eager to please you, either sexually or by being a literal living shield. If you so wish, one of these can act as a fully functioning prosthetic dick that you can feel through. They count as followers, and they respawn shortly after being killed.

Origin Items: Below is some more equipment you can acquire should you wish to do so. Named items are copies. Similar items can be imported into like. Discounts are always 50%,

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Rabbit Weapon (100CP) (Free: Drop-In) - Out the Rabbit Hole you came, and so did this. You now have some sort of extremely unconventional weapon. It could be a parasol, a giant, everlasting piece of candy, but whatever you pick, it's abnormal even by the standards of this world, and somehow a completely viable weapon.

Inherited Armor & Sword (100CP) (Free: Vance Family) - A set of exceptional quality, if revealing, armor that comes with a buckler and sword of similar quality. Only the items you can purchase here really exceed them in quality.

Giant Killer (100CP) (Free: Barbarian) - A sword that's both taller and heavier than you. Impossibly durable, physics and its weight won't ever stop you from wielding it, being as light as a feather in your hand.

God's Chained Blade (100CP) (Free: Priestess) - A bladed chain whip that can generate a potent purple fire. It can burn most foes alive with ease, but there's some sort of cooldown stopping you from just spamming the fire.

Sentient Item (100CP) (Free: Witch's Minion) - You may with this raise one item of yours to give sentience, and this can give you a basic item if you don't import anything. It'll have a personality of your choosing, and if you want this can give it the ability to freely fly about moderately fast. Anything human-sized. Counts as a follower.

Mount Hourai's Energy Boots (200CP) (Discounted: Drop-In) - Two boots that allow the user to jet themselves through the air. It might take some training to use them effectively, but they'll never run out of fuel.

Evindil, the Wind of Destiny (200CP) (Discounted: Vance Family) - A once reforged sword, capable of exorcising even the strongest of demonic or monstrous enemies once defeated. Since you're buying it with CP, it could potentially be reforged again.

Kushinawa (200CP) (Discounted: Barbarian) - A katana that glows with an aura that both temporarily gets brighter and gains power the madder or more in danger you become. Nobody but you can even draw it from its sheathe.

Suppressing Holy Bow of Eight Purifications (200CP) (Discounted: Priestess) - A longbow capable of exorcising demons and monsters when arrows are fired from it. Users of chi or life magic will find it incredibly easy to infuse arrows fired from it with them.

Symbiotic Weapon (200CP) (Discounted: Witch's Minion) - A weapon that can use an element with the same finesse as the **Elemental General** perk. Unfortunately, it cannot grow in power, and weak individuals will find that it wields them more than they wield it. If weak or weakened enough, the weapon will rape the wielder with tentacles, injecting them with a performance-enhancing substance. That is not a pun.

Dragon Beheading Blade (400CP) (Discounted: Drop-In) - A handle that projects a masamune sword made of energy from it. While it has no special abilities, it's capable of cutting clean through a dragon's head.

Wizard Armor (400CP) (Discounted: Vance Family) - Small stones that make it easier to channel magical power have been studded throughout this armor. A sign of status and power, this armor allows someone who would otherwise need a catalyst to instead cast spells using it.

Horsehead Necklace (400CP) (Discounted: Barbarian) - An inexhaustible demon horse is summoned with the use of this necklace. Aside from that, it's also capable of projecting a powerful magic shield around the wearer, deflecting swords and arrows.

Heavenly Rifle (400CP) (Discounted: Priestess) - A rifle that shoots holy milk. It's completely ineffective against normal targets, but demons and monsters will fall with only a few shots from it. Never needs to be reloaded, and tastes great to those who aren't evil.

Nyanda Whip (400CP) (Discounted: Witch's Minion) - A whip that continuously electrocutes whatever it comes into contact with should the user will it. This whip easily cuts like a sword, and rends even the strongest of armors.

Gravity Magnum (600CP) (Discounted: Drop-In) - An unconventionally shaped magnum that can manipulate gravity. It can be used to surround the user in a defensive gravitational field, or be used to fire seemingly endless gravity bullets when the barrier is down. As a last resort, it can encase a target in an orb of gravity, crushing them.

Infinity Slasher (600CP) (Discounted: Vance Family) - A chainsaw sword that throws off cutting energy waves capable of leveling a castle in only a few strikes. The more the person wants to win, the stronger this weapon will become. It has an upper limit, but we've never seen it.

Grim Venus (600CP) (Discounted: Barbarian) - A sword that can turn into a lance. It allows for a spammable magic blast capable of blowing stone walls and giant trees apart like there's nothing there when in its lance form.

Celestial Sabre (600CP) (Discounted: Priestess) - The sword of a literal angel. Besides being divinely sharp, there is no better channel for holy power that you can reasonably expect to get. Heaven will permit you to keep this.

Wraith's Scythe (600CP) (Discounted: Witch's Minion) - Capable of producing a miasma of death that the user is immune to, and transferring that same death-inducing magic through ranged slashes. It greatly amplifies demonic magics when wielded.

Companions: The importation of companions and reality warping. What? Companions may not purchase others or take drawbacks. Discounts are always 50%

Three's a Party (100CP) - Two of your previously established or newly met collaborators. You may import or create two companions with a purchase of this. Three purchases of this allows you to import or create eight companions to enter this world with you, but no more. They can take an origin and race, get their free perks, free items, and 400CP to spend however they wish.

Every Girl A Queen (100CP) - Perhaps you've gotten close to another. You may designate someone already here to be a companion. Whoever that you designate as companion must ultimately want to come with you. You could befriend them, mind control, or whatever you'd rather.

Queen’s X (200CP) (Discounted: Drop-In) (Required: Queen’s Gate & Queen’s Gate: Spiral Chaos) - Turns out not only did all those warriors find themselves here, but someone from one of your past Jumps did as well. You may with this pick one person from a Jump you’ve visited to have a version of them that hasn’t met you yet be brought here. Careful not to shoot yourself in the foot if you’ve taken the **Queen’s Blade: Actual Chaos** drawback as it applies to them as well. They will not be inclined to befriend you anymore than they would have normally.

Drawbacks: 800CP can ultimately be acquired here, but all may be taken. The exception is if you take **Queen's Gate: Actual Chaos** at 1,000CP. They shall be removed in ten years time, or on death. They supersede other choices.

Anime Adaptation or Manga Original (+0) - Needless to say, there are some differences between these two. This will allow you to pick which version of this world you enter into. It should be noted that if you take the latter of the two, more will happen as this also encompasses the rest of the written material.

Queen’s Blade: Rebellion (+0) - The land is now under the rule of Claudette, and she rules with an iron fist. Taking place roughly four years after what would have been your initial arrival, this option allows for some of the plot characters to be advanced in the story without your interference, and for some new villains and heroes to make their appearance. A double-edged sword when added with some of the options below.

Queen’s Gate & Queen’s Gate: Spiral Chaos (+0) - Is that Ivy from Soulcalibur over there? Dizzy from Guilty Gear! Your stay here now connects with the Queen's Gate storyline. The Queen’s Gate is an artifact able to distort time and space, and a whole lot happens with it. You may not in any way take the gate, go through it, or influence it beyond what happens in the story.

Is That Jumper? (+0) (Required: Queen’s Gate & Queen’s Gate: Spiral Chaos) - Any characters you've met or you're to meet through either the **Queen's X** companion option or Queen's Gate drawback will instead be the version you've already met in another Jump, and their version of their world will be the one connected to the Queen’s Gate instead.

Broken Blade (+100CP) - Someone with a lot of money wants you dead. Whether they're gambling on who wins the Queen's Blade or just really hate you, they're willing to do a lot to get you killed, and you have no idea who they are.

Monster-Blooded (+100CP) - You no longer look normal, and have some obvious tells to this effect. While you can still be attractive, most people will mistake you for being a demon. You also become slightly more prone to negative emotions.

Spilled Milk (+100CP) - You're now defaulted to your Body Mod choices and what you can buy here. Your outside items and companions are all locked out, too.

Sleep Curse (+200CP) - You've had a sleep curse put on you by Werbellia, and now must sleep sixteen hours a day. You cannot avoid sleeping, and you'll be forced to sleep at least three times a day. This also locks you out of your Warehouse for the Jump.

Excommunication (+200CP) - You have now been shunned by all good people that honor the Queen's Blade, and you cannot participate in it yourself. Considering that angels and Heaven objectively exist, that's most people.

Holy Labors (+200CP) - An angel will occasionally drop by and give you a task to do. It will usually be nothing special, but can take a long time and have you go far away. If you fail to do enough of these tasks, you will suffer the wrath of Heaven.

Queen's Pact (+300CP) - Looks like you've traded some space in your head for extra points. Not only will this domineering demon have their own opinion on everything you do, should you let your guard down they might just be able to take over your body. You can wrestle control back, but this will be a constant struggle.

Doomed Yuri (+300CP) - Your presence in this world unmakes all romances between women, and any chances that you find romance yourself are equally destroyed. For the next 10 years, you are also completely incapable of having sex.

Divine Handicap (+300CP) - You now have a bottle of Holy Milk that you must keep on your person and never spill. The more you spill, the weaker you get. Should it all get spilled, you fail your Chain.

Queen's Gate: Actual Chaos (+1,000CP) (Required: Queen's Gate & Queen's Gate: Spiral Chaos) - With all those girls coming through it begs the question... Where the hell are their bad guys? All the main villains of the heroines who enter this world will now come along, too. You must defeat them in 10 years or suffer Chain failure.

Endgame: The bits you see all too much. 10 years are up.

Queen Jumper (Stay) - You've ascended the throne and decided to stay. You didn't? Then why would you ever pick this?!

Triumphant Return (Go Home) - A traveler with many tales, you go home to yours.

Wandering Warrior (Move On) - Ever vigilant, you carry on.

The Spark (Actual Endgame) (Required: Queen's Gate & Queen's Gate: Spiral Chaos) - Ending your chain here with the appropriate conditions means that the Queen's Gate becomes unalterable and fixed. Fixed to what you might ask. Fixed to every world you once went to before this one and all the ones added by drawbacks. If taken with **Is That Junper?**, those worlds will be the exact ones you left. A multiverse at your fingertips, you are now sure to have an adventure and can freely shift between these worlds as if teleporting. You may even discover more worlds with some practice. A journey ends… Or does it? Your call, Jumper.

Notes & Changelog: That which I could not cover above.

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1. The various **Holy Poses** and variations can be found here: https://queensblade.fandom.com/wiki/Holy_Poses

2. Characters added by Queen's Gate are listed in these links.
   http://queensblade.wikia.com/wiki/Queen%27s_Gate
   http://queensblade.wikia.com/wiki/Queen%27s_Gate:_Spiral_Chaos

3. Queen's X refers to the media, Queen's X, not something I am making up.

4. Queen's Blade: Grimoire is an alternative setting entirely. It doesn't fall under the purview of this Jump or the intersecting canons within it.

5. Wanking helps

6. **v2.1:** Fluffed the Starting Location descriptions. Changed **Pretty Princess** to **First Princess**. Added the General Perk section and gave everyone **Beautiful Fighter**. Updated **Barbaric Strength** and **Noble Bearing**. Updated **Holy Poses**, and added **Holy Poses** note. Buffed **Battle Banter**. Clarified **Symbiotic Clothes**. Gave **Three's a Party** 400CP to spend instead of 300CP. Other small changes. Edited the Notes, and killed the turtle.