

## **The Legend of the Seeker.**

You start when the show dose.

Use the wiki for more details:

[http://legendoftheseeker.wikia.com/wiki/Legend\\_of\\_the\\_Seeker\\_Wiki](http://legendoftheseeker.wikia.com/wiki/Legend_of_the_Seeker_Wiki)

1000CP.

Age and Gender can be changed for free, but you have to be inbetween 12 and 60 years old. (No 5 year old running around with magic that would take 40 years to master!)

### **Background.**

Drop-in: No new memories, friends or enemies.

Soldier: You start as a soldier loyal to "location"s army, you got the basic gear and training associated with your army.

300cp Sister of... light or dark: You serve one of the two Gods in this univers, either The Creator (Light) or The Keeper (Dark). (Female only)

300cp. Magic user: You where born with the gift of addative magic, you underwent training with the sisters of light to master the Han. (Han is basicly Chakra/Mana that if it gets to strong will kill you, unless you are trained, like you are, lucky you)

400cp. Mordsith: You where taken as a young girl from your family and underwent training (Some might call it torture) that robed you of all your emotiones, you are also an expert at

causing pain and breaking people to the point where they become your loving pets/slaves, the only thing you live for now is to serve Darken Rahl, tough who knows maybe you can break free from his grip. (Female only) (If you where to get confessed, you would die a slow and painful death)

600cp. Confessor: Like your mother before you, you are a confessor, you are the arbitor of truth and justice, you have an overabundance of empathy toward others, your love of people is such that you would never confess everyone, but should you ever take a mate, they will be confessed. (Female only)

**Starting Location:**

1: Midlands.

2: Westlands.

3: D'hara.

4: Free choice, lucky you.

## Abilities

100cp General Boost: Small increase to Strength,Speed,Agility and Intellect. (Free for drop-in)

300cp listener: You can hear peoples thoughts, or rather read them, like a book. (You have to maintain direct eye contact for it to work) (Discount drop-in)

600cp Seeker: In every generation there is a chose one, She alone will...wait wrong series, nevermind. You are now another seeker, with all the skills, luck and half the plot armor of Richard. (Discount drop-in)

100cp Military training: You have been trained as a soldier. (Free for Soldier)

300cp Dragon Cor Training: You have the military training equal to the dragon cor, and you have the body to prove it. (Discount Soldier)

600cp Strategic/Tactical Genius: You are on par with the likes of Cesar,Alexander or Belesarius, when it comes to strategy and tactics. (Discount Soldier)

100cp Gods favor: Whatever god you server now really likes you. (Free Sister of...) (Not Jumpchain Chan, you silly Boy!)

300cp Sisters training: You are faster and more agile than average, you have a great affinity for throwing weapons (Knives, spears, Chakram..etc), you also know how to pray and meditate correctly. (Good for avoiding PTSD) (Discount Sister of...)

600cp My Han: You can absorb the Han of those who are willing to give it to you. (Don't take in too much too fast or your body will blow up) (Discount sister of...)

100cp Magical Training: You now possess a small amount of magic and training to use it, don't expect anything too flashy with this level. (Free for Magic user) (Required for all magic abilities to work unless they are free due to background (IE a confessor doesn't need Magical Training to use Confession))

300cp Magic Extraordinary: You are now a wizard of the second order, in terms of Han (Magic power) and training, good for you. (Discount Magic user)

600cp Wizard of the first Order: You unlike most wizards were born with the gift of magic, you are now equal to Zeddicus Zu'l Zorander. (Discount magic user)

100cp Attractive: You are HOT in the dominatrix sort of way, walking down the street men want to whistle and women will hate your natural beauty, though they aren't likely to say anything as you also look scary as fuck. (Free Mord-Sith)

300cp Pain and Pleasure: You know how to break a man, you know how to make a small girl

into a Mord-Sith, you know how to torture people for hours on end, and you know how to take torture, but your skills in bringing pain now also translates into how good you are with pleasure. (The better you are at torture, the better you are at pleasure, further training in giving pain will naturally improve your skills in giving pleasure) (Discount Mord-Sith)(Slaneesh would be proud)

600cp The Breath of Life: The Breath of Life appeared as a small white mist exhaled from the lips of the Mord-Sith's mouth to the lips of the dead person. Mord-Sith could use this not only to revive their victims who died during torture, but also to revive one another. There are conditions on which bodies can be revived, although these conditions are extremely hazily defined. For the most part, the body has to be "warm," meaning their blood, organs, and tissues cannot be decaying or cold. The body also must be reasonably intact; burned bodies or crushed bodies will not do. In one case, a crushed windpipe meant that the breath could not be received at all. (Discount Mord-Sith)

100cp Skills: You got skills girl, you are faster and more agile than most, not only that but you look good, in the girl next door sort of way. (Free for confessors)

300cp Tell the truth: you are good at getting the truth out of people, and most people would never lie to you, this also makes you good at giving out morally correct judgements, you can tell in an instant if someone is lying to you or hiding the truth. (Discount confessor)

600cp Confession: You can confess people, ie make them your love slaves with a touch, however this is usually draining (You get temporarily weakened), unless you are a male confessor (Which you are not if you took the confessor background, but your child might be), if you have sex with someone they will be confessed, whether you want it or not. (Discount confessor) (Looking at the notes might help)

## **Undiscounted perks**

100cp Agile creation: you know how to make Agile weapons. (Not only what is seen in the show, but also swords, shields, armor, arrows..etc, you need to have magic of some kind (Doesn't have to come from this jump))

100cp Cartomancy: you can make maps that let you follow someone. (You need something that belonged to the person that you are trying to follow)

200cp Magic redirection: You can redirect magic like a Mord-sith. (Taking this as a Mord-Sith applies your redirection powers, combined with control and you can choose whether the magic effects you, is redirected or simply does nothing, doesn't apply to confession)

300cp Supremely Ungifted: Magic doesn't work on you, but you can't use magic either. (Unless you also take Control) (Not even confession or the boxes or order works on you)

300cp Con Dar: You have learned the con dar. (Requires Confession)

400cp Control: You have ultimate control over your powers, be it confession, con dar, using the breath of life on a massive scale (Think reviving everyone on a battle field) or forcibly taking people's lives without the risk of you exploding.)

**Items. (You get 200cp extra to use on items)**

Local clothing: Clothing suited to where you are. (Free for all)

50cp Bag of Coins: 100 gold coins. (Free for Drop-in)

50cp Bow and arrow: A hunting bow and 27 arrows. (Free Drop-in)

50cp Sword: An average sword. (Free drop-in)

100cp Confessor clothing: The same type of clothing kahlan has in the beginning. (Free Confessor) (No you don't get a male version, so if you are a guy, you'll be dressing as a woman!)

200cp Soldiers Gear: Everything an average soldier in your army uses, if you aren't a soldier you get the average soldier gear from D'Hara. (Free for Soldier)

200cp Mord-Sith Gear: leather galore, but I'll let you choose the colour. (Free Mord-Sith.)

200cp Wizards robes: Look at Zed, that is what you get.

400cp Magic Books: One on black magic (Curses and hexes), one on white magic (assortment of Healing spells), one on general magic (Wizards fire, light telekinesis and that sort of thing) (Discount Magic user)

400cp Agiel: A Mord-Siths weapon of pain, it causes pain to everyone it touches, except the Supreme Ungifted, yes it hurts the person holding it. (Free Mord-sith)

400cp Rada'han: Total magic suppression collar. (That you can use magic on, for some reason)

600cp The Sword of Truth: This is a carbon copy of Richards sword.

### **Companions.**

**Drawbacks.** (No limit, take as many as you want, but remember that drawbacks supersides powers)

+200cp Bounty: There is a 250 gold bounty on your head.

+300cp Mistress: The Mord-Sith wants you as their pet.

+400 Unstable: ALL of your magical powers are unstable, expect random bursts of magic. (The more magic you have, the more destructive and dangerouse this drawback becomes (Also applies to out of jump magic and magic like powers (Mutant powers, Chakra, stuff you get for having a kryptonian alt form)) I hope for your sake, and the sake of the world you don't have to much magic.

+600cp I want him dead!: Lord Darken R'hal wants you dead as much as he wants the seeker dead.

Go home.

Next Jump.

Stay here.



This is a first draft, playable, but littered with spelling errors and lots of items are missing, hell I haven't made any companion choices yet.

Author, SoulX13