

Bastard!!

Part 1/2

A Rose-Valeria Production

Introduction

It is said that centuries ago, the world underwent a great cataclysm that wiped away the old world and replaced it with a new one. The truth of this great disaster is unknown to most but the new world that replaced it is fantastical and filled with magic and monsters of all kinds.

This place is very similar to what fantasy stories one might be used to. Much of the story of the world of Bastard takes place within a single continent comprised of several large and small kingdoms of men. While humans are the majority presence in this world, many other races exist. Elves, dwarves, orcs, the undead and more. Magic runs in the blood of many beings and great spirits of the elements exist in their own planes, empowering those they deem worthy.

The story of Bastard centres on Dark Schneider, an incredibly powerful and incredibly handsome wizard who seeks to conquer the world. Accompanied by his four Riders of Havok, the greatest generals of his vast armies, he crushed country after country beneath his heels. With a huge army of magical golems at his service, there was no force that could stand against the handsome overlord. At least, until Prince Lars of the country of Metalicana awoke the legendary Dragon Knight Armour and destroyed the golem army and, as was believed at the time, Dark Schneider himself. Lars then disappeared mysteriously.

Neither Dark Schneider nor Lars Ul Metalicana died in fact. Dark Schneider reincarnated into the form of a baby, being found and having his dark personality sealed away by the Head Priest of the kingdom Metalicana. Raised as Lushe Ren Ren, the sealed Dark Schneider would grow up as the adopted younger brother of the Head Priests' daughter Yoko for a decade.

In this time however, not all was good. The Riders of Havok continued their war a few years after Dark Schneider disappeared, now seemingly aiming to destroy the four seals that prevent the Evil God Anthrax, a dark and terrible beast responsible for a great disaster many years ago, from awakening once more. Their brutal armies roam the lands, destroying kingdoms and slaughtering as they please. In a few days, their advance will reach the capital of Metalicana, where young Lushe will begin to temporarily awaken as Dark Schneider once more. This will set in motion events to change the world as it is known.

However, this is not when you start. You begin a little after Dark Schneider was sealed into the infant form of Lushe Ren Ren. It will be ten years from now that Anthrax would normally be fully released, though your actions may yet prevent this from coming about.

You now have 1000 Choice Points (CP) with which to make purchases from the below guide.

Locations

1- Metallica

One of the four great kingdoms of the land. Metallica is the country which protects one of the four seals that hold back Anthrax, in the form of the country's princess. It is also the location where young Lushe and Yoko live, though this will soon change. It is a classic fantasy kingdom of knights and magic and though its armies and castles are strong, they won't hold long against the monsters that Kall-Su commands.

2- Judas

The neighbouring kingdom to Metallica, currently under attack and losing badly to the riders of Havok. Try as they might, this kingdom is doomed without outside intervention and being here without the power to survive is likely a very dangerous venture.

3- Iron Maiden

Another of the great Kingdoms. Iron Maiden has a long tradition of Bushido, the Samurai warriors of the nation being among the foremost warriors in the world, with even the Wizard Marshals of the enemy meeting their matches here. However, as noble and powerful as the Samurai may be, their lords are incompetent, cowardly and unable to direct the warriors despite the oaths those warriors took to them. If someone could free them, perhaps the world may yet have a chance.

4- Valley of Death

Home to the Ninja Master Gaara and his two thousand strong ninja army. A deep valley beneath a Cliffside castle, the place is notorious for the dangerous monsters and even more dangerous ninja that prowl its limits. A man who comes here is in for a fight to be sure. A woman? Well...the Ninja Master is a renowned pervert. Perhaps he'd be better off learning a lesson in manners.

5- King Crimson Glory

The fantastic flying city, King Crimson Glory. This immense flying ship is the legendary homeland of the elves, in reality being a high tech floating city. Whilst almost all the Elven inhabitants of this place have long since left for the surface, it is still populated by Ten Wise Men, who manage the city in preparation for predicted threats to the world. If you're sneaky enough, there's truckloads of treasure and valuable technology to be found here, though finding a way off the city might be quite hard.

6- Free Choice

You've landed the best roll of the dice. Choose any of the above locations to start in.

Origins

You get one origin from each set.

Character Origin-

Dark Hero

The world is never as simple as just good versus evil, no matter what certain factions may want you to believe. Villains with good intentions exist, just as heroic bastards do. You are of the latter kind, a heroic individual not bound by any sort of honour or good manner. You've got a burgeoning reputation for doing great things and for being a right prick about it as you do, whether that's true or not.

Horseman

After Dark Schneider disappeared, his generals would continue his war to conquer the planet, only under the command of Kall Su, who supposedly seeks to create a utopia. You're one of the many leaders who serve the Riders of Havok, the 4 generals that used to serve Dark Schneider. Gaara the Ninja Master. Arshes Nei the Thunder Empress. Abigail the Prophet of the Underworld. Kall Su, the Ice King. You are either a captain under the command of one of these four or, if you are strong enough, a fifth member of the Riders of Havok and a counterpart to them.

Kingdom Man/Woman

Born and raised in one of the kingdoms of the realm, which one is your choice, you're a true citizen and representative of your race. You are quite highly placed in your kingdom, though your exact position depends on your skills and powers, so it is likely that you are at least a knight or notable magician. The coming days will be filled with conflict as Kall's army of darkness seeks to conquer your kingdom, whether for one of the Anthrax Seals or simply because it is in the way.

Monster

Humans, Elves, Dwarves and such are all the...basic species of the world. The most populous and attractive of the humanoid races. But they are not all that exists in this world. Many things out of fantasy were created and placed in the world, yourself being just one of many examples. You are a monster, a being of greater power than the ordinary races. You gain access to the Monster Only section in the Races category later.

Power Origin-

Warrior

Martial power is your focus. You're a warrior and a fighter, focusing on improving your physical might and on magic that directly enhances your body or has extreme focus on offense, such as fire or lightning elemental magic. You are the strongest and toughest of the four origins by a great degree, though your magical abilities lag behind that of the Wizard or Priest. You have incredible skill in several forms of martial combat, with or without weapons, and you're a natural when it comes to commanding armed forces, at least on a small scale.

Wizard

The might of Magic is yours to command. You're a classic Wizard, capable of wielding arcane power with your will. You have the largest amount of magical power, skill and energy, though the Priest comes close, but find yourself missing a fair amount in the martial and physical areas. You have a smattering of magical knowledge in most disciplines available to you, even if you do not purchase the specific magical perks later on. You also find learning magic to come much easier to you than it would to normal people.

Priest

A Priest is a magic user, wielding arcane power, but they focus on more esoteric and aligned magics, such as healing magics or the art of necromancy. As a Priest you have great magical power, though not equal to the Wizards, but also a significant amount of physical might. You'd be no match for the warrior but you can definitely hold your own in any brawls, even with a few monsters. Spiritual arts, magics or techniques involving the soul or spirits, are something you are naturally gifted with as well as being quite charismatic, no matter your appearance.

Ninja

You're a Ninja, a master of the silent kill and of trickery. Direct combat or war magic isn't exactly your forte, as you are much better used to sneaking missions or hit and runs. You're a much better warrior than you are a magician, especially in the areas of speed and agility, and you're a skilled user of all kinds of ninja weapons and tools, as well as ways to sneak into locations or kill silently. You do have some magical ability, equal to that of the Warriors, though yours is much more focused on stealthy or dark magics.

Your age is based on a roll of 20+1d8. Your gender is whatever it was previously. Both of these may be changed to whatever you like for 100CP.

Races

Pick one.

Human- Free

The most populous race of the world, making up most of the kingdoms still found in the modern day. As they always are, humanity is quite average in most areas, possessing few natural advantages or disadvantages compared to the other races. They have the freedom to make their choices on how they grow and how they act. They do have more importance to existence than they realise however, both to the history of this world and to forces far beyond it.

Elf/Dark Elf- 100

The sylvan folk, humanoids with pointed ears and very long lives. Mostly living in the forests in these times, they come in light and dark skinned varieties, the aforementioned Elves and Dark Elves. Elves have naturally good eyesight and hearing, several times that of a normal humans, and possess significantly greater magical power than humans on average. There aren't too many Elves left, even despite the fact that each one can live for many centuries without aging much at all.

Half Elf- 200

A half breed of one of the two Elven species and a Human. Ostracised by other elves and most humans, they are rarely the sort to live long when abandoned in this world. They live for over a thousand years and have even greater magical potential for an Elf, as a result of their hybrid state. They have the same heightened senses as their Elven parents but possess less pronounced pointed ears and features than an ordinary Elf.

Monster Only-

Orc- Free

The classic horde monster. Green skinned and tusked, the Orc is a most dangerous pest on these lands. Taller, broader and much stronger than any man, Orcs roam the world in large raiding bands to kill, rape and eat as they please. Whether you are party to these raiders or not is your choice but as an Orc, you'll have significantly greater strength and endurance than any average human.

Cyclops- 100

The one eyed giants. Standing between three and four times the height of an adult human, Cyclops have incredible strength and durability, though often they are also lacking in intelligence. You don't seem to be any more stupid than normal, leaving you with only the advantages. You can smash down houses with ease and it's doubtful anything short of a catapult or other siege engine will really hurt you.

Vampire- 200

The Lords of the Night. Powerful undead with many advantages, albeit they come with their weaknesses. You have several times as strong, fast and tough as the ordinary man at your base level and possess significantly more magical power. You can turn yourself into a bat at will, even doing so to escape mortal wounds, and can turn those you bite into ghouls or other vampires. You are extremely resistant to non-magical weapons, with only the largest and strongest being able to actually harm you, and possess the ability to fire laser beams from your eyes that can melt through stone and metal in an instant. You burn when touched by the rays of sunlight however and take more damage than normal from fire. You are unaging yet you do still require to eat, subsisting on blood drained from other living beings.

Lycanthrope- 100

Perhaps the most human of the monsters offered here. You are normally just an ordinary human but when the moon is out, you can take on the form of a beast. Whatever creature you take on must be an ordinary animal, such as a wolf or tiger. In this form, you become much stronger, much faster, and much tougher and heal at a stunning rate, likely gaining new weapons or limbs as judged by your chosen animal. The closer the moon is to full, the more power you'll gain from this transformation and the more you'll appear to combine with the beast. At the full moon, you'll be a perfect hybrid between beast and man.

Lich- 300

High power undead that outmatch even the Vampire. All Liches have mighty magical powers and thus your own magical potential is many times higher than any normal human. You are almost immune to mundane weapons but also possess high magical resistance, along with great physical strength that allows you to tear through other humans with ease. You are also able to rot living things with just your presence, spreading sickness and old age around you. You do not age and nor do you require any form of sustenance or feel the weaknesses of the flesh, such as poison or disease.

Dragon- 500

The mightiest of beasts in this world. The great Dragons of old, long thought extinct, still reside in some remote areas of the world. You are a full grown, adult dragon and have all the power to represent such a thing. Big enough to eat a bus and match an airship in size, your physical might is such that the firepower of a whole fleet of flying warships is little more than mosquito stings at worst. You can tear giant machines of war apart just by running through them and the fiery breath you can exhale reduces whole armies to molten metal and charcoaled meat. You even have immense magical power, dozens of times as great as what any human of your level could manage. You are immortal and unchanging by the passage of time, save to grow even stronger.

For an extra 200 points, you may become an undead dragon. This will increase your physical power to even greater heights, though your innate magic as a dragon will suffer. You will no longer need to feed or rest and can spread deadly rot and necromantic energies wherever you go.

Perks

100CP perks are free for their connected origins. All other perks are discounted for the connected origins.

Magic- 100 per

Magic is a well-known force in this world. Every court has a few magicians and the strongest wizards can replace entire armies in terms of power. While all magic is ultimately quite powerful, there are many individual styles of it to learn from. This option represents the various styles you may learn, with every purchase giving you a well learned knowledge in the particular style you have focused on, though taking certain perks will greatly increase this knowledge. Any magical discipline that appears in the Bastard series prior to Anthrax's revival is a valid purchase, from the Elemental Arts (Even focusing on one particular element to the exclusion of others) to Necromancy to Summoning and more besides. Wizards and Priests may each choose one style for free. Extra styles may be bought for 100 points each.

Eleventh Wise Man- 300

The Ten Wise Men are an ancient, legendary group of wizards. To the people of this world, they are generally considered a distant legend, if not an entirely false story. You know the truth, given you are a long lost eleventh member. The Eleven Wise Men are a group of eleven beings from before the catastrophe on this world many years ago. Brilliant scientists that are responsible for all life on the world as it is now, much of the magic that we know and who have directed the flow of events for the past few hundred years. As a member of such, you're intelligence has been boosted into the stratosphere, letting you easily craft the most amazing of technologies or magics. You know of all the science that the other Wise Men have studied and created, giving you a vast knowledge of technology, particularly in the field of biology and magic.

Dark Hero

Voice of an Angel- 100

A pretty face without something to back it up might as well be a doll. Great to look at, not much use for anything else. You may not have a great mind or body or spirit to back up your handsome features but what you do have is a gorgeous voice and a talent for using it. Just your normal speech is as beautiful and enjoyable as a song and your actual singing? Breathtaking, both in quality and the sheer skill with which you now sing. Your real talent lies in acting, though some may disagree as to whether it's a good thing. You're able to chew through any scenery at the drop of a hat, embellishing even the simplest of sentences to grand, majestic speeches, particularly about yourself. Everyone's going to know how great you are, given the intricate detail that you can describe how great you are to them.

Dark Beauty - 200

They can't resist you. Who is 'they'? Everyone! From farm girls to princesses, all it takes from you is a smile and a wink to make any fine lady swoon. Whether you seek a true romance or just want to romp around in the hay with them, you'll find very few who can resist your attentions. You're just as good at keeping things going too, keeping the love and/or lust burning for years on end without any weakening of affections. Maybe it has something to do with just how mind blowingly good you are in bed? Hell, it seems you're so good that people don't even mind sharing you. Even your romantic partners will find themselves okay with you having other interests, coming to agreements with their counterparts to not fight over you. They might even become friends or lovers themselves, even if they focus mostly on you.

Unquestionable Presence- 400

It's a simple law of the universe. The handsome hero will always triumph over the ugly villain. And you? You're the handsomest of them all. Gorgeous, stunning, picturesque, divine. All words that fail to describe you fully. You could make even the prettiest of demons or angels boil in jealousy and make the hearts of mere mortals stop for a moment or two on seeing you. And that law earlier? Well, it might not be quite as described but you do find it applying to your battles. The more handsome you are in comparison to your foe, the stronger you feel yourself getting. Facing a badly scarred peasant of a man? It'd be easy to crush his hand with a handshake. Up against a grotesque demon? You might pull out several times again your full power for a few attacks against them.

Devil's Child- 600

The darkness is rising. The evil forces are growing stronger. Soon the villain will be unstoppable. Too bad for him he's not the only one that grows on evil. You are empowered by the mere presence of evil, whether it be energies or beings or even just actions. Your foe decides to utilise dark magics and necromancy to fight you? He'll find you growing stronger as the battle goes on. A dark god has awakened and spread an evil aura over the whole world? You'll be just as empowered as any of that dark gods' servants would be by their presence. The stronger the feeling, the stronger you'll grow but these are temporary boosts. There are ways to increase your power permanently however. Killing evil beings will see you take a good portion of their power for your own. The more brutal and evil your own ways of ending them, the more you'll gain, but it'll only be in raw physical or magical power, you don't gain any unique abilities from them.

Horseman

And He Shall Be Known As- 100

Thunder Empress! Prophet of the Underworld! Rider of Havok! Why does everyone but you get all these cool titles?! No more! Your actions and deeds will grow your reputation by leaps and bounds, even when you only accomplish small tasks. They won't exaggerate what you can do, in fact your reputation is often very accurate to you, but it will make sure that everyone for miles around will hear of it when you win a duel with style or cut down a band of raiders or save a damsel in distress. Bigger feats? Whole countries or even continents may hear of your exploits before the day is out. Best of all, you're sure to get some fantastic titles and monikers out of it all. They'll never be embarrassing, ill-fitting or implying you to be worse than you really are.

Leeching- 200

You're more bug than man right now, given the hives upon hives of creatures that live within you. Countless varieties of supernatural insects live and die within you, granting you many benefits due to the symbiotic relationship. Recycling worms enhance your strength and regenerate your body, carnivorous leeches extend to attack your opponents at high speeds, you can take on the traits of bugs such as spiders or centipedes that live within you or even release some of your bugs to track or fight for you. You can even add new bugs to your inner hive by eating them, though you'll need to be big enough to contain them

For the Greater Good- 400

Utopia. It's what we're all fighting for, isn't it? This is a dark, brutal world but there is still hope, so long as those that are able can follow the words of a man capable of leading them to that utopia, even if that man may lead them unto battle. You just so happen to be that kind of man, though you seem to lack a certain desire to achieve that goal. You're the sort of leader and commander who could command any army with ease, leading forces to victory against forces many times their size and strength. It's on the micro scale that you do your best work though, as your manipulations of individuals can attest to. You aren't just able to easily convince people to join you, even when you used to be enemies or have opposing goals, you're able to get those people to do almost any immoral act in your name. It'll take a bit of time to convince them but you can eventually have normally holier-than-thou paladins exterminating hundreds of starving peasants in the name of peace and justice.

Master of Puppets- 600

What is a King without his Generals? What is a Hunter without his Hounds? Still a king and still a hunter but neither are anywhere close to as effective or powerful when they lack their helpers. You never find yourself lacking, as much like many other great leaders in this world, you attract powerful servants like flies to honey. These servants will come to you in all kinds of situations, each one in a state of mind where they will quickly and easily pledge their loyal service to you if you can prove yourself worthy or do them a favour, neither being very difficult for yourself. They'll be worthy servants of yourself as well, never weak enough that they cannot assist you in your goals, though only rarely will you find a follower strong enough to come close to equalling your power. These men and women are nigh unbreakably loyal to you after a short time, quickly coming to believe wholeheartedly in you and your goals.

Kingdom

Samurai Way- 100

You took an oath or made a vow or even just reaffirmed your own beliefs when you became a man of the Kingdom. You may serve or rule but either way, you know there is no way that you can back down when something important is at stake. Your beliefs and honour allow you to ignore any fear or doubt you feel, no matter how strong, and continue to focus on your task. Even when the world is ending and armies of demons and angels rain down destruction on the land, they won't even make you flinch as long as you have something to fight for, even if that something is just your own pride as a warrior.

Rise of the King- 200

No matter what foul beasts are raised against your kingdom, it will not fall lightly with you at the helm. You're a monarch that comes only once every few generations, able to lead and command a state or kingdom with masterful skill and grace. While you cannot manage every area of governance by yourself, you are able to expertly find and recruit those who can support you as a leader loyally, as well as confidently and skilfully manage what duties you do possess. You do not have much skill as a military commander but your diplomatic words will often end wars long before they begin. You can also quite easily take over an existing kingdom from a past ruler, by inheritance or violence, without there being so much as a single bump in operations.

Sympathy for the Devil- 400

Within you, there's true good and innocence. You're living proof of the idea that good really does exist. At least, that's what everyone seems to see you as. You're like a beacon of light to others, drawing out the good in them, even when there would normally be none to find. Around normal or already good sorts, your presence turns people into genuine heroes. A few days spent near you makes someone want to do their best and to be a good person. Spending longer and longer, they may even decide they need to go out and actively seek to make a difference. But when so called evil monsters are around you? You start to create good within their previously rotten hearts. They'll find it difficult to harm you, though not impossible if they simply quash their morals, and if they give you enough time to spend talking to them, you might even be able to spark some true goodness within them and convert them. The older and viler the villain, the longer this process will take. And of course, just because they're doing good things, doesn't mean they won't try to put on a façade. Evil has a reputation and all.

Soto Sealing- 600

The world has never seen a master of the art of sealing such as you. Even in the old world, there would only be a handful who could grasp the skill you possess in this area. You have the ability to seal beings and objects away into many forms. This takes little energy from you and can accomplish a very wide array of things but comes with its limitations. Your target must be unable to resist. Objects are rarely capable of such but living beings will need to be defeated, bound or convinced to submit before sealing. There is little limit on what they are sealed into. Simply limiting the power of a being and/or forcing it into an eternal sleep is as easy as sealing it into the form of a sword or into a specific location, even into the form of a newborn infant child. There must always be a certain weakness to the sealing however. Each seal must have cornerstones, objects or beings that support the seals power. The stronger/larger the sealed being, the greater and more numerous the cornerstones. Turning a willingly knight into a blade? You may only need a single gem in the pommel of the sword. Taking away the power of a dark god and forcing it to slumber? Multiple living humans will be required to serve as the cornerstones, with the duty being passed to their firstborn child, and even a single one dying will begin to weaken the seal greatly. The size of what you can seal is around that of a small mountain at first but it will grow with practise.

Monster

The Great and Powerful- 100

You're a beast. It's no wonder others fear you. Your very nature is such that others realise you are a beast, something meant to kill and predate upon them. The sight of you puts people on their nerves and threatening actions? You could get an ordinary man to flee like a dog with its tail between its legs with just a snarl or roar. This intimidating force about you will only grow as your own power does, even if that power is not in use at the moment or takes the form of a non-physical force, such as growing magical energy within you. Maybe one day you could cause the enemy to die of fright.

Right Time in the Wrong Place- 200

The hero never comes upon the monster when it's not the right time and the beast is weak. The climactic battle must always happen when the villain is at his strongest. The Vampire battles the hero at night, the Werewolf hunts him during the full moon and the time is always near for whatever evil wizard seeks to lay him low. You can take advantage of this narrative so that the 'time' is always right for you. If you may only transform when the moon is full, it will always act as if it was full for you. If you could only access your true powers at night, then it will be as if it was always night for you. If a spell you know can only be used at two specific times in the year, it will always count as those two specific times for you. This will not remove the downsides of the actual time. A Vampire will still be burned by the sunlight, even if his power acts as if it was midnight. And this ability will not affect any required time rarer than once a year. If a magical ritual requires a cosmic event that only happens once a century, you'll need to wait for it to happen.

Magical Particles- 400

A body not set solely in the material nor the spiritual realms, such as that you possess, is a frighteningly strong opponent to have. Your physical form is no longer solely such a thing, as you now simultaneously exist in both the physical and spiritual realms. Attacks that operate solely on one of these spectrums can no longer harm you or indeed, even interact with you unless you wish it. Something must be able to effect both reality and the spirits to affect you. You can selectively chose how you yourself interacts with other things, acting as either a spirit or a physical body as you see fit at the time.

The Devil Cell- 600

The Demon God Anthrax is a fearsome foe for more than just its own raw power. The dark god is able to make any of its cells into an individual monster, incredibly powerful, difficult to put down and able to infect others. Somehow you've taken on a similar trait to this. Perhaps you're a rogue cell of Anthrax yourself? You have immense powers of regeneration, needing to be blown apart into tiny pieces to be killed for sure, and growing in power every time you heal from damage. Your body will grow bigger, stronger and more deadly. You are also able to utilise your biology to invade and take over other beings or machines, pitting your will against whatever will exists in your target, controlling their body as if it were your own if you succeed.

Warrior

Enemy of my Enemy- 100

With all the strong monsters roaming these lands, chances are that you'll end up having to work together with others to win some battles. Lucky for you and any prospective allies, you can easily fit yourself into any team seamlessly. Even if you were previously enemies, you'll work together excellently with anyone. In fact, the longer you've known someone, even in a hostile or non-combat role, the better you'll fit together when fighting on the same side. Why wouldn't you be able to perfectly coordinate your attacks with your own archenemy, given how long the two of you have fought against each other?

Kill Style- 200

There's a particular method to the way you fight. You know a certain style or set of techniques that allows you to battle with beings much stronger than you with a chance of winning, unlike others at your peer level. This may be a sword style that hones your slashes to speeds hundreds of times faster than you could ordinarily move or that attacks from many directions at almost simultaneous instants. Whatever it is, you're masterfully skilled in it and teaching it to others, though the increased lethality it grants to you is likely the most appealing portion.

Wahahaha- 400

Everyone wants to join the winning side, deep down. You know that's a fact, what with how your foes so easily bow down to you after you beat them into the ground and grind their castles to dust. It's all too easy to make an opponent into an ally or even a servant if you can get a sure enough victory over them. You're able to easily convert former enemies over to your side, as equal allies or submissive servants, so long as you can defeat them yourself. The more powerful and strong-willed that opponent, the greater the victory you'll need to make certain the conversion. A long time and equally powerful rival to yourself will not become a friend or servant just because you beat them at cards. But if you managed to beat them down so badly they can't even stand on two legs without the support of another and force them to accept defeat, even a stronger foe will accept their new place.

Titan- 600

You're a titan of strength now, a living, breathing colossus of power. Your blows can render whole castles to rubble and your body can move so fast you disappear from the eyes of even trained warriors and marksmen. Your magical abilities are greatly increased too, to the extent that taking out a small army with a handful of spells is not out of mind. The power embedded into your body has a much more unique effect alongside simple enhancements to raw strength however. Against your attacks, defences become weaker and less all-encompassing. Fire magic cast from your fingers will burn even fire elementals and your fists will shatter bones and bruise muscle even on incorporeal spirits. Enemies find that abilities or defences that would normally have made them entirely immune to your attacks are now merely resistances, things able to be overpowered so long as you have enough strength. Strength you certainly do not lack.

Priest

Genial Grandpa- 100

You've slaughtered millions. Carried out horrific experiments on live subjects. Spread chaos and terror across the land. Yet people can't seem to keep the smiles off their faces in your presence. You're shockingly amiable and easy to get along with, even when people have close experiences of your evils. You won't be talking anyone over to your side with words alone but you will discover that your past actions will only put you in a negative light to those you directly committed those actions against, such as a man you yourself experimented on or tortured in the past.

Like a Roach- 200

A certain procedure was carried out on you, a good number of years back, and it resulted in your body possessing some extra features found in few other places. You've gained several extra back up brains spread throughout your body, allowing you to function at full capacity even if your head is totally destroyed and significantly increasing your thinking speed when your head is intact. You've also gotten an array of cybernetic implants that allow you to interface with and attempt to control any electronic computer or machine, using your raw intelligence to attempt to hack into the computer and take control, a skill with which you are already well versed in and will only grow better at with experience, though anything that increases your intelligence or brain power will of course increase your hacking ability.

Master Myself- 400

It's all too tempting to give into the luring promises of evil beings and malevolent gods. The power and knowledge they offer to you may even be real but even the slightest opening you give to them will inevitably result in corruption and thus destruction. Too many magic users, particularly the wielders of Necromancy, have been overtaken in such a way. You are above your peers in this respect, even Abigail himself is not a match for your mental and spiritual fortitude. It is simply impossible for your mind to be controlled or corrupted by an outside source, even if that outside source is Anthrax itself. When something makes an attempt to dominate your mind, you are able to intuit both the attacker's identity and their general location and distance from you. This does not prevent attacks or invasions on your body or soul, so be careful to take precautions so that you don't end up as a mind trapped in an unwilling body.

High Priest- 600

When you call, the dead rise in their thousands. When you pray, whole armies are healed of their wounds and filled with energy. There aren't many Priests that can truthfully call themselves a match for you, magically or physically. Your magical boosts are mostly focused on Priestly arts such as holy or unholy magics but they do provide a lesser boosts to other styles of magic, and your physical enhancements will leave you capable of fighting a Sorcerer Shogun, one of Kall Su's top commanders, to a victory for yourself if need be. The real skill you now have lies in the creation of magical items however, particularly in the speed with which you do so. Not only are you able to imbue any magical spell you know into the form of a usable item, you can do so in just minutes and with nothing at hand for materials or tools save your own magical energy and skill. You can craft hammers that wake people up from sleep by hitting them on the head or swords that encourage people and make them bravely face foes when poked with the blade, in just a few moments.

Wizard

Talking is a Free Action- 100

The magic users of this world often fight at great speeds, making it perhaps a bit nonsensical that they all use such long winded incantations for their most powerful spells. Talking simply seems to be faster than acting in this world, whole conversations taking place during a short fall or several verses being incanted to cast a single spell in the midst of high speed combat. You make this coincidental trait into a true attribute, allowing you to talk far more than others in a short span of time. You, and those you are talking to, can carry entire conversations out within just a fraction of the normal time and this allows you to easily recite even minutes long chants in just a few seconds of time, without actually speeding up your words or blurring them together.

Got No Talent for Ice- 200

Just as the various classes of people have different affinities for magic, so too does the individual differ in their magical affinities. Some favour the elements, even a single specific element, whilst others find defences or supporting magics more to their talents. As much as these affinities help, they can also hinder, as many people also suffer deficiencies or flaws in certain styles. A prodigious fire mage may find himself lacking in ice magic. You take a personally unique view to these sort of affinities, in that you are able to actively focus your talents in one discipline by taking on penalties in another. The greater the flaws you take on, the greater the talent you receive in your chosen focus, allowing you to learn faster and faster and cast with ever more skill whilst your chosen failure becomes slower to learn and more difficult to use. You take these in pairs, choosing one type of magic to gain the enhancement and one to take on the flaws, each of which must be equal to each other. Fire and Ice Magic work as a pair as they are equal but Elemental Magic and Magic Missile will not, as they greatly differ in the breadth of which they cover. There is no limit to how many 'pairs' you take but you cannot reuse the same discipline outside of one pair.

Stronger, Better, Faster- 400

To some, power comes naturally. All too often, those who gain power without work will become lazy and rely solely on what they were born with. You know the value of seeking power and you'll reap your just rewards from the act too. Power comes to you so long as you seek it. You train faster, grow stronger quicker and find magical artefacts or lost spell tomes again and again. As long as you specifically seek out ways to become stronger, the means to do so will be made available to you. However, these means may also take the form of challenges at times. Whilst you grow faster normally, sometimes you will instead be placed on a collision course with powerful foes or great conflicts. You have no guarantee of winning these battles but if you can manage to do so, there's no doubt you'll come out much stronger than before. You can choose to deactivate this effect but you'll lose the other benefits of this ability while you do so.

Arch Mage- 600

Raw power now courses through your very veins. Whole armies and even small cities will disappear before the power contained in your strongest spells, as your magical might is increased to incredible heights. In terms of power, you're an equal to the legendary Dark Schneider, at least as he is on his return to the conscious world. Your body has been empowered by the magic within you, such that you could tear most monsters limb from limb. Given your status as such a mighty wizard, you have also gained the ability to make unique summoning contracts. As opposed to the normal method this discipline is used with, you are able to form a contract with any monster or beast that you defeat or kill, turning them into a willing and loyal servant that will come when you call for its aid. You can only hold a few of these summons active at once, though this improves with time, but they do not drain much at your reserves even when they possess great personal power.

Ninja

Rowdy Rogue- 100

All ninjas are stealthy and you're definitely no exception. You can practically walk past guards at night and putting effort into your work would see you able to sneak into guarded castles in the middle of the day, without alerting anyone. However, strangely enough, you don't really need to act all that stealthy to be stealthy. Even if you laugh and joke and mess around on your sneaking mission, no one will notice you any more than if you kept silent and properly behaved. Your stealth depends solely on your skill, not your far too noisy personality.

Ninjutsu- 200

The shinobi have access to many secret arts, some taught only to their greatest warriors. You've become privy to most of these techniques, learning at least the basics in all the arts of the assassin. You are capable of creating illusionary clones of yourself, though in time you may even create solid clones, and you can replace your body with a nearby object instantaneously when attacked. You are able to place small illusions on yourself, disguising yourself as another person entirely, and a number of other classic ninja techniques. Perhaps most special is your control over the shadows. You are able to form your own shadow into a physically tangible substance and attack or defend with it. In time, you will be able to expand this shadow far beyond its normal size, see through it, teleport to other shadows or even draw people into your shadow.

Man's Man's Man- 400

Putting you down is damn near impossible. Even when hit by an attack that would normally lay you low, you can continue fighting on without much real damage being taken, at least damage that shows. You're much tougher than before and you can withstand some truly impressive amounts of pain, even losing half your life force in one go won't make you flinch. Even using specialised magic to torture you, it's doubtful they'd be able to make you black out. And if you did? You'd be getting back up before you even hit the ground. Finally, if something really does manage to kill you, genuinely force you to meet your final death beyond any protections you may have or possibility of saving from your allies, you'll be given the chance to fight for just a few minutes more as if you were at full power. No matter what you do, you will genuinely die once this time is up. Until then, you'll be able to unleash your last righteous rage upon any foes left standing.

Kage- 600

A Master of the night, a silent blade that lays low kings and emperors. You're a ninja equal to Gaara, the Ninja Master, himself. Your speed is such that there are only a half dozen or so beings in the world at the moment that could surpass or match you and your physical power could pose a danger even to a Dragon. Your magic has increased, with your dark magics not all too far from that of a master Priest. Whilst the increase in magical abilities you've gained is not quite as impressive as what some others gained, you did gain a rather unique trait to your physical form due to that. Your body no longer needs to obey the laws of physics so closely. You are able to run on air or water as if it was solid ground. You can catch beams of light as if they were metal blades and shatter them similarly. You could even grab a raging fire in your hands and throw it away from what it was set alight on.

Items

Dark hero

The Special Stuff-100

Just how do they make it work? How does everyone here have such amazing hair, despite the constant war and strife that covers the land? Probably not with this but the end result is just the same. This gel, when rubbed into your scalp, will grant you as perfect hair as you can imagine. Amazingly thick, lustrous and healthy, long or short as you desire and effortlessly easy to style without making it feel or look bad. It'll also trickle down to your skin, improving the health and sheen of the rest of your body as well. You'll never run out of supply of the gel either.

Screamers-200

Three metal masks have come into your hands, each about the size of a pauldron and with demonic visages. These are special artefacts forged from the corpses of demons and djinn that connect with the wearer's magic when worn. Each one allows you to cast or speak an extra amount of times at once. You could cast three extra spells in the time you cast one or carry four separate conversations on at once, as you are able to speak through each of the masks as if they were your own mouth as well as channel magical energy through them. Curiously, channelling energy to them is an effortless task, so casting more than one spell simultaneously will be no more difficult than casting each spell separately would be.

Golem Army- 400

A few years ago, Dark Schneider used an army of giant stone golems to attempt to conquer the world, supported by his generals and countless other monsters. When the Dragon Knight appeared, the golem army was thought to be destroyed. It turns out that this was not quite the case. You've stumbled upon several hundred stone golems within a cave, all of which recognised you as their new master. Each one is several times as tall as a man and built like a tank on two legs, capable of easily tearing their way through castle walls without slowing down and being tough enough to tangle with everything from hydras to drakes without taking more than superficial damage. In future worlds, the army will await you in a cave near your starting position.

Horseman

Dark Horse- 100

A great dark beast of war, albeit not quite so scary as a dragon or hydra. It's a loyal beast regardless, one that never seems to age or weaken no matter how long it serves you or how far or hard you ride it. You might even believe it could understand your words sometimes given how closely and intelligently it follows your commands. Even if the thing died, it'd be right there next to you the next morning, ready to ride into battle once more.

Me Suit- 200

It's you but new! A brand new robotic suit that looks very similar to you and yet just different enough that people find it almost impossible to connect you and the robotic suit. The suit is fully capable of operating on its own, with a range of potential personalities to select from, including a copy of your own personality. It has moderately high physical and magical abilities, enough that it could give a good fight to a Sorcerer Shogun or fairly powerful monster but only when you put on the suit, with it acting as a disguise, will you be able to channel your full powers through the body. If it gets destroyed, you'll find a new one sent to you a month later, looking slightly different.

War School- 400

A vast fleet of airships has declared allegiance to your personage. Numbering over a hundred, the model of ship varies across the fleet, though all share a strangely fish like appearance. Some ships are able to hold just a few dozen men, equipped with only light bombing and air defence guns, while others can hold a small army of a few hundred to a thousand and have heavy weaponry for use against ground and air foes stored away. When united, this force can lay waste to entire countries over the course of a week, the only things being left alive are peasants too scared to ever resist you again. The fleet is constantly crewed to about half capacity, with the crew being made up of excellent pilots and gunners but poorly skilled warriors. Their place is in the air, not in the midst of an infantry battle.

Kingdom

Royal Ring- 100

A special, signatory item that has been passed down through your family for generations, likely a particularly piece of jewellery or clothing. Whatever form it takes on, this minor magical artefact can only be worn by you, slipping off any other who tries to wear it. You will always be recognised as being who you are as long as you wear it, even if you take on a different form or many years pass. You can willingly give it to another and everyone will know they speak with your full authority. The item can be imported and also gives you a general sense of importance and majesty when worn.

Loyal Legion- 200

Since you were a child, this band of chivalrous men has watched over you and seen to it that you were taken care of. If you are a noble, then it's the household guard of your family but otherwise they are a particularly well-armed group of good hearted travellers who raised you from a baby. Individually, they're hardly a match for some of the great warriors of this world, though each one can certainly tear through common men. They can work together with martial and magical techniques to fight foes far greater than them individually however. Around a hundred in total, they are very loyal and devoted to you, for whatever reason, and will seek to protect and serve you no matter what path you chose to take your life on. In future worlds, they will have a similar connection to you or your family, taking on fitting occupations and skills in that world but replacing the members of the band.

Rising Stars- 400

More than a captain or a noble, you're a royal in your own right. As either the head or heir of a small kingdom, you've got quite the power, influence and wealth at your command. Your kingdom is far from the likes of Metalicana or Judas, being more of a very overgrown city-state. You have several cities, the largest of which serves as your capital, and large stretches of farmland and other fitting terrain for the area, likely forests and plains in this world. Your subjects are generally loyal and happy with the well governed kingdom and despite its relatively small size, the army has proven its skill and mettle many times against raiding forces of monsters and other kingdom's men. It would be good to make sure they are ready as they can be however, as Kall Su and his forces will likely seek to overthrow your rule in a few years' time.

Monster

Dank Cave- 100

Your dank, dark and abandoned home away from home. For a man, it might not seem like much but it's a cosy retreat for most monsters. This cave is located...well, it seems more like the cave is always just a few minutes' walk away from where you currently are, even if it ends up looking a little different. It's always just big enough to comfortably house you and no one will find it without you being there before them, though you can inadvertently lead people to your hidey hole. At the least, it's easy enough to defend with just the one opening.

Sealed Blade- 200

An unorthodox choice but some of the best known monsters of this world are able to transform themselves into weapons, channelling their powers through to another. You've also gained this ability, this item that you are given to transform into. You can choose any form of trinket or basic weapon to be able to turn yourself into, allowing you to share however much of your power and abilities with your wielders as you desire. You can also choose to import an item that you already possess to be the object that you transform into.

Priest

Spider Cape- 100

This is a bone formed device comprised of a central hub and several long tentacles. Coming attached to either a long set of rugged robes, or if you prefer an imported outfit of clothing or armour, the bone device is actually a semi-aware defence mechanism. Each tentacle, normally wrapped around the outfit it is attached too, can attack or defend at the wearer's wishes. They are strong enough to tear through stone and metal with ease and can act as prehensile arms or legs for the wearer in an emergency too. The tentacles are also excellent lightning rods, able to conduct even immense bolts of lightning magic, though there is an eventual limit on how much they can take.

Crystal Ball- 200

This large, clear crystal ball has powers of pre and post cognition, as well as the ability to see and search for far away things in the present. By staring into it, you may catch short flashes of important events to you in the near, or more rarely, far future. They will be clear enough for you to know what the event is but will not reveal what has happened to lead to that event nor what the aftermath of it would be. You can also use the ball to see past events, with much more clarity, though it only works when you are in the location you wish to view. Finally, the orb can be used to cast your senses too far away places, letting you use your various senses at distances many miles away, which will improve as your magical power does.

Tide of Death- 400

What is a necromancer without an army of darkness? Not a proper necromancer, that's what. Luckily for you, one seems to just follow you around. Automatically linked to you, always obeying your orders above any others, is a gigantic horde of undead that has been raised in your name. Tens of thousands of zombies and skeletons of all kinds make up the meat of this force but there exist many individuals of far greater power within it. Lich mages, zombie hydra or giant skeletons, vampires and ghoul beasts of all sorts. Even a mid sized zombie dragon can be found flying at the head of this army, a perfect mount for a necromancer lord. This army will raise itself from the ground at your command in future worlds, appearing from the nearest dirty and dark places to ride at your orders.

Warrior

Chainmail Bikini- 100

You'd be forgiven for doubting the effectiveness of the armour often worn by female warriors in this world. They barely work as clothing, much less combat ready defensive gear. Yet somehow, it just works. AS skimpy as it is, it seems to transfer the protective properties of what little armour there is to cover most of the body. You gain a similar set of armour, covering as much or as little as you like so long as it is both light on coverage and still actually counts as wearing something, and it will convey the protections of the few armoured pieces to every part of your body, similar to if you were wearing a full suite of plate metal armour. You can import something to fill this role but it must follow the rules of the item, making whatever clothing or armour imported into a more scandalous version of its' old self.

Wire Fu- 200

This pair of sturdy leather gloves is in reality, an extremely deadly magical weapon. Stored in the gloves through powerful enchantments are hundreds of kilometres of razor sharp wire. When the wearer wishes, these wires can be projected out through the fingertips of the gloves and commanded with frightening ease to move as desired. A single flick of the wrist can split dozens of men apart or even lay waste to entire forests, provided the wearer has the strength to handle it. They can even be manipulated to not cut and instead merely hold things or, with true mastery, even puppet the bodies of other people with the wires embedded into them.

Earth, Wind, Fire- 400

The Four Elemental Weapons are legendary magical items. Each is a masterfully made weapon, ranging from swords to maces, and holds within them the spirit of a powerful elemental being, such as the Flame Blade holding Ifrit, Lord of Fire, within its blade. Each tool greatly enhances the physical and magical abilities of the user and allows them to control the element the weapon is associated with, greatly empowering any magic relating to that element as well. Instead of gaining a mere copy of one of the existing four weapons, you will gain an entirely new weapon associated with one of the many elements of the world. Fire, Ice, Lightning, Earth, Water, Wind, Light or Darkness. Whatever element you choose, a greater elemental of that type will be sealed within your blade, said elemental being both friendly and loyal to you, as you may summon it to fight at your side. Only the first purchase of this is discounted to Warriors, with further purchases being full price, but multiple purchases can be stacked on the same weapon. You may import a weapon into this option instead.

Wizard

Musical Focus- 100

The greatest wizards of this world rarely bother using catalysts or implements in their casting, such things are unnecessary with the raw power and skill they wield. But for most? Having a casting tool is an invaluable asset. You've received one such tool, albeit one that seems to take on the form of a musical instrument of some kind. By playing the instrument, a task you're now well acquainted with, you can cast magic with sharper skills and less costs than you normally would, though these increases are small in the grand scheme of things. This foci can serve as a supplement to other magical system's that require implements, replacing the need for them.

Beastly Ride- 200 (Higher tiers are discounted as well)

A mighty beast brought low, you've managed to tame one of the many magnificent creatures to be found in this world. It's loyal only to you and will fight to the death to protect you, even if you've been knocked out cold. For this price, you can get yourself a Griffon. A mix of an eagle and a lion and large enough for a full grown woman to comfortably ride on its back, it's a terrible beast to fight for ordinary men as it's claws can shear through metal like butter and it's hide is tough enough to ward off most normal blades.

An extra 200 will instead get you a Sphinx. Two or even three times as large as the Griffon, Sphinxes are beings with the body of a lion, the wings of a hawk and the face of a man or woman. They're even stronger than Griffons, capable of charging through castle walls, and can spend immense gales of wind by beating their wings, along with a roar so loud it can disorient any opponents/

For an extra 600, you can instead gain the company of a young Dragon. Similar to how they were described in the earlier Race section, this dragon is a fair bit weaker than the one described there. It was only born a few decades ago and while it will reach that level of power in time, perhaps even greater, for now it is 'merely' able to exterminate whole armies of men, instead of fleets of war machines.

Three Demonic Artefacts- 400 (Only first purchase is discounted)

Three legendary demonic artefacts, some say crafted by the hand of the devil himself, are available for purchase to you now. Each one has its own benefits and must be bought separately but together, they will form a far mightier combination than the sum of its parts.

The first Demonic Weapon is the Demon Armour. A set of full plate armour, with a head shaped like that of a dragon, this magical armour has incredible enchantments on it, protecting against both physical and magical attacks. Only an incredibly powerful warrior or wizard, the sort that could destroy whole fortresses at once, could pierce the protections as they are. However, as you grow in power, the armour will feed on your energies to empower its own protections to even greater heights.

The next Demonic Weapon is the Devil's Mace. The wielder of this mace can control vast amounts of the earth, causing massive quakes or tearing thousands of tons of rock free of the ground and flung at any opponents with but a motion of the mace. The mace also sucks away at the magic of anyone within at least a kilometre save its master, cutting their magical strength down to size. Similar to the Demon Armour, the hunger of this Mace will grow with the power of its wielder, taking away more and more magic from its master's opponents.

Finally, the Satan Ring. A gold ring with a black stone inlaid to it, this ring has only a single purpose. When used, it will summon a black hole to draw in all but the wielder, sucking away its victims to another dimension where there is no light, air or water to be found, resulting in near instant death for

most beings. The strength and size of this hole in reality will grow as your own power does, though be aware that if something manages to survive being dragged in, opening the black hole again will give them a chance to exit through it.

If combined, they create a massive suit of armour, larger even than a Stone Golem. This armour possesses all the powers of the component pieces at greatly heightened levels as well as numerous additional abilities. For one, the raw physical and magical power of the wearer is greatly increased, the armour tearing through Stone Golems with ease. It also possesses several technological weapons, such as powerful laser beams, flamethrowers or electricity projectors, each of which is equal to a high class, ultra powerful spell and will avoid many of the magic only protections in this world. The one weak point to this armour is that your head will remain exposed whilst wearing it, providing a vulnerability for opponents to strike at.

Ninja

Ninja Tech- 100

Kunai, Shuriken, rope, blades, caltrops and more. All the classic tools of a ninja, which none can go without. To be honest, a truly skilled ninja shouldn't need so much of all this, certainly not the effectively unlimited amounts you've got your hands on, but it's almost like all the best ninjas use these so copiously just to show off. You're able to easily and freely get your hands on as much ninja tool equipment as you need at the time, though you do need to be out of active combat to find some more.

200- Magical Sword

Countless magical swords exist in this world. Almost everyone of import has held a magical blade at one moment or another, often having one well known to be utilised by them. It'd be remiss of us to not grant you a chance at some of these weapons. Rather than simply offer a dreary copy of an existing blade, you are going to instead gain a new one to your own designs. Whatever form and style of sword you wish, looking however you want it to be, it'll assuredly be a hyper sharp sword able to cut through metal and stone with ease, along with being near unbreakable and never losing its edge. Further powers will be described below. You may take one for free but any further abilities will cost another 100 undiscounted points, plus whatever extra costs some abilities may have.

Life Eater- 100

Your blade can empower itself by sucking away at the life force of yourself or your enemies. The more you kill in a short period, the stronger the blade will become but this drained power bleeds away rapidly and is inefficient in its' hunger. Unless you are killing every few seconds, you'll lose what this gains you. On the other hand, you can choose to sacrifice your own life energy, a much more potent empowerment given it loses nothing in the process, allowing you to create attacks of several times your normal power at the cost of your own health.

Magic Beater- 200

What kind of man uses magic in a good old swordfight? It's no use to the cowards now, as your blade will slice through any sort of magical shield as if it wasn't even there. Magical armour will still be armour but only as strong as the armour, not the enchantments laid on it. Even the amazing spell bounds will be rendered as protective as still air when against your blade's cutting edge.

Gravity Smasher- 200

Your sword has the unique ability to manipulate gravity around it and you and your enemies. With this manipulation, you can enhance your own strength or durability to greatly heightened levels or crush all the foes around you with massively focused gravity. With enough skill, you could even use it to increase your speed or fly through the air, by lightening, increasing and altering the gravity as needed.

Light Flasher- 100

The blade has a special enchantment on its brilliantly white blade. The one who holds the blade can wield it at far greater speeds than they could normally move. No matter how fast the wielder of the sword normally is, the blade will make its slashes, parries and thrusts at ten times that speed. The blade will not increase your movement speed, solely that of the blade itself, but it will allow you to effortlessly outfight any man who might otherwise equal you.

Ninja Boys- 400

Nin Nin! Can you hear that sound? The sound of two thousand ninja cheering on their boss as he or she fights many great battles. That boss is you. Your new ninja army, all elite assassins and spies, who

just happen to all be the greatest fans and fight commentators you could ask for. They're based out of a mountainside fortress that's very easily defended and very difficult for anyone without the agility of a ninja to reach. Your army would follow you anywhere, even to the depths of hell itself, and they'll join you in future worlds. They may be kept as followers, not counting towards a companion limit, though if so they will be replaced in each world. You may also turn them into companions, as they count as a single slot of two thousand ninja, though importing them will see the import divided up amongst them as you see fit. The fortress will be located on the closest mountain to your starting location.

Companions

Band of Brothers- 50

If you already have a few friends you want to bring into this world, you'll want to buy this option. For every 50 points you spend here, you'll be able to import one companion you have, or create a new one, with a free origin and 600 points to spend on perks and items, though they can't take any option that gives companions.

A New Ally- 100

Every time you buy this option, you'll get a funny little ticket. Each ticket is an invitation to a character from this world to come along with you on your journey to future worlds, turning them into a companion. They'll have to willingly accept the ticket with knowledge of what it entails for it to work however and be alive by the end of the jump. It only works in this jump and only on characters that feature in this part of the Bastard universe, blocking this option from working on any character that appears and majorly features in the story after Anthrax fully awakens at the end of your ten years here.

Drawbacks

You have a 1000CP limit on the drawbacks from the below list.

Pride Comes Before- +100

Pride before reason. As virtuous as it may be to follow a code of honour such as Bushido or Chivalry, it's all too easy to get lost in your own ego over it. You're now a strident follower of either of the above codes of honour and will follow them even at great risk to your own life. Foremost among both these rules is loyalty to your lord, whoever you have promised yourself to, even when it would cause your death. Perhaps the one upside is that you do not start off having promised yourself to anyone, though the urge to serve will be difficult to deny at some times.

Dark Smugner- +100

You're the best around. Nothing can keep you down. You know it, everyone else should too. You're not even slightly opposed to making sure everyone around knows how great you are with constant boasts and showing off, even in the middle of a battle. You've got an ego that could sink ships and a mouth to match it, though unfortunately for you, you may not have the power to back up your boasts all the time.

An Infection- +200

Anthrax has hooked its foul claws into your heart, taking advantage of an old trauma from your past to control and influence you. It seeks to use you as a tool, a weapon to help release it from its prison. So long as this old trauma remains in your heart, Anthrax will be able to exert immense influence on your mind, such that it will be a constant struggle to retain your own thoughts. The only way to free yourself of this is to slay Anthrax or to examine and come to terms with whatever trauma he is trying to take advantage of. If you do not possess a serious enough issue within your heart or one at all, something will be created and inserted within you, a weakness that forms in your past that will last till you remove it or until the end of your time here.

Betrayed Lover- +200

Love hurts, truer than ever in your case. A close friend or even lover of yours has betrayed you for reasons unknown to you, fleeing from you and then seeking to hunt you down and kill you. They will try for certain to end your life and find themselves imbued with great power to do so, though if you could discover the cause of what changed their heart, you may find yourself able to assist them and bring them back to normal, without even losing the power they gained to strike at you. The power they gain is significant for this world in the current time but does not scale to you. What reason they have for betraying you and seeking your death is also one that may vary. Perhaps they are controlled by the Demon God Anthrax or perhaps they have come to the belief that you betrayed them horribly first.

The Fifth Princess- +200

Anthrax was originally placed under four seals, the princesses of the four great kingdoms of the continent. Now, the Demon God has instead been sealed with a fifth seal, yourself. You are known to be such a seal and thus, the forces of darkness will hunt you in an attempt to slay you and lighten the seals that bind Anthrax. Monsters and demons of all kinds will seek you, along with the Riders of Havok and all their soldiers, though it is unlikely that they will devote all their forces towards finding you until years from now, as there are multiple seals to break.

Luchedor Mask- +300

You are now set to land in the world of Bastard!! A decade earlier than you normally would. When you arrived in this world, you landed in a disoriented mess, managing to make a very negative

impression on a surprisingly powerful priest. They took advantage of your confusion to seal you into the body of a newborn baby, a child who would grow to become a counterpart to your personality. If you are an evil, manipulative, womanising bastard, the child will be good, honest, innocent and sweet. Their mind is in full control yet unable to access any of your abilities, leaving them relatively powerless. Only by the kiss of a untouched maiden can you temporarily regain control, though such a thing will only last a few hours at best, and while you may be kissed again, any maiden that constantly kisses a child is unlikely to be long considered a maiden. There is however another way to regain control of your body. The closer your own personality comes to that of your young counterpart, the more often you can wrest control from them. If you can manage to fully take on their traits while retaining your own personality, you would be able to once again possess your body in full. Whether you have taken back control or not by the end of your jump, you may take your young counterpart as a companion for free.

Blue Nail Curse- +300

One of the most deadly and invasive of magics in this world, the Blue Nail Curse is a fatal curse that binds the target to the will of the user, forcing them to follow the user's commands or die. You have been afflicted with this curse by a particularly vile being within this world and though they would not do anything untoward to you, they will use you as a tool and weapon against their many foes and targets, among which will be many strong fighters and innocents. The curse has turned one of your fingernails blue and if you disobey your new lord, it will slowly turn purple and if you continue, it will turn red and result in your death. Only by eating the heart of one with love for you, who willingly tears out their own heart for you with the knowledge that they will die, can you be free from the curse.

Sealed Away- +300

By a stroke of simply terrible luck, you've become trapped within the same seal as Anthrax. No matter what you try, you cannot escape from the inside nor influence those on the outside, not until at least one seal has been released, with more seals being released allowing you to influence the outside more and more. Those seals being undone is no good thing however, as it will also awaken Anthrax. While he cannot act to directly harm you, you will be forced to bear the full brunt of his evil influence and manipulations. If you take no actions on your own, the seals will begin to be released a few years from now but otherwise, you may need to rely on friends you brought to this world if you wish to be released sooner than that.

Ending

Whether Anthrax was released or not, your ten years in this world are up. You'll have a chance to return to this world again later on, if you choose the right choice below.

You can choose to go home to your original world. You can choose to stay in this world of Bastards. You can choose to continue onto another world in the future. Make the choice Jumper.

Notes

Thanks to my faithful crew! - Valeria, Alice and NuBee

Power Origin Capstones- One puts you on the level of Gaara, Arshes, Abigail or DS during the battle between DS and Abigail. Two makes you equal to Arshes or Gaara at the end of part 1, around their battle with Anthrax's cells. Three makes you equal to DS during his battle with Kall and just before he fights Anthrax.