

# Kaamelott Jumpchain



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A spelling mistake? No, it's not the usual quest for the Holy Grail, but a comedy television series. The valiant knights have been replaced by humorous versions and the adventures often end in silly but amusing fails, like forgetting the essential item at the tavern for the third time!

Take **1000 Choice Points** to fund your adventures.

## **Starting Location**

*You are somewhere in the Kingdom of Logres.*

## **Age and Gender**

Freely choose your own age or gender.

## **Origins**

### **Drop-In [Free]**

You are dropped in this new universe with no background, memories, or documentation.

### **Knight [Free]**

You are a knight, perhaps even one of the Knights of the Round Table, or a mysterious lone knight who gets names wrong half the time... Or something else!

### **Magician [Free]**

You are a magician, perhaps a druid, an enchanter, or some other kind of magical being. You could also be a magical creature or a hybrid, like Merlin.

## Perks

*Origins get their 100cp perks for free and the rest are discounted to 50%.*

### Drop in

#### **Interpreter [100 CP | Free for Drop in]**

There are many languages in your adventures, so you might not understand the local customs or games... Well, almost no one understands those anyway! But at least you understand everyone's language, which makes you a very good interpreter.

#### **Peasant [200 CP | Discounted for Drop in]**

You can grow practically anything, as long as it's vaguely plant-like. What's more, you can achieve the equivalent of centuries of selective breeding on whatever you grow or raise, including creating naturally impossible rose colors and similar feats with every cycle.

#### **We're fed up! [200 CP | Discounted for Drop in]**

Monarchs and prominent figures from all corners of the globe should have thrown you in jail already, but they haven't. Instead, they listen patiently to your complaints and usually end up granting at least part of your request, albeit reluctantly.

#### **Master pilferer [400 CP | Discounted for Drop in]**

There are ordinary thieves, and then there's you! You're a professional, capable of pilfering pastries as well as stealing Excalibur while it's in its sheath, attached to King Arthur.

#### **Diversified activity [400 CP | Discounted for Drop in]**

In our times, it's important to diversify a little. Each six months you can choose a non-supernatural activity that you now know well enough to excel in. This works even better if it involves shady activities.

#### **He was an old man [600 CP | Discounted for Drop in]**

You always seemed to have enough clues and connections to figure out what was going on, who might have stolen something... (It's probably one of your guys... or maybe not!) Or even a clue for the local knights' quests. Enjoy disguising yourself as an old man to give out riddles or find adventures to keep to you!

## **Knight**

### **Knight's knowledge [100 CP | Free for Knight]**

As a knight, you know how to use a sword, ride a horse, and possess some knowledge of classic chivalry. It's not incredibly impressive and its style is far too traditional compared to innovative martial arts like those of certain knights.

### **Secret move [200 CP | Discounted for Knight]**

What, you were expecting some incredible sword technique... Well, no, it's better than that! When someone asks you a question you don't know the answer to, you won't look like an idiot anymore. Instead, just say "that's not wrong!" and no one will suspect you of not knowing.

### **Knight's talent [200 CP | Discounted for Knight]**

Your skills with numbers and space are particularly impressive; you can simply by looking at a castle know the number of stones, and perform particularly complex calculations with ease. You can instead take an equivalent for the talent of one of the other Knights of the Round Table.

### **Always ridiculous, always unexpected. [400 CP | Discounted for Knight]**

You have mastered the martial arts invented by the knights Karadoc and Perceval, to such a level that you make these techniques perfectly viable and particularly difficult for your enemies to counter, even if... you look like a fool. But while your enemies are rolling on the ground laughing, you can strike them! What's more, all your antics are strangely entertaining and good for your friends' morale. Just by being there, you can lift the spirits of even the most depressed people.

### **Fae knight [400 CP | Discounted for Knight]**

Just like Lancelot, it seems as though a fairy such as the Lady of the Lake raised you. You know how to heal wounds and possess all the skills of chivalry expected of the naive fool who might have been the chosen one of the gods. Whether you actually are or not, however, is another story.

### **Excalibur glows when it recognizes the extraordinary destiny of its bearer [600 CP | Discounted for Knight]**

Just like Perceval, the sword blazes in your hands. Not only can you naturally use any object to its greatest potential, as if you were a superior version of its intended bearer, but you'll also come across holy relics and other magical objects more frequently. And being able to see people's inner beauty will keep you from hanging out with treacherous and ugly people!



## Magician

### Riddle [100 CP | Free for Magician]

What's small and brown? A brownie! Okay, that one was easy, but besides being good at solving riddles and knowing every ingredient in everything you eat and drink, people are more likely to keep betting bigger and bigger amounts when you solve their riddles.



### A shark tooth and a ferret tooth are pretty much the same thing, right? [200 CP | Discounted for Magician]

You can substitute any spell component or equivalent with something else. The effect will be different, but never weaker, and always strangely useful: For example, replacing the shark tooth wouldn't create a fireball, but it would probably rout the enemy army just as much (maybe even more). Because they'll be laughing at you, but hey, the important thing is that it works!



### Druid [200 CP | Discounted for Magician]

You can speak the language of all animals and understand them. You can also transform into any of them whenever you want, but just make sure not to jump into your king's bed when you're a cat.



### Curse [400 CP | Discounted for Magician]

You know how to cast all kinds of curses, each more vicious than the last, as well as make predictions and communicate with spirits. This also covers your knowledge of all kinds of rituals.



### Potion maker [400 CP | Discounted for Magician]

Druids, Arthurian legends, and magic potions go hand in hand. You've mastered the art of potion-making and can now brew every potion featured in the series, and all your potions are now more effective.

### Medicine [600 CP | Discounted for Magician]

You are incredibly skilled in the healing arts and can easily use your magic to heal even life-threatening injuries, as long as they aren't caused by disease/infection. Furthermore, with each jump, you possess the equivalent of a local medical doctorate, both on paper and in practice. Just avoid taking people for hams, they are archaic and prefer magic to coarse salt, who would have thought.



## Items

*Items may be imported into similar - items, weapons to weapons, clothes to clothes, etc. You gain 300 CP but only for items.*

### Drop in

#### **I don't eat seeds!! [100 CP | Free for Drop in]**

Well, in this case, yes! You have a pouch full of birdseed... I mean, for a fencing master! You have to admit, it's almost the same thing: one is the son of an armless creature, the other of a one-legged man. When you eat some and hurl insults at your opponents, you'll notice that you're making much faster progress in all kinds of martial arts.



#### **Transport seats [200 CP | Discounted for Drop in]**

These are two stools that allow whoever sits on one to be teleported to the other... This means that you shouldn't take the second stool and return to the castle with it because putting the two stools right next to each other is pointless!

#### **The Blade Control Ring [200 CP | Discounted for Drop in]**

This ring allows you to control the weapons of those who attack you, making it easy to surprise them, repel them, and give you a significant advantage.



#### **Magical sword from beyond the stars [400 CP | Discounted for Drop in]**

A strange magic sword from a distant desert planet, its power is at least equal to Excalibur, whether it be the one here or any Excalibur of the worlds you visit.



#### **Stargate [600 CP | Discounted for Drop in]**

What!? You've found another one, they're everywhere! This door leads either to the demonic plane, somewhere else on Earth, or to a distant desert planet that's clearly not Tatooine... After this jump, the door leads to worlds you've already visited or to random jumps.



## **Knight**

### **Fat is life [100 CP | Free for Knight]**

You can conjure up charcuterie from anywhere: slices of bacon in books, sausages under your pillow, as long as you've already had, seen, or eaten it, you can make it appear!



### **Knight's set [100 CP | Free for Knight]**

A knight's set including full armor, a sword and everything you would expect from a complete medieval knight's equipment, even delivered with a horse... The only problem is that two idiots set fire to the reserve, not understanding north or south they lost things along the way so they might be missing some things but they're probably lying around nearby.

### **Ballista [200 CP | Discounted for Knight]**

This high-quality siege machine scales with your power level and you can summon it once a week. The only problem is that it only appears inside your own castle or in any situation where using it would likely just blow up your own buildings. But is it your fault they made their gate way too small? Luckily, you can dismantle it and reassemble it elsewhere, but it's a real pain!



### **A piece of the kingdom of Logres [400 CP | Discounted for Knight]**

You're not just any knight, you own a sizable portion of this kingdom, complete with a castle. Don't divide it up, though; selling your land to just anyone could cause you problems!

### **Round Table [400 CP | Discounted for Knight]**

Besides being a very beautiful table, although unfortunately not made of stone because it's really hard to carry such a large boulder up a spiral staircase! You and your companions can all sit on it and it allows you to import your companions for free with each jump.



### **Excalibur [400 CP | Discounted for Knight]**

It's the legendary sword, the famous sword in the stone... Perhaps you should hide it because it gives the wrong idea, or perhaps the right one, that you should be leading... The problem is that here everyone is incompetent and leading them is clearly bad for the health of the cigar!



### **Kaamelott [600 CP | Discounted for Knight]**

Your own castle can be built directly from this castle, which can be considered an equivalent, although it is a very good castle delivered with the appropriate staff, lands comparable to Arthur's, and even your own knights. However, whoever had this castle built was clearly ripped off because it contains far less stone than what was purchased!



## Magician

### **Potion ingredients kit [100 CP | Free for Magician]**

A kit that is replenished weekly containing potion ingredients and spell components, as well as a book, "Druidism Explained to Old People".

### **Labo [200 CP | Discounted for Magician]**

This laboratory, unlike the one in Kaamelott, is perfectly suited to any magic you practice. It includes a large natural area and is an open space ideal for a druid, for example. Furthermore, everything is perfectly organized and never deteriorates.



### **Magic Library [400 CP | Discounted for Magician]**

The library contains several magical books describing the magic of the world in which you are here: A grimoire allowing those who read it to learn necromancy, and others like King Loth's lightning spell are also there, the joys of unlimited power are yours!

### **The jackpot [600 CP | Discounted for Magician]**

Did you swindle some fools who don't know when to stop? In any case, you've won the same grand prize that a certain deceitful enchanter should have received: the Deer Hill, the Mound of Souls, half of the Cursed Marshes, and 250,000 gold coins.

## **Companions**

*Companions can purchase more companions.*

### **Companion Import [50-200]**

Do you want to bring your friends to this adventure? Or can create new friends, this is for you

50 CP/companion, 200 CP/8 companions, each gets 600 CP.

### **Canon Companion [Free]**

You want one of the canon characters as a companion then this option and for you if you manage to convince the latter he will be able to follow you on your adventures and obtain 300 CP as a gift

## Drawbacks

### **Self-Insert [+0]**

So you want to be one of the Named characters huh, well if you take the appropriate background, race and skills as closely as possible then you are free to go in as any character you would like.

### **Supplement [+0 CP]**

You can use this Jumpdoc as a supplement

### **Extended Stay [+100 CP]**

For each purchase of this your time here is extended 10 years

### **The food is disgusting! [+100 CP]**

Ah, you see, Sir Jumper agrees! Yes, the food in these lands is truly awful: the pies are so hard they'd make excellent projectiles for your catapults, the wine tastes like feet, and the rest is hardly any better. Fortunately, things imported from afar, like marzipan, are still tasty, so you can drown your sorrows in them!

### **That doesn't mean that at all! [+100 CP]**

A small part of your vocabulary, especially words you don't use every day, is now confusing you. You're mixing up the meanings of similar-sounding or not words. For 100 more CP (competitive grades), the problem stems from not fully understanding the language spoken by Arthur and the knights.

### **Sin [+200 CP]**

Well done, we're not congratulating you! You're going to sleep with all of Great Britain! ... Not really, but you're still just like Lancelot or Arthur a pervert and had no moral qualms about taking a knight's wife and this will backfire on you.

### **They have no arms! [+200 CP]**

You're afraid of birds or one other common creature... and just for fun, it'll probably be something cute and harmless, but who knows!

### **Everyone is really useless. [+200 CP]**

Everyone you manage or entrust with a task whether it's going on a quest or doing something far more mundane is incompetent. Enjoy the pleasure of understanding Arthur's misfortune.

### **The adult rabbit [+300 CP]**

In some parts of the forest, you'll find the fearsome adult rabbit, this monster as big and strong as a bear. This terrifying lagomorph could make even the bravest knights faint... well, maybe just the most cowardly ones, but it's still a powerful creature, and it's after you.

### **Partial Lockdown [+400 CP]**

You have no warehouse and the only items you own are the ones you're carrying. What's more, your powers are adapted to the level of power in this world

**Lockdown [+600]**

You have no **Out Of Context** items, powers, or warehouse.

## **Decisions**

*You have three choices ...*

### **Go to next Jump**

Continue onto the NEXT GREAT ADVENTUUUUURE!!!!!!

### **Stay**

Stay and enjoy your current life.

### **Go back**

Tired of your travels and want to rest back home, well then this is for you, grab this ticket back to your starting point and go see old friends.