

Tower of God JUMPCHAIN
by Ninjanon

My my, it seems I have a guest. My name is Headon, and I welcome you to the this, the lowest floor of the Tower.

You do not know of the Tower you have entered? Then allow me to inform you: the answer is always at the top.

If you wish to have your answer, head to the top. If you seek abilities and answers akin to magic, head to the top.

All of the multiverse's wisdom, knowledge, and happiness-

It has been placed here, at the top of this Tower.

What do you desire? Money? Glory? Power? Revenge? Or something that surpasses all others? What ever you desire-- it is at the top.

This Tower is such a place.

But to climb it is a difficult journey. You must pass a test on each and every floor. And every time you climb another Floor, the test awaiting you will grow much harder.

Not all is at it seems in this world jumper. The tower will open it's doors to any Headon deems worthy; these individuals are known as Chosen Regulars. But there have been a few who have opened the gates them selves known as Unchosen Irregulars. Irregulars are not bound by the contracts of the tower and as each one has reached the top the tower has been rocked by the mighty waves of their passing. Long have the ten great families led by the first Irregular Zahard ruled here, but rebellion has been brewing quite nearly as long against them. FUG seeks to destroy them. The Wing Tree seeks a way out of the Tower all together led by the fourth Irregular, Urek Mazino, clashes with both the other factions.

Your stay here is not defined by time, but by goal. You will be able to leave freely once you have reached the Tower's one hundred thirty fifth floor. You may stay up to a maximum of five hundred years after you've reached the top. Most do not reach that floor at all. One man once reached it in a mere fifty years. But most who manage it all take well over five centuries, despite their immense talents. All who reach there become known as Rankers, and are immensely powerful. And the High Rankers are far above even them. A gift, to ease the long road before you.

+1000 CP

Baam will enter Headon's floor soon after you do. If you delay long enough you will meet him shortly.

Backgrounds:

Tell me, child. What is your name? From where do you hail?

Your age is 12+1d8, your sex is the same as it was previously. You may select what ever you wish for both of these categories for 50 CP.

Unchosen Irregular (+300 CP): *You managed to open the tower yourself, a rare feat. It has been many years since anyone has managed it.*

You are not bound by the Towers contracts, and likely posses immense strength or the potential for it. You won't know others, nor will they know you. Beware though; once the ruling factions of the Tower find out you are an Irregular they will try to either kill you in the case of the Great Families or control you in the case of FUG. The only thing that would prevent them from sending Rankers and Regulars to

out right do this is the fact that the Guardians would find it unacceptable. Still, they will find more subtle ways to achieve their goals, and Guardians aren't omniscient...

Chosen Regular (Free): *You, child, are one of the lucky few I have personally chosen to enter. Be sure to make it to the top, along with the help of your fellows.*

You grew up in the Middle Tower, nothing more than an average citizen. You left your family and friends, perhaps not by choice, when Headon took you to the bottom Floor.

Ten Great Family (100 CP): *Ah, I suppose it's to be expected that you would receive my invitation, considering who your relatives are.*

Many generations ago one of your ancestors followed the first Irregular, Zahard into the Tower. They've been running the place ever since they reached the top. You have familial connection on many floors that you can rely on for small favors.

Position:

If you reach the next floor you'll be sorted into one of the five positions. Still I can see that you'll be a...

(First is free, each additional position costs 200 CP each)

Fisherman: Fisherman are the center of a team. They fight in positions both offensive and defensive, but usually in melee.

Spear Bearer: Spear bearers are a highly offensive position. Most rely and powerful ranged weaponry, though some prefer to get up close and personal.

Scout: Scouts are quick and specialize in stealth reconnaissance, but they also help fisherman fight on the front lines.

Light Keeper: Light Keepers keep relay communications between members, guide them with their lighthouses, and can hamper enemy movements (also with their light houses).

Wave Controller: Wave Controllers alter and control the battlefield. They heal their allies, attack their enemies, and subtly manipulate the battlefield with shinsoo directly.

Location:

You begin on the first floor; my floor in fact, as I am it's Guardian. It is where all who enter the Tower first arrive. And my test is the first you must overcome.

Skills & Abilities: *I'm certain you have talents climber. If you did not you would never have stood before me at all.*

All discounts are 50% off. They do not stack.

Undiscounted:

Longevity (Free): Those who live in this Tower have unnaturally long life spans. Yours is now one thousand years.

Shinsoo Manipulation (Free): Shinsoo is a supernatural energy. It is the basis of all life and energy in this world. In high concentrations it behaves as a liquid and has a palpable weight to it. It's said that one with complete mastery of Shinsoo would be a god-like being of incomprehensible power. Denizens of the tower use it to heal, strength them selves, and attack with. Rankers use it to maintain their eternal youth. There are even rumors that the Irregular Enryu is capable of creating life with Shinsoo. Please note that they took centuries and eons to reach these heights of power. You begin able to enhance your physical abilities with it. Fifty percent above a base line human is where you start.

Anima Subjugater (200 CP): Anima Subjugaters control and strengthen animals using shinsoo. Those they control can't be sapient. The stronger the creature they wish to control the better they have to be at using shinsoo, but this is in general a very shinsoo effective technique.

Guide (200 CP) : You always know the quickest path from point A to B. Always. You also know a few alternative routes and have a vague idea of how dangerous they all are.

Irregular Discounted:

Irregular Charm (200 CP, Free Irregular): Not only are you a rather attractive individual, but others seem to become extremely attached to you even if they've only known you a short time. For some odd reason your charm is particularly effective on nobility, royalty, and their equivalents.

Shed Like Water (400 CP): Everybody who climbs the tower has some resistance to shinsoo. If they didn't then the shinsoo density on higher floors would outright kill them. With this though your resistance spikes to ludicrous levels; any magic attack will only deal half as much damage as it should, and you'll be able to move through even that most obdurate of mystic barriers. Any magic based attack will fail to affect you at all if it isn't of at least moderately high quality.

A Monster's Strength (800 CP): *As it is in water's nature to flow downhill, so is it in an Irregular's nature to be powerful. It's would be more strange for one who opened the gate themselves to not posses such an immense strength.*

Irregulars all possess immense talent , and now so do you. Your raw mystic abilities are massively increased. Further more so long as you survive and aren't knocked unconscious, you will be able to replicate any technique you experience with your body that you are even technically capable learning. Techniques learned this way won't be at full strength until you put in some time to actually master them though. Your ability to learn such techniques through more normal means is also massively increased.

Regular Discounted:

Regular Pace (100 CP, Free Regular): You are patient and have the will to slowly grind away at problems that block your way. Nothing keeps you down for long either.

Reinforcement Specialist (100 CP): You can increase one of your physical aspect by a vast amount by manipulating shinsoo. This can be taken multiple times; once for each sphere of ability: Strength, speed, and toughness.

Crusher (200 CP): Crushers wield shinsoo to manipulate gravity. Usually they use it to slow, stop, or crush others, though there are other uses.

Caught a Break (300 CP): You are abnormally lucky. Games of chance just seem to go your way. Once every ten years you will experience a massive spike of luck for a single moment though it will be impossible to control or predict. Think along the lines of winning the lottery or having a lightning bolt strike a powerful enemy before they can finish you off.

A Living Weapon (600 CP): *You've suffered a terrible fate, haven't you child?*

Through a series of extremely painful experiments you've become a powerful living ignition weapon. By partially igniting yourself you can, for a short time, increase your abilities far beyond their normal limits. You may increase any of your parameters, but only one at a time. You may also create temporary limbs from shinsoo. Using these abilities are rather tiring until you've gotten the hang of it. You'll probably have it down perfectly in a mere century or so.

Great Family Discounted:

Legacy (100 CP, Free Great Family): Unlike most of the people who come into the tower, you are related to Rankers. They've taught you about the tower and also have given you additional training in any positions you have. You have a decade's worth of experience with any abilities you purchase in this jump as if selecting this option.

Element Wielder (100 CP, can be purchased up to three times, only one purchase is discounted): You can convert shinsoo into light, fire, electricity, or 'sword'. This makes your shinsoo attacks deal a significantly larger amount of damage. It may be bought once for each element, though each attack may only be of a single element. To properly use the 'sword' element you'll need some sort of weapon.

Sharp as a Bent Knife (300 CP): The basic skill set of a politician, I.E. lying, cheating, manipulating others, and, most importantly, getting away with it. You also tend to come out ahead in negotiations, and others find you intimidating when you wish them to see you as such.

A Ranker's Style (600 CP, requires Element Wielder, can be purchased twice, only one purchase is discounted):

This is the beginnings of a particular Ranker's combat style. Maschenny style normally requires the lightning element, and is usually meant for a spear bearer, but you have adapted it to an element and position of your choice. Most of these techniques are devastatingly powerful, but put a terrible strain on their wielder's body. The exception is a single technique meant to obscure an opponent's sight. The most straining technique is called dan. It's a technique that compresses elemental shinsoo into a tablet. Only you may take the dan you make safely. Once the tablet is taken you will experience a truly massive boost to your combat abilities but once it runs out you will be incapable of moving for a few days. You don't need to take the full dan; the boost will be far less than it normally would but so will your needed recovery time. While under the full effects of dan you experience a far greater boost in power than anything in this jump can provide save for the Thorn Forged to Kill Kings once it is fully mastered.

If you purchase the 'sword' element then instead of a version of the Maschenny style, the blood of Arie flows in your veins and the swordsmanship of the Tower's foremost family has been taught to you. Your blade can be used to wield your shinsoo with deadly elegance, giving your strikes more power than by all rights you should have. Heavy strikes and blade beams are only the beginning. Violating the laws of space and time, your blade can strike exist places at once while still making full use of your other abilities. Indeed, because of this many in the tower believe the blows of an Aerie sword master to be unavoidable. The only downsides of this style is that you *do* need a sword to use them, and they

aren't quite as destructive as the attacks of Maschenny style. But they are less straight forward, and none of them harm you in and of themselves. Not to mention that your attacks become disgustingly powerful when you use an ignition weapon, becoming stronger than the sum of it's parts.

A King's Chosen (600 CP): It seems that one of Zahard's adopted children has appeared before me once again. Give your royal father my greetings when next you meet.

You were adopted by Zahard, and given his blessing. All of your physical abilities as well as your mystical ones are dramatically increased, and the people of the tower will treat you as royalty. Outside of this jump people will see some notable connection between you and the closest thing the setting has to royalty. You are also very attractive. Beware though, there are four rules that Zahard's chosen must follow:

They must not have a relationship with the opposite sex.

They must not marry.

They must not have a child.

They must not help an enemy of the Empire.

The penalty for (getting caught) disobeying these rules is death. After this jump is through you will no longer be expected to follow these rules.

Position: All the abilities in this section can be enhanced with both training and shinsoo.

Fisherman Discounted:

Whites of Their Eyes (100 CP, Free Fisherman): Your talent and ability to wield melee and short range weaponry is increased.

Bloody Distracting (100 CP): Your opponents tend to focus on attacking you over your comrades. They'll often lose track of them, making it easy for your allies to preform sneak attacks.

Spear Bearer Discounted:

Hawk Eye (100 CP, Free Spear Bearer): Your ability and talent at ranged combat is increased.

My Prey (100 CP): You may designate a single entity at a time as your 'prey'. Once you do you will find that target easier to strike and harm.

Scout:

Perception (50 CP, Free Scout): You find it easy to keep track of your and catalog your surroundings. All your senses are all boosted.

In Shadow (100 CP): Your stealth abilities and talent are increased; ambushes and attacks of opportunity are second nature to you.

Light Keeper Discounted:

Coordinator (100 CP): Barking orders and keeping track of the overall flow of battle comes naturally to you.

Agile Mind (100 CP): You're pretty smart; tactics, plans, and puzzles are your forte.

Wave Controller Discounted:

Baang (200 CP, Free Wave Controller): You have the ability to form distinct Baangs. Baangs are the batteries which power shinsoo abilities; each baang is capable of supporting a single shinsoo ability. Raw bangs can attack with kinetic force, though it's rather colorful (Yes you can choose which color yours is. No, it can't be invisible.) and obvious while they do so. You begin able to form two baangs, but can learn to form more eventually, though it's quite difficult and will take quite a bit of time to learn how. Everyone can technically use at least one Baang, but most can't form distinct baangs. You will, for a very long time, have difficulty manifesting even a single baang more than ten feet away from yourself with out someone else using a lighthouse to assist you.

Myun & Soo (100 CP, Free Wave Controller): Myun is the size of a baang. Soo is the density of a baang. Both increase the raw amount of mystic power your capable of wielding. Everyone can use Myun and Soo, but you are quite talented at increasing the amount of both you can use.

Equipment: *And what is that you carry with you?*

Those of the Ten Great Families may select any two items, save for the Thorn Forged to Kill Kings, to receive a discount on.

You will find that the items you purchase here will be replaced or upgraded to reflect the level of the tower you have managed to climb to, so you won't have to worry about wasting your CP on an item that becomes useless after a few floors.

Pocket (Free): A baseball sized floating item that translates languages. Any language you run into that is not secret or dead can be translated, but only for it's owner. It can also keep time and turn invisible at will. It will maintain roughly the same distance from you regardless of how you move. Unless you choose to leave it behind that is. In addition it can be used as a phone.

Basic Weapon (Free): A single personal weapon you could find on earth. A rifle or sword would be fine, a cannon or plane would not be.

Cash Money (50 CP, Free Great Family): You start with the equivalent of 100,000 USD. Great Family members receive that much per year instead.

Arms Inventory (50 CP, Free Fisherman): A small floating melee weapon repository. It follows you around and can turn invisible, along with all it carries, at will. It will maintain roughly the same distance from you regardless of how you move, unless you choose to leave it behind. Comes with a free Reel Inventory. It's basically a grappling hook/fishing reel combo that is attached to the Arms Inventory.

Armor Inventory (50 CP, one free all positions, except Scout, Light Keeper, and Wave Controller): A small floating armor repository. It follows you around and can turn invisible, along with all it carries, at will. It will maintain roughly the same distance from you regardless of how you move, unless you choose to leave it behind.

Inventory (100 CP, Free Scout): A small floating item repository. It follows you around and can turn invisible, along with all it carries, at will. It will maintain roughly the same distance from you

regardless of how you move, unless you choose to leave it behind.

Pipe (50 CP, Free Spear Bearer): A small floating ranged weapon repository. It follows you around and can turn invisible, along with all it carries, at will. It will maintain roughly the same distance from you regardless of how you move, unless you choose to leave it behind.

Observer (50 CP each, Two Free Scout): A quick, small floating eye that can be controlled with one's shinsoo. You see what it sees.

Lighthouse (50 CP for Body Lighthouse, Additional Lighthouses 50 CP each, One Free Lighthouse Body and Three Free Lighthouses Light Keeper): Cubes networked together through the 'body' light house to maintain contact with members of the team. If a person is surrounded by lighthouses they can be 'sealed' slowing or even stopping their movements. The more light houses that surround someone, and the closer they are to their target and each other, the more effective the sealing is. They may also transport others' baangs and increase their myun and soo. They may also help guide ranged attacks for increased accuracy.

Wand (100 CP, Discounted Wave Controller): Any item that stores a significant additional shinsoo for it's wielder to use, so no, it's not literally a wand. Most of them are rings actually.

Ignition Weapon (200 CP):

Ignition weapons can temporarily increase their abilities by 'igniting'. Yours may either shoot waves of energy, manipulate it's size and weight, or increase the sharpness of it's blade. The increases of your ignition weapon are about twice it's base and last about a minute. In the case of energy release, it's instead an amount of energy that capable of destroying half a city block or so. You may either create a new weapon or convert a weapon you already own into an ignition weapon.

Manbarondenna (300 CP): *You have the Koon's bag? I'd advise against letting him find out.*

Inside of this bag is a pocket dimension the size of large house. It can also copy any item placed inside of it, though the copy will fade away after a few minuets. Living beings can't be copied, nor can abilities or energy sources. Only structure and form. This bag is also nigh indestructible.

Suspendium (300 CP, Discount Regular): Suspendium is the mineral that all technology within the tower relies on. Items are almost never made of pure suspendium, instead it is usually forged into a composite. Suspendium is easily manipulated by shinsoo and makes fine weaponry, inventories, and damn near anything really. With this option you will receive a fist sized crystal of pure suspendium in your warehouse each month.

Green April (400 CP) : *A truly powerful hook. I'd expect nothing less from a replica of the one of the Thirteen Month Series.*

Hooks are swords made to slash. This one is of extremely high quality and is an ignition weapon besides. Once ignited it's blade multiplies and can extend dozens of yards. They move as their wielder wills.

Black March (400 CP) : *A replica of Princess Yuri's needle is it? Still, it's quite impressive.*

Needles are swords meant for thrusting. This one is of extremely high quality and is an ignition weapon as well. Once ignited there are very few things it can't pierce.

Bon Bon (400 CP): *A very free item indeed.*

A pink orb stored in it's user's body, this item allows rapid teleportation. It's range and carrying capacity is based off of users ability to use shinsoo. Using it too often in a short period of time will over heat it and it will need to rest for a few minutes before it can be used again.

Blood Tamara (600 CP): *Quite a powerful defense for a newcomer.*

The blood Tamara is a red orb that dissolves into it's hosts blood stream. For a single second it can render it's host's body invulnerable. It takes fifteen seconds to recharge.

Thorn Forged to Kill Kings (1200 CP, Discount Irregular): *What is that...that... **thing**?*

This thorn once belonged to the irregular Enryu. With it he broke the ultimate rule of the tower: he slew a Guardian. Before this they were considered gods; immortal, eternal, invincible. This item fuses with it's wielder and forcibly regulates all energy in the area while using it to drastically boost all of it's wielder's abilities. The energy regulation will disrupt and weaken many defenses; with this item is possible to kill even Guardians as they rely on their control of shinsoo to maintain their invulnerability and immortality. It grows stronger alongside it's owner. Using it for more than ten minutes or so runs the risk of the Thorn's power overwhelming and driving it's wielder berserk. You will eventually fall unconscious, but while in this state you will be a serious threat to all around you, friend and foe alike. Continuous overuse will destroy you completely. The time limit increases as you master the thorn. Expect complete mastery to take around a thousand years or so.

Companions: *I see you are not alone. Who are these other children with you?*

Companions: All discounted to Chosen Regulars. Companions may not purchase companions nor there upgrades.

As you will most likely be spending more than a century in this world the eight companion limit is lifted for this world.

Companion Creation/Import (50 CP each/ 200 CP for 8/ 400 CP for all/+100-400 CP): A companion granted a free background other than Irregular, with 600 CP to spend. Each 100 CP you spend further will grant them all an additional 100 CP to spend on them selves. You may spend up to 400 CP, or 200 CP in the case of Chosen Regulars, in this manner. They may take up to +600 CP in drawbacks each.

Canon Companion (300 CP): Took a liking to a canon character then? So long as you can pose a serious enough threat to make them fight you all out by the time you leave this place were you to clash, you may purchase them with this option. You will find yourself running into them with unnatural frequency if they are a Ranker (they may well be following you); you will instead form a team with them and climb the Tower alongside one another if they are not a Ranker.

Drawbacks: You may take up to +600 CP in drawbacks. You may take additional drawbacks for flavor though.

Loveless (+100 CP): If you get romantically involved with another, then the Ten Great Families and RED will attempt to kill both of you and any children you may have. They will find out about it too, no matter how circumspect you are.

Beloved (+100 CP): On the up side, the Princesses of Zahard, women of immense power, beauty, and

intellect have all fallen for you. On the downside, if you consent to a relationship with any of them Zahard's forces will immediately try to execute you, her, and any children you might have. And if you don't their shenanigans to win your heart are going to be horribly disruptive. And destructive. They seem to think 'not interested' and 'no' simply means they need to try harder.

Irregular Test (+200 CP): The test administrators dislike you on sight. Every test you take will be a great deal harder and more lethal. Normally the guardians would attempt to stop you from ascending through means other than taking the test. Taking this drawback means they will succeed, no matter what method you try.

The Twenty Fifth Night (+200 CP): Baam is now your best friend! He's kind, loyal, and is an Irregular with a lot of potential. Still though, many will want to kill or manipulate him. He's going to need a lot of your help to avoid being a miserable sad sack, and his emotional trauma will weaken your abilities by half while making you a miserable sad sack too! When you leave the Tower Baam may be taken along as a companion. You must both reach the top of the tower before you 'finish' this jump. Needless to say, if he dies your journey comes to an end. Good luck.

And All of Them a Hostage (+200 CP): Normally tests can be retaken if you fail, unless you die at least. You however represent somebody, and they won't tolerate failure. Every time you fail a test one of companions will be permanently killed. Once you run out of companions it will be your head on the chopping block.

RED Alert (+300 CP): The Royal Enforcement Division, the deadly secret police of Zahard has designated you as a threat. They and their agents will attempt to murder you with alarming frequency. Their agents who are climbing are abnormally powerful for their floor level and you will face them nearly every floor. Their Rankers won't be able to attack you outright until you become one yourself... under normal circumstances. If you aren't in an area where the floor's Guardian can see though they will take the opportunity. If you are an Irregular the Guardians will look the other way if they send rankers for you in all but the most blatant and public violations of their rule.

Shadow Run (+300 CP): FUG has marked you for death. They and their agents will attempt to murder you with alarming frequency. Their agents who are climbing are abnormally powerful for their floor level and you will face them nearly every floor. Their Rankers won't be able to attack you outright until you become one yourself... under normal circumstances. If you aren't in an area where the floor's Guardian can see though they will take the opportunity. If you are an Irregular the Guardians will look the other way if they send rankers for you in all but the most blatant and public violations of their rule.

Tower of Bone, Soaked in Blood. (+600 CP) : You can't leave until the original heads of the Ten Great Families and Zahard are slain. Only an Irregular can violate the compacts of the tower necessary to do this. FUG will help you achieve this goal at least. The head of each family is a horribly powerful High Ranker, capable of crushing most other High Rankers with ease, and Zahard is even more powerful than they. Further more, they will all work together to slay you once you've reveled yourself as a threat.

To See the Stars (+600 CP): You may not leave the Tower until you've reached the true top. Even the most ancient Rankers capable of smashing armies and slaying gods have failed to reach the 136th floor... and there is no way of knowing how many floors there are above it. Further more you will find yourself willing to do whatever it takes to keep climbing: abandoning your friends, lovers, and morals is only a start. Normally the guardians would attempt to stop you from ascending through means other than taking the test. Taking this drawback means they will succeed, no matter what method you try.

Welcome to the top.

Home: You decide to pack your bags, take your stuff and abilities and head back home. It'll be just like when you left it, except for you of course.

Ranker: You will remain in the Tower of God for the rest of your extremely long life.

Your Jumper is in Another Tower: To the next world and the next adventure.

Notes:

Yes, Headon is old enough to unironically consider you a child. Yes, even then.

Each floor of the tower is continent sized. Most have at least one city, and they all are inhabited by dangerous wildlife. The inhabitant's strength increases along with the floor level. Each floor is a massive ecosystem unto it's self with soil, flora, fauna, and climate.

Nobody knows of a way out of the tower, though the Wing Tree organization seeks one. All efforts to damage or manipulate the Tower's outer walls, floors, and ceilings have failed completely. They didn't make so much as a scratch. Some of those are immensely powerful High Rankers capable of causing wide scale destruction across entire continents and can even use conceptual attacks.

If you stay on past the 135th floor and manage to climb to the true top of the Tower you will be awarded a single wish, with out rules or limits if you manage to successfully complete your chain. You will also troll the all the Tower's Rankers so hard their ancestors and descendants both will be able to taste their salt.

Your shinsoo abilities will continue to function normally after this jump ends. You may choose to either become a living fountain of the stuff or to have all the worlds you visit in the future to be seeded with shinsoo. Others can be taught the abilities you have learned here, but it's going to take a very, very long time. Assume that people would react to varying shinsoo levels as if they were using it to accomplish their own abilities. Most places won't have concentrations of shinsoo dense enough to kill their inhabitants.