



attack on titan

attack on titan jumpchain

102 years ago, giant monsters known as titans appeared, and began devouring every human in their path. The humans had no way to fight them, and humanity as a species was almost wiped out. The remaining humans have since retreated behind three massive walls, Wall Maria, Wall Rose, and Wall Sheena, in order to protect themselves from the titans. But this peaceful limbo couldn't last. The Colossus Titan appeared out of nowhere to kick down the gate to Shiganshina District, the home of Eren Yeager, Mikasa Ackerman, and Armin Arlert, allowing other titans to rampage through the town. This was followed by the Armored Titan crashing through Wall Maria, opening the interior of Wall Maria to titan invasion. 20% of the remaining humans were killed in the following evacuation, famines, and population culling.

Fueled by vengeance, Eren joined the Survey Corps along with his friends, old and new. They discovered Eren had the power to transform into a titan himself, and that the titans that had destroyed Shiganshina District had been controlled by humans as well. Unraveling the mysteries of who they were and where they came from revealed that the rest of the world was still flourishing, and the Walls were meant to keep the Eldians inside and unaware as much as they were to keep the titans out.

The mindless titans are incomplete forms of the Nine Titans, unique and controllable titans that were used by the Eldian Empire for almost two thousand years, created when a descendant of the original titan is injected with titan spinal fluid. The powers of the Nine Titans are passed down to these descendants either through a mindless titan eating the previous inheritor, or reallocated randomly if they die without being eaten.

1,700 years ago, a girl by the name of Ymir was taken as a slave by the Eldian tribe. Her tongue was cut out and she was forced to serve the Eldians. When she was accused of setting livestock free, she was 'freed' herself, free to be hunted down for sport by the Eldians. But she instead discovered the source of all organic matter, and became the first titan. King Fritz, the ruler of the Eldians, used her to build an empire and to give birth to his children, beginning the royal family bloodline. King Karl Fritz, the 145th ruler of the Eldian Empire, had grown to regret what his people were doing to their subjects. He used the power of the Founding Titan to isolate them behind the three Walls constructed from millions of mindless Colossus Titans, and removed their memories of the outside world. His vow of peace bound his inheritors to this path, until the Founding Titan was forcibly taken from the royal family.

In the present, the four warriors Reiner, Bertolt, Annie, and Marcel have been sent by the nation of Marley in an attempt to steal the Founding Titan for itself. They wish to use its power to control the Colossus Titans in the Walls for military conquest. If not stopped, they'll kick off a chain of events that will cause unprecedented death and destruction on Paradis, unite the world in pursuit of the destruction of all Eldians, and bring about the return of the Founder herself. You start in the year 845, as the four spies embark on their journey to Wall Maria and Eren and Mikasa return to Shiganshina District. You have 1000 Choice Points to try and survive in this cruel world. Try not to get eaten.

background

You start as ten years old. You can stay the same gender or pay 50 CP to change.

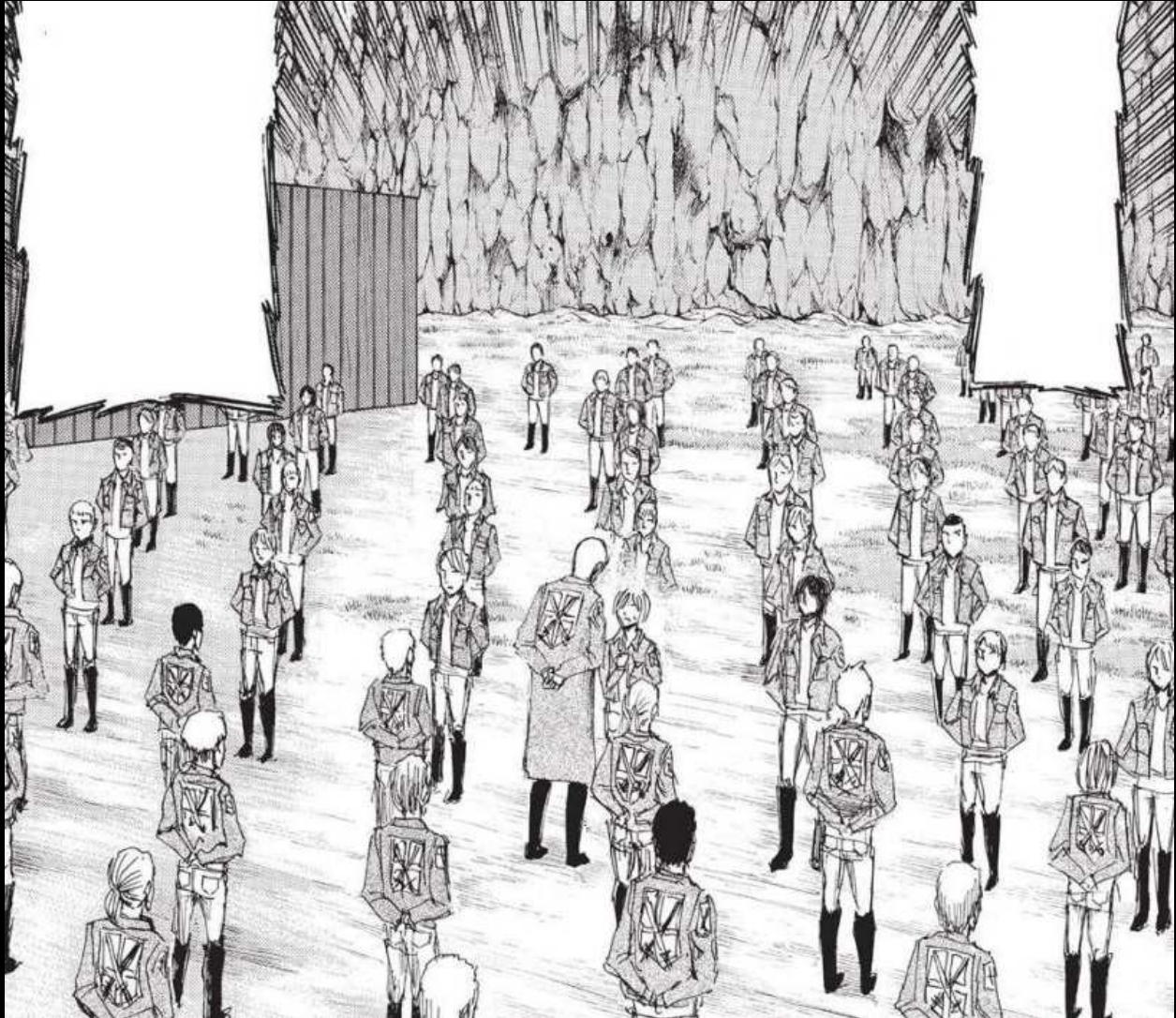
Drop-In

You appear in your starting location with no previous history here. While you don't have any conflicting memories or enemies plotting against you, you also have no allies or footing to help you get started. On Paradis you won't run into any problems, thanks to the fact that everyone believes the idea of outsiders living beyond Wall Maria to be ridiculous, but on Marley you'll have to watch your step, especially if you're a Subject of Ymir outside of the internment zones.



Soldier

You were born on the island of Paradis. Life inside the Walls was all you ever knew, believing yourself to be one of the only remaining humans after the titans killed the rest of humanity. Most people around you have grown lax and complacent about the security of the Walls, although not everyone's happy to sit and grow old in their cage. While it's possible to live your life as a civilian, you've had your eye on joining one of three military divisions: the Garrison, guarding the Walls Maria and Rose and the outer eight districts, the Military Police, guarding Wall Sheena and Mitras and carrying out the Royal Government's orders, and the Survey Corps, scouting out and running missions into titan territory.



Warrior

You grew up in Marley, the mainland nation closest to Paradis, witnessing the brutal racial divide between Eldians and the rest of the country. Eldians are restricted to the internment zones unless given a permit, and must wear armbands when out in public on pain of death. If you're a Subject of Ymir growing up in Marley, then you joined their Warrior program in order to earn the status of Honorary Marleyans for you and your family, allowing you to receive luxuries such as basic healthcare and not being executed on baseless rumors questioning your loyalty. Trained from a very young age, essentially child soldiers, Warriors are the inheritors of Marley's seven titan powers. Your marks weren't quite good enough however, and while you won't be used as artillery ammunition like your fellow Eldians you failed to be selected to inherit a titan. This time, at least.



Shifter

(300 CP, must take Subject of Ymir) You hold one of the nine titan powers within you, the ability to transform into a titan at will and without losing yourself to it. You possess one (or more) of the Nine Titans: the Cart, Jaw, Female, Armored, Attack, Beast, Warhammer, Colossus, and Founding Titans. Each titan is unique in appearance and ability, and in power and versatility. You receive a 300 CP stipend for the Titan Form section.



Starting location

Roll 1d8 to decide where you start the jump, or pay 50 CP to choose.

1. Shiganshina District
The southern district of Wall Maria, the outermost Wall, and the closest district to the coast. This is the home of the Yeager family, as well as Mikasa Ackerman and Armin Arlert. If you don't intervene, the Marleyan Warriors will destroy both the inner and outer gates and lead swarms of Pure Titans inside.
2. Wall Rose District
One of the four districts around the middle Wall, Utopia, Karanes, Trost, and Krolva Districts. Trost District's outer gate will be breached in five years if you don't prevent it, but due to the quick action by Eren Yeager, the Garrison, and the Training Corps, it's sealed before the district is lost. The inhabitants of Wall Rose districts are wealthier on average than those of Wall Maria, but less so than the people further inside.
3. Wall Sheena District
One of four districts around the innermost Wall, Orvud, Stohess, Ehrmich, and Yarckel Districts. These districts are furthest from the titans and are guarded by the corrupt Military Police Brigade.
4. Mitras
The capital of the nation within the Walls and seat of the Royal Government. Mitras has the highest population density of all thirteen cities. Beneath the city lies the Underground, an emergency evacuation center in case the inner territories should ever be invaded by titans. It never sees any use though, and is home to countless squatters and criminals. However, there are only enough supplies to keep the populations of Mitras and the four Wall Sheena districts fed for a week if put into use.
5. Paradis Docks
The port and protective wall maintained by Marley on the southern coast of Paradis. The island is often mockingly referred to as the Eldians' 'Heaven', as Marley uses it as a penal colony for Eldians forcibly transformed into titans. The four Warriors, Reiner Braun, Bertolt Hoover, Annie Leonhart, and Marcel Galliard, have just arrived here to infiltrate the Walls and steal the power of the Founding Titan.
6. Liberio Internment Zone
One of the many internment zones scattered throughout Marley designed to keep Eldians segregated from the rest of society. Eldians are forced to wear armbands with a nine-pointed star, the symbol of the Eldian Empire, and must receive a permit to leave their internment zone. Leaving without a permit results in either forced labor or beatings, and not wearing the armband when in public, even inside the internment zones, is punished by execution. Marleyans are free to come and go as they please.
7. Hizuru
The only country in the world that isn't entirely hostile to Eldians. Hizuru was an ally of Eldia before the fall of the empire, and will make contact again if the mindless titans are cleared from the island. The shogun and his clan were trapped on Paradis when King Fritz sealed away his people, and Hizuru has been looking to recover the lost descendants ever since.
8. Free Choice
You can decide where you'll start without paying CP. Aren't you a lucky one?

skills and training

Paradis Military Training

(100 CP) Add five years to your age. You've graduated from the Training Corps into one of the three military divisions within the Walls. You've been trained in maintaining your strength and endurance, armed and unarmed close-quarters combat, the usage and repair of vertical maneuvering equipment, horseback riding, titan-killing, and strategy. Your marks are good enough to earn you a place in the Military Police Brigade.

+ Veteran experience:

You're one of the more talented soldiers in your division. An expert in titan-slaying, a member of the internal Military Police keeping humanity safe from itself, or one of the Garrison's few competent soldiers. While Survey Corps members pick up these skills as a matter of survival, you're good enough to be handpicked by Captain Levi himself should he require a team to keep an eye on any suspicious persons with mysterious powers. Being this capable as a member of the Military Police or Garrison would secure you a place on an elite strike team, or as a ranking officer. Who knew doing your job instead of sitting around all day drinking would actually pay off?

Marleyan Military Training

(100 CP, free for Warriors) Whether it's through the Warrior program or the conventional Marleyan military, you're trained to fight for your homeland. You have experience with maintaining your strength and endurance, armed and unarmed close-quarters combat, driving military vehicles, sharpshooting, and operating cannons.

+ Veteran experience:

Even though the threat of its titans has kept Marley at peace with its neighbors, you didn't let that stop you from honing your skills. You graduated from the military academy at the top of your class. You're familiar with using cunning strategies to take down overwhelming opponents, and you can reliably land shots on distant moving targets with your snap reflexes and deadeye accuracy. You're either a ranking officer or one of General Magath's top choices.

Medical Skills

(100 CP) You know basic first-aid. How to slow the bleeding, make a tourniquet, splint a broken bone, protect them from extreme weather conditions, etc. As long as the injuries aren't too bad you can keep them alive until you get back to safety.

+ Veteran experience:

You're a trained doctor. You know the treatments and cures to common and many uncommon illnesses, and can treat a serious injury. You can also perform physical check-ups and blood tests, such as testing if someone's a Subject of Ymir or not.

Intimidation

(100 CP) You can be damn scary when you want to be. Intimidating people to do what you want or telling you secret information you need to know are as simple as getting serious and making some threats. You may need to dangle someone off of a wall, but you can get your point across. Of course, if they're ready to die to protect their secrets, then your threats won't help much.

+ Veteran experience:

But torture and deceit will. You're no stranger to getting your hands dirty. You know how to painfully rip out their secrets fingernail by fingernail and tooth by tooth, and can tell how much it'll take to make them talk. If they're still holding out on you, you always have the option of tricking them into revealing what you want to know without them even realizing it, or breaking down their will without hurting them. Not much point in enduring torture if their fellow prisoners have already betrayed their sworn duty, after all.

Physical Strength

(200 CP) You're surprisingly strong and fast for your frame, capable of fending off an attack from an inexperienced Ackerman. Slicing through titans and fighting off humans would be no trouble. If you have the confidence to put it to use you could easily be one of your year's top graduates in regards to combat.

+ Veteran experience:

You're a born fighter, naturally stronger than most could ever hope to achieve. If you put all your strength behind a punch or kick you could push back the hand of a Pure Titan, or even one of the weaker Nine Titans. However, it'd be easy to seriously injure yourself while doing something as dangerous as fighting a titan hand-to-hand, even if you win.



Hunting Experience

(200 CP) One of your friends grew up in a small town in the woods before moving to your hometown, and they taught you everything they knew about how to hunt. Using a bow and arrow, tracking and predicting the movements of your prey, running a hunt to feed yourself, and surviving in the wilderness.

+ Veteran experience:

You're as comfortable out in the wilderness as you are in civilization, if not more so. You can track almost anything and hit multiple arrows in quick succession on a moving target, taking down your prey or blinding a titan while conserving your equipment. It isn't easy to regenerate your eyes when you've got arrows stuck in them, so this would make it much easier to escape or kill a titan than the fire-and-forget style of cannonballs.



Investigator

(200 CP) You have a sharp eye and can tell when someone's lying or being dishonest with you. You're also more likely to pick up on suspicious things nearby, such as noticing a person who isn't supposed to be there or when a desk has a secret compartment.

+ Veteran experience:

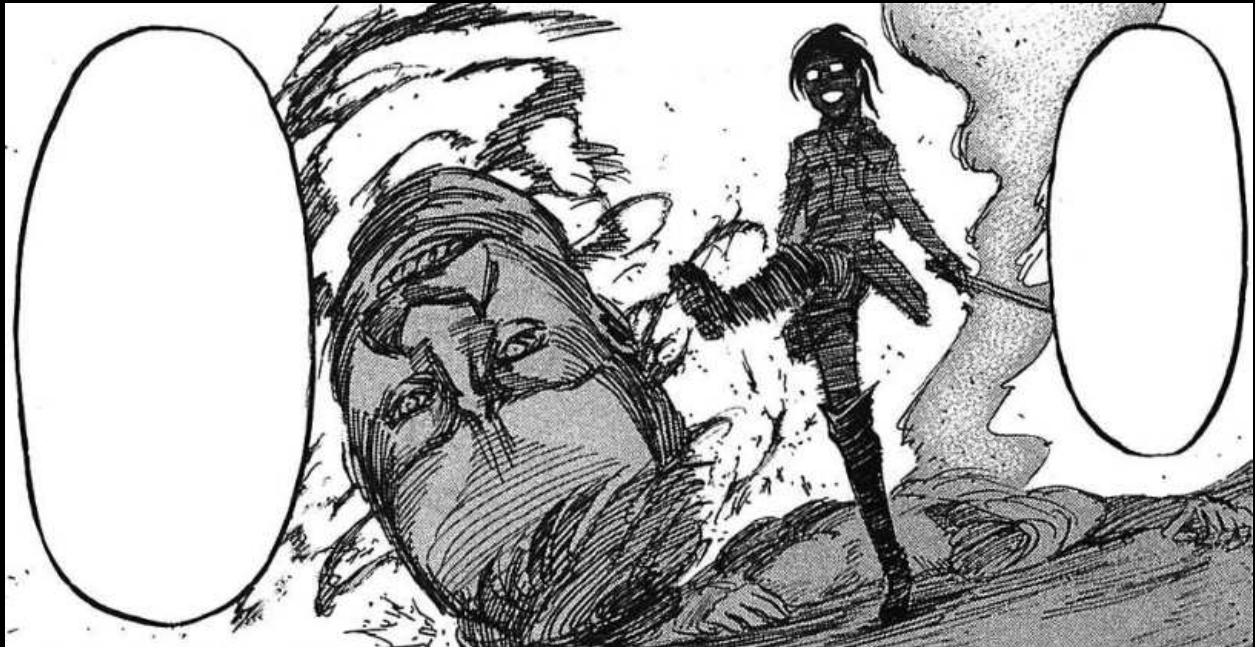
It's very difficult to hide things from you. You usually know just where to look for the answers you need, you can pick up a lot of information from observing how someone lies to you, and not even a false bottom inside a hidden compartment inside a secret basement could keep you out. When there's a mystery that needs solving you're the one people come to for help.

Titan Researcher

(300 CP) Perhaps you're a student of Hange Zoë, or an aspiring member of Marley's Titan Society? Either way you know much more about titan science than the average person. This has given you insights into their behavior, both avoiding and manipulating their movements as well as staying just out of reach, as well as the ability to modify weapons to be more effective against them.

+ Veteran experience:

You're one of the leading experts in titan science. You have in-depth knowledge of titan biology, Eldian genetics, and the mechanics of paths. You could tell someone was of Eldian descent through a blood test, replicate titan spinal fluid with mundane materials, and even conduct experiments similar to those that created the Ackerman clan.



Engineer

(300 CP) Even if you keep humanity trapped behind walls, you can't snuff out the drive for innovation. You can take an intricate machine like vertical maneuvering equipment and play around with it, modifying and upgrading its mechanisms like the blades, gas propellant, and grappling cords.

+ Veteran experience:

You don't need a base machine to work with anymore, you have enough experience to design your own inventions from the ground up. You can pull fields like weaponry and travel technology ahead by leaps and bounds just by tinkering away in your workshop. However, you should know the interior MPs keep a close eye on any new technologies, and will hear about an invention that breaks the mold even as far out as Shiganshina District. You'd better keep a tight lid on any groundbreaking work you do within the Walls if you don't want to disappear one night.

Public Speaking

(400 CP) I SAID ADVANCE, GOD DAMN IT!! You have a powerful voice and your words are very inspiring. You know just what to say to get your underlings' hearts pumping and prepare them to lay down their lives for the good of everyone they swore to protect. You could talk a group of deserters into turning around and coming back to fight for you, or stirring up support and volunteers for a military division with a massive fatality rate.

+ Veteran experience:

Your charisma and force of personality are second only to Erwin Smith. Even when you're outnumbered and outgunned, surrounded by the enemy as supersonic death is raining down on you and all hope is lost, you'd be able to take a team of terrified rookies ready to lie down and die and lead them into certain death without a single one faltering, just for the chance to take those bastards down with you.



special abilities

Paths

(0 CP, requires and mandatory for Subject of Ymir) All Subjects of Ymir are connected by paths, regardless of the distance in space or time between them. Paths are used to create and repair titan bodies when a transformation is triggered, to pass down the power of the Nine Titans and the memories of former inheritors, to pass down skills and instincts among the Ackerman family, and to control all titans and Subjects of Ymir with the power of the Founding Titan. All paths cross at one coordinate, the Founding Titan, in the dimension where Ymir Fritz endlessly toils away in service of the royal family.



Subject of Ymir

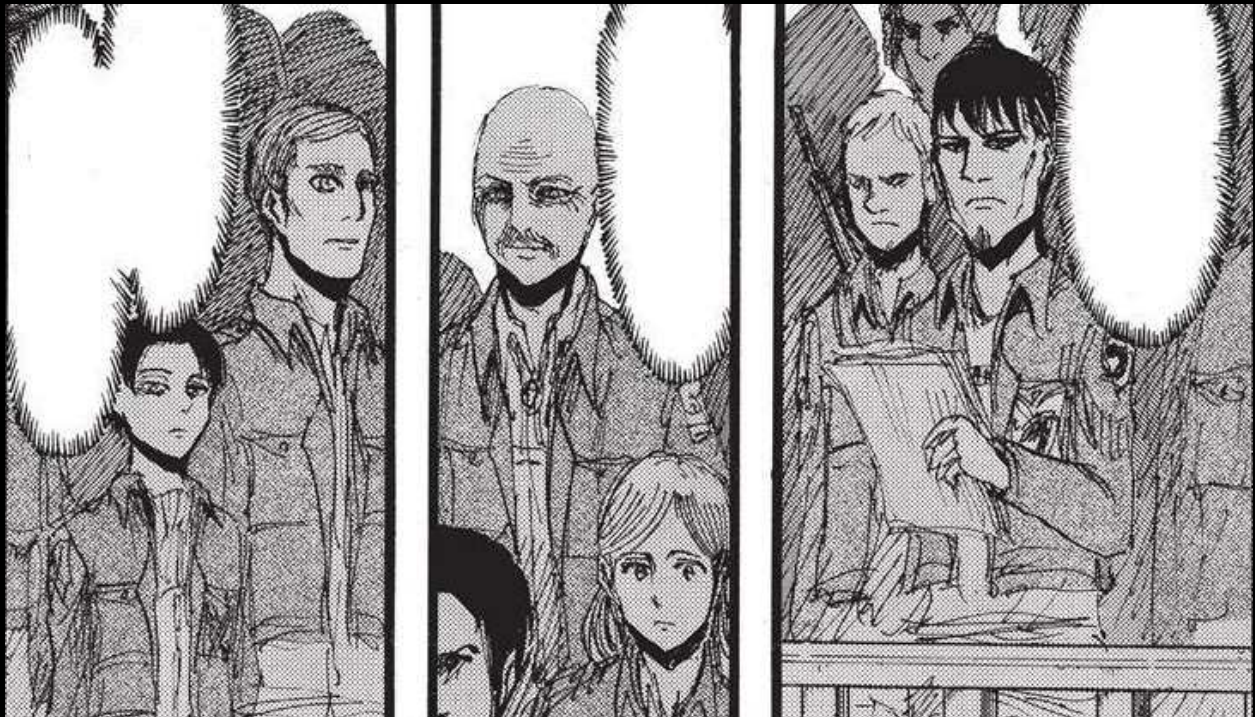
(0 CP) Commonly known as Eldians after the empire they ruled over in the past, Subjects of Ymir are the descendants of the original titan Ymir Fritz. As a Subject of Ymir, you'll be transformed into a Pure Titan if you're injected with titan spinal fluid. You're also able to inherit one of the Nine Titan powers by consuming the spinal fluid of a deceased former wielder, most often done as a Pure Titan. The population of Paradis is almost entirely Subjects of Ymir, but outside the island they're a hated minority.

Dedicate Your Hearts

(100 CP) You're great at making things come off as dramatic and important, mostly by shouting. This works especially well for things that are, you know, actually dramatic and important, but you could make pretty much anything sound like the fate of humanity relies on the outcome if you really wanted to.

Veteran

(200 CP) Capstone booster for the Soldier and Warrior backgrounds. Add 1d8+20 years to your age. Choose two of your skills to upgrade as the focus of your career. You have years of experience working, fighting, and honing these skills. You've climbed the ranks of whichever organization you serve, and while you're not the one calling the shots you have a significant amount of experience and influence among your colleagues.



Royal Blood

(400 CP) Capstone booster for the Drop-In and Shifter backgrounds. Choose one of three families:

Fritz

The direct descendants of Ymir and King Fritz who rule Paradis from the shadows, and former rulers of the Eldian Empire. They were involved with the Eldian Restorationists in Marley.

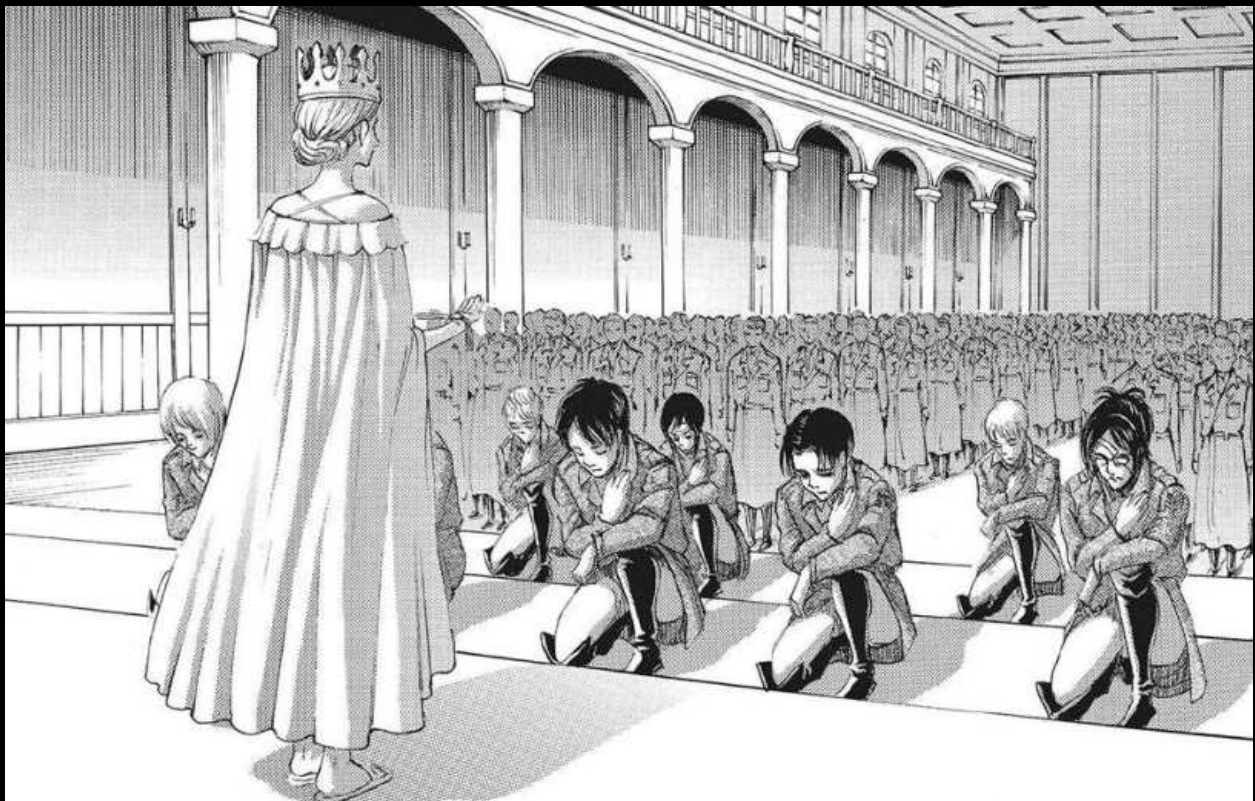
Tybur

Influential aristocrats, the secret rulers of Marley, and the traditional holders of the War Hammer Titan.

Shogunate

The heirs of the lost Shogun and last hope of Hizuru on Paradis, and the members of the disgraced Azumabito family in Hizuru.

You're now a member of this family. Descendants of the Fritz bloodline can tell who is and isn't a Subject of Ymir at a glance, and can use the full powers of the Founding Titan. Members of the Tybur family have crystal-clear access to the memories passed down through the War Hammer Titan for generations, including the truth about the Great Titan War, as well as a secret authority over Marley and a unique lack of discrimination by the rest of the world. Descendants of the Shogunate branch within the Walls, now known in Hizuru as the Azumabito family, will be given special treatment by Hizuru once Paradis is cleared of Pure Titans, including an offer of shelter and safety.



Because I was Born into this World

(600 CP) Everyone's a slave to something. Something that binds and compels them. For some, it's a simple addiction. For others, it's the drive to finally see the beauty of love for their fellow man. For others still, it's the inescapable devotion of an abusive relationship. Everyone wears their chains, physical or otherwise. Even you. But it doesn't have to be that way. You have the awareness to know what holds power over you and those around you, and the strength to fight back against it. Chains break and fall away. Compulsions are brushed aside. Walls fail to contain you. Even direct control of the body and spirit, the ultimate enslavement to the Founder and the royal bloodline, is cast off as steam in the wind. You won't be held down anymore. You won't be bound against your will ever again, nor will anyone else within your power to save. You've broken through all that would hold you down, and have risen ever higher for it. You are truly free.



OST

(100 CP, free for Drop-In) An original soundtrack across a variety of genres, mostly orchestral and symphonic metal. It plays in the background during intense and emotional moments and makes everything feel more grand and epic. A few of the songs can be applied to seemingly any situation as if written just for that moment.

Devilishly Handsome

(100 CP, free for Soldiers) Despite all your flying around on vertical maneuvering equipment, your hair never seems to get disheveled or in your eyes. Your glasses stay on your face, your hood isn't blown back, the wind and high movement speeds just don't affect your appearance or what you're wearing as much as they should.

Quick Reflexes

(100 CP, free for Shifters) You'd think that vertical maneuvering gear would make the humans unstoppable, able to fly through the air and remain as catchable as the wind. But the enormous casualties sustained by the Survey Corps over its short history says otherwise. You share this talent at killing, as you can snatch things out of the air and from around you with high accuracy and speed. This doesn't necessarily mean with your hands either, diving towards something headfirst with your mouth wide open is a perfectly valid strategy for titans (and unusually hungry humans).



Bloodhound

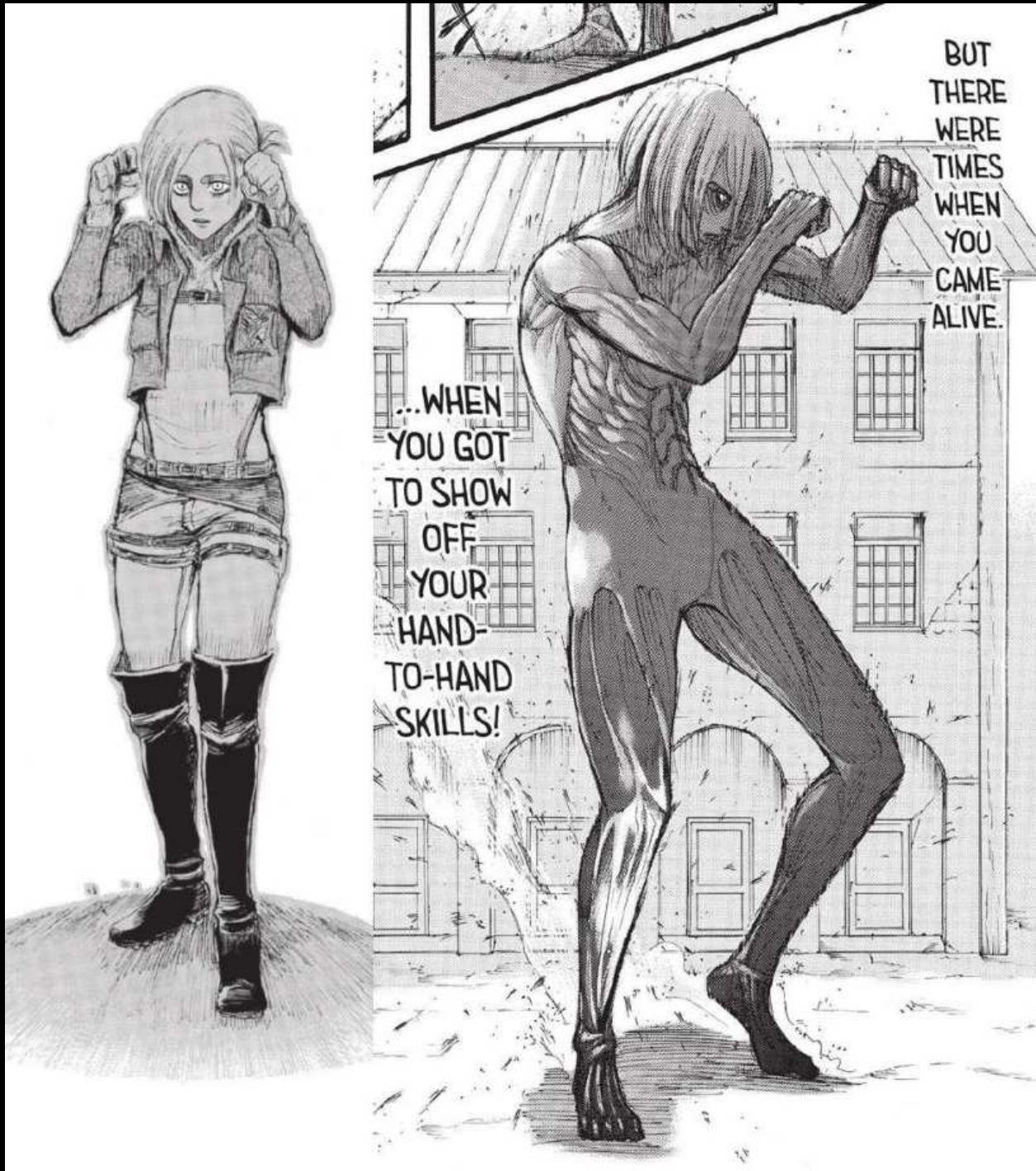
(200 CP, discounted for Drop-Ins) Your sense of smell is far better than it has any right to be. You could smell titans approaching from kilometers away, accurately enough to predict which direction they're coming from and the exact number of them. Of course, you can pick up on other scents as well, such as what sort of lifestyle someone lives based on their smell, but the advantage of having an early-warning sense for incoming titans can't be understated with their tendency to sneak up on even experienced and alert soldiers.

The Devil Himself

(200 CP, discounted for Soldiers) Who has the luxury of being the good guy when humanity's fate is on the line, or when the entire world wants you dead? Sometimes hard calls have to be made, and you're just the guy to do it. You have a talent for risk assessment, and when you know what needs to be done you won't hesitate to abandon your humanity to give your people a fighting chance. They may hate you for it, but they'll know it was the only way.

Leonhart Martial Arts

(200 CP, discounted for Warriors) A distinctive and highly effective martial arts style that makes heavy use of throws, kicks, and grappling. It's designed to be used against an opponent who's stronger than you by using their own weight and momentum against them. If you had some way to harden your body, your strikes would be absolutely devastating.



Fast Learner

(200 CP, discounted for Shifters) You have a knack for kinesthetic learning. You could pick up a fighting technique much faster than normal just by having it used on you once. You won't instantly master it, but you'll be able to turn around and use it on someone else with passable skill. And remember, practice makes perfect. You could pick up someone else's fighting style incredibly quickly by mimicking their movements.

Not Your Subject

(400 CP, discounted for Drop-Ins) As Subjects of Ymir, Eldians are susceptible to the decrees of the Founding Titan when it's wielded by the royal bloodline. Even their minds aren't truly their own, as the King or Queen can use the titan to remove and rewrite their memories as they see fit. And what else is a person but a result of the experiences they've lived through? However, you aren't a slave to this power. Your memories can't be altered, by the Founding or otherwise, so they can't be manipulated to change who you are or what you choose.

I Just Want to Kill Titans

(400 CP, discounted for Soldiers) Your spirit, and your will to live and be free, are the rocks across which hardship breaks. You fight with everything you have, your sheer tenacity keeping you going where anyone else would fall. Being maimed and eaten alive, sitting in a titan's stomach with lethal injuries and surrounded by the corpses of your friends, would only drive you further onwards to survive and avenge their deaths.

I'm the Same as You

(400 CP, discounted for Warriors) They say everyone's the hero of their own story, that nobody sees themselves as the villain. During extended periods of time apart, your enemies often find themselves realizing that, deep down, they aren't all that different from you after all. Of course, they aren't going to switch sides just because they understand what motivates you unless they barely believe in their own cause, but it'll make it much easier to talk to them or come to an agreement, and they'll find it harder to fight you when it so easily could have been them in your place.

Fury of the Human Race

(400 CP, discounted for Shifters) You know the difference between right and wrong, and no one's going to convince you that wrong is right. No matter how difficult the situation is, no matter how morally ambiguous the people around you are, no matter how much the world tries to change you, you can dig in your heels and refuse to compromise on your morals, to be corrupted by the darkness around you dragging you down.

Another Takes Your Place

(600 CP, discounted for Drop-Ins) The world always needs people like you. There will be those who are driven into doing what you do everywhere you go, who will in turn inspire others to take their places as they did yours, and so on. If you're a noble hero, others will rise up to take up the good fight, and they'll lead their own successors in turn. If you're a no-nonsense hardass who makes tough calls and gets their hands dirty, you'll see others turning to similarly cynical but practical answers, and causing yet more to do the same.

+ Royal Blood:

You don't just inspire the masses to turn towards a vague methodology. No, you can pass down specific vows and ideologies to your successors, irrespective of their own dreams and desires. They'll feel your pain, understand your reasoning, and agree with your convictions, and any internal conflict will quickly pass.

The One Who Will Save Humanity

(600 CP, discounted for Soldiers) You hold within you a very rare genius. Your perceptiveness, intelligence, and tactical creativity make you a natural strategist, letting you come up with ideas and plans that could turn the tide of a battle, even one where failure is all but assured. While you aren't as experienced as your superiors, your cleverness is more than enough to make you a valuable ally and a dangerous opponent. Even as a rookie your strategic advice would be taken into consideration by your commanders, especially in life-or-death situations where they need the best.

+ Veteran experience:

You're a master of controlling not just the battlefield, but the war itself. You were thinking up revolutionary tactics and strategies ever since you were just a trainee, and you've only grown and matured since then. If you had the charisma to back up your plans you may even be able to take Erwin's place as humanity's savior.

The Boy Wonder

(600 CP, discounted for Warriors) Who'd expect a child to be capable of operating as a double agent, of turning in his parents to be executed just to advance his career? Who would suspect he'd spend his entire adult life worming his way into a position of power, all to accomplish his nihilistic dreams? You have a natural charisma about you, working off your competence to make you seem all too trustworthy. It wouldn't be difficult to rise to a position of political or military power even as a feared and hated minority, all the while arranging secret meetings with the enemy and growing a subversive support base within the community. Almost as far back as you can remember, you've been pulling the wool over people's eyes and making plans within plans.

+ Veteran experience:

...within plans. Forget double agent, you're a born triple agent, your new marks never suspecting you of betrayal even as they help you escape from the people you just betrayed. You could outwit another spy even as he thinks he's outwitted you, and walk him right into a trap he thinks is his own masterstroke. Just hope he doesn't have anything up his sleeve, like setting your ultimate weapon free.

Reunification

(600 CP, discounted for Shifters) The powers of the Nine Titans are typically passed down through the generations by the next chosen inheritor being transformed into a Pure Titan and eating their predecessor. However, it's possible for one of the Nine Titans to eat another shifter and take their titan for themselves. Due to this, the unique powers of multiple titans can be used by a single shifter. In the same way, you can combine your powers and transformations into a single whole. For example, you could combine a time travel power and a lightning power into lightning bolts that send people forwards through time when struck, or flame control with a ghost transformation to become a spirit of pure fire. You can combine up to nine powers at a time.

+ Royal Blood:

When combining your powers, they work together to unlock their true power, becoming much more than the sum of their parts. While the Attack Titan can normally only send fragments of memories back through time, Eren was able to use it with the Founding Titan and Zeke's ancestry to send his entire mind back to communicate directly with a former inheritor and alter the past from its natural course. Using the power to move through time to unlock the potential of a super speed ability could allow you to slow down, freeze, and speed up time relative to yourself, unlocking aerokinesis with sympathetic magic would allow you to summon hurricanes and tornadoes by drawing them on maps, and a connection to the planet's spirit or biosphere could result in a plant-based transformation becoming a transformation into an avatar of the natural world itself.

titan form

Inheriting a titan requires Subject of Ymir and Paths. You take the place of the current inheritors of any of the Nine Titans bought here. Transforming is done by keeping a goal or belief in mind while injured, whether it's self-inflicted or not. This isn't normally a problem since titan shifters can regenerate from most injuries as long as the nape of their neck is intact and they have a strong will to live. Larger titans have a higher body temperature and require more energy; the Attack Titan can be summoned several times in a row before becoming exhausted while the Colossus Titan can only transform once a day. You can buy more than one titan, which combine their traits into a single form. You can import an existing mecha into your titan form.

If you're both a titan shifter and a member of the Fritz bloodline, any Eldians that ingest or are injected with your spinal fluid are infected with a delayed transformation into Pure Titans loyal to you. The transformation can be triggered by your screams as long as they're within earshot. Once transformed, they'll obey your commands, which can be conveyed through normal speech or through paths by screaming. If not triggered for a few months, the fluid will harmlessly leave their system. The spinal fluid can be tastelessly dissolved into drinks such as wine or aerosolized without losing the effect.



Cart Titan

Current Inheritor: Pieck Finger

(300 CP) The Cart Titan is the fastest of the Nine, and you're able to stay transformed for months on end without exhausting yourself and having to return to human form. This makes the form ideal for long-distance and scouting missions. The Cart Titan's quadrupedal stature makes it easy for you to carry supplies and mounted artillery around with you, and your speed and agility would allow you to rush around the battlefield scooping up injured allies before they can be finished off. You can also partially exit and re-enter your titan without having to resummon it, sitting through the neck and controlling it half-externally. However, your regeneration is slower than other Shifters, and if your injuries are grievous enough it might not be enough to save you. You also need to readjust to walking on two legs after returning to your human form if you spend too long transformed. The Cart Titan is capable of speech and isn't considered a target by Pure Titans.



Jaw Titan

Current Inheritor: Marcel Galliard

(400 CP) Befitting its name, the Jaw Titan has a proportionately large head and mouth to make the most of its incredibly strong jaw strength. Your jaws and nails are powerful enough to cut through hardened titan crystal, a material indestructible to this world's technology. The Jaw Titan is also the most agile, capable of jumping between trees and enemy titans or leaping around defenses. Like the Cart Titan, you can exit and control your titan from the waist up without needing to resummon it. It's capable of speech, but will be attacked by nearby Pure Titans.



Armored Titan

Current Inheritor: Reiner Braun

(600 CP) The most defensive titan overall. When fully transformed the Armored Titan is covered in plates of hardened titan flesh, although these are slightly weaker than the hardened flesh of other titans due to the hardening effect being spread out across the entire body. Despite this, you're still capable of shrugging off attacks from cannons or ultrahard steel blades without a scratch, and can further harden your hands and feet into sharp claws. A unique trait of the Armored Titan is the ability to decentralize your nervous system before transforming, so that as long as the majority of the titan's spine survives you can regenerate even if your own neck is cut. When summoned with full armor you'll find this titan slower than the others, and you can trade off some defensive strength by leaving the joints partially exposed to move freely. If summoned without the facial armor it's the only titan to look exactly like your human form. The Armored Titan is strong enough to throw Pure Titans its own size as projectiles. With it you can call Pure Titans to your location, although they'll attempt to eat you, and it can't speak.



Female Titan

(600 CP) Current Inheritor: Annie Leonhart

Named after the fact that it's the only titan with a female body type besides the Founding Titan, the Female Titan is a versatile one. Capable of moving and fighting with all the agility of a human, calling titans to your location by screaming, and running for miles before exhausting yourself, the Female Titan is highly mobile and dangerous. Your stamina and ability to both draw in and outrun nearby Pure Titans makes you ideal for gathering a horde; collecting a number of them behind you and leading them to your destination, then escaping before they turn on you. However, the true power of the Female Titan lies in its ability to mimic the traits of other titans. By consuming their flesh, it can integrate aspects of other titans into itself, such as the crystal cocoon of the War Hammer Titan. Post-jump you can assimilate the biological powers of other creatures by consuming their flesh with your titan. You can't choose which traits will ultimately be expressed without in-depth knowledge of titan science, and the powers will fade over time unless you continue to consume biomass to make the imprint a permanent feature of your titan. Regardless of the source organism or mimicked traits, any copied powers will be expressed in line with other titan powers. There is still a limit to how powerful they can be. The Female Titan can't speak, and will be attacked by Pure Titans if they get close enough.



Attack Titan

Current Inheritor: Grisha Yeager

(600 CP) At first glance the Attack Titan seems to be the male counterpart to the Female Titan, a lipless male titan typically sporting the build of a lean athlete, but its true power goes much deeper than its physical abilities. The Attack Titan is the only one capable of transcending time through paths, sending memories from future inheritors to those in the past. Memory transferal is as infrequent and seemingly random as it is for any other titan, at least without some way to control it. Along with this power, its physical strength is nothing to scoff at. You can deadlift 1000 tons above your head and carry that weight across a city, and your punches can send other titans flying through the air. The Attack Titan can't speak and will be targeted by Pure Titans.



Beast Titan

Current Inheritor: Zeke Yeager

(600 CP) The Beast Titan stands out as the only titan without an entirely human base, being built from wildly different animals depending on the individual shifter. You can choose which animal your titan resembles, with unique abilities depending on the animal. For example, with a primate base you'd have disproportionately long arms that could throw large objects at supersonic speeds and level towns in a matter of minutes, with an avian base you could soar through the skies and cross oceans and continents, and with an okapi base you'd have agility rivaling that of the Jaw Titan.



War Hammer Titan

Current Inheritor: Lara Tybur

(800 CP) The War Hammer Titan is the only mid-range titan. It's operated remotely from within a protective crystal, and can convert your titan's body and nearby inorganic matter into hardened titan flesh to use as weaponry. These can range from simple spikes to massive pillars to swords and functioning crossbows, and can be used to clear out an area or create a tunnel and other constructs by moving the transformed material around as you shape it. However, this can quickly drain your energy if used too often, and a single drawn-out fight is enough to exhaust the titan's power if you overuse your shaping abilities. The War Hammer Titan is capable of speech and Pure Titans won't try to eat it.



Colossus Titan

Current Inheritor: Bertolt Hoover

(800 CP) The most powerful titan in terms of raw destructive potential, the Colossus Titan is the tallest of the Nine Titans by a wide margin. When transforming you can control the amount of energy released, from a relatively harmless blastwave to an explosion intense enough to destroy everything around you. Once transformed your kicks could send an ordinary-sized titan flying, or break through a thick wall of hardened titan flesh. If your enemies are too fast to hit, which is very possible since your massive body is fairly slow to get moving, you can defend yourself with a blast of searing steam in every direction by slowly consuming your muscle mass. You can also condense this into a concentrated steam breath attack, which is hot enough to set fire to flammable objects on contact. The Colossus Titan can't speak and will be attacked by Pure Titans.



Founding Titan

Current Inheritor: Frieda Reiss

(1000 CP, must take Vow to Renounce War if taken with the Fritz bloodline) Also known as the Coordinate, as the coordinate that all paths cross, the Founder Titan acts as the ruler of all Subjects of Ymir. It's unique in that the apparant sex of this titan depends on the current inheritor, but tends to have a skeletal appearance.

+ Royal Blood (Fritz):

All Pure Titans will do your bidding, and you can control the biologies of all Subjects of Ymir by screaming or making physical contact. You can make them immune to certain diseases, rewrite their memories, and even force them to transform into a Pure Titan form of your choice, including Colossus Titans. These powers can be used both in and out of your titan form. The Founding Titan can speak, and will never be attacked by Pure Titans.



Ackerman Clan

(600 CP) You don't have the ability to transform into a titan, because you can use the power of the titans in your human form. The products of experimentation on the science of titans during the time of the Eldian Empire, the Ackerman clan are now thought to be a myth outside of Paradis. Within the Walls, their combat prowess is legendary. Kenny the Ripper was able to kill over a hundred Military Police sent after him, and Captain Levi is hailed as humanity's strongest soldier. Their abilities are the result of a special branch of the path network used to pass down the combined skill and experience of their ancestors. When an Ackerman awakens their power they feel an inhuman level of strength and resilience surge through their bodies, attain perfect control over their movements, and have instinctive knowledge of exactly what to do. Also, you can spin around as much as you want without getting dizzy. Because you have titan powers without being a true titan shifter, you can't regenerate, aren't affected by the Curse of Ymir, can't be transformed into a Pure Titan, and can't inherit any of the Nine Titans. Your speech is unaffected and Pure Titans are drawn to you as much as any other human.

+ Veteran experience:

After years of honing yourself like a human weapon, you rival Levi for the title of humanity's strongest soldier. You can effortlessly bring down multiple titans at once and perform complex aerial maneuvers, and your mastery of the battlefield is such that you can deflect bullets with your swords and aim with deadly accuracy based on nothing more than a vague reflection. Even experienced titan shifters are helpless to stop you as you cut them to pieces before they realize what's happening.



Tenth Titan

(200 CP) Customize your own unique titan form. You can speak and won't be attacked by Pure Titans.



Height

Internal

(0 CP) You have the power of the titans in your human form. You're strong enough to lift and carry around over a ton of weight, but you aren't a true shifter, so you lack titan regeneration and aren't affected by the Curse of Ymir. Any titan powers purchased here are used through your human body. Like with the Ackerman Clan option, you can't buy or inherit any of the Nine Titans or transform into a titan at all, as you technically already are one, and you aren't affected by the Curse of Ymir.

2 - 5 m, Agile

(0 CP) You're smaller, faster, and more agile, and you may even be able to fit inside buildings depending on your exact size, but you lack the raw power most shifters possess.

6 - 15 m, Average

(0 CP) The standard titan size. Humans and their architecture are like toys to you.

16 - 30 m, Huge

(300 CP) You're larger than many Pure Titans, and can pose a threat even to a medium size shifter.

31 - 80 m, Colossal

(600 CP) You are to normal titans what they are to humans. Your flesh is almost too hot to touch.

81 - 120 m, Mountainous

(800 CP) You're one of the largest titans of all time. Your physical strength rivals that of the Founder herself, but nearby objects are set on fire from your sheer heat.

Appearance

Exposed Musculature

(0 CP) You have no skin, your bones and muscles are exposed.

Normal

(0 CP) You may have some quirks, like unusual ears or mouth structure, but you look relatively human.

Bestial

(0 CP) You share traits with an animal, such as an ape, bird, or horse.

Clothed

(0 CP) You have a layer of white titan flesh around some or all of your body. This offers no additional protection and is purely cosmetic. You look more or less human underneath this layer.

Movement

Abnormal

(+100 CP) Your head, body, and limbs don't match up, and you have difficulty moving as fast or as easily as other titans.

Bipedal

(0 CP) You stand on two legs and your body functions as normal. You look like a giant human.

Specialized

(0 CP) You can either run much faster or climb more efficiently, but you can't fight as effectively as a humanoid titan could. Choose either the speed of the Cart Titan and the agility of the Jaw Titan.

Titan Powers

Titan Call

(50 CP) Summon nearby Pure Titans to your location by shouting. You can't control them any more than you could otherwise. This can be used in both forms.

Emergency Crystal Sealing

(50 CP) Lock yourself in a near-unbreakable crystalline cocoon that can protect you from much more than titan flesh, but you'll be trapped until freed. You'll be conscious the entire time but your body will otherwise be kept in stasis. This can't be taken with the Internal size.

Hardening

(50 CP)

You can harden your titan's flesh into an extremely tough crystalline material. While you can only harden a small amount of flesh at a time, you can harden your fingers to produce claws, your fists to better pummel enemies, or your nape to protect your human body.

Partial Exit

(50 CP) You can lean out of your titan's neck without breaking the connection, allowing you to talk and look around in your human form, control it while exposed, and re-enter the titan without needing to summon it again and waste energy. This can't be taken with the Internal size.

Steam Ejection

(50 CP) You can quickly throw yourself from your titan's neck in a jet of steam. While you'll have to transform again to keep using your titan, as long as you have good awareness of your surroundings this will make it very difficult to land a hit on your human body. This can't be taken with the Internal size.

Remote Piloting

(50 CP) You can control your titan from inside a protective crystal, connected through a tether. Your titan can optionally be summoned around yourself instead like normal. This can't be taken with the Internal size.



Tooth and Nail

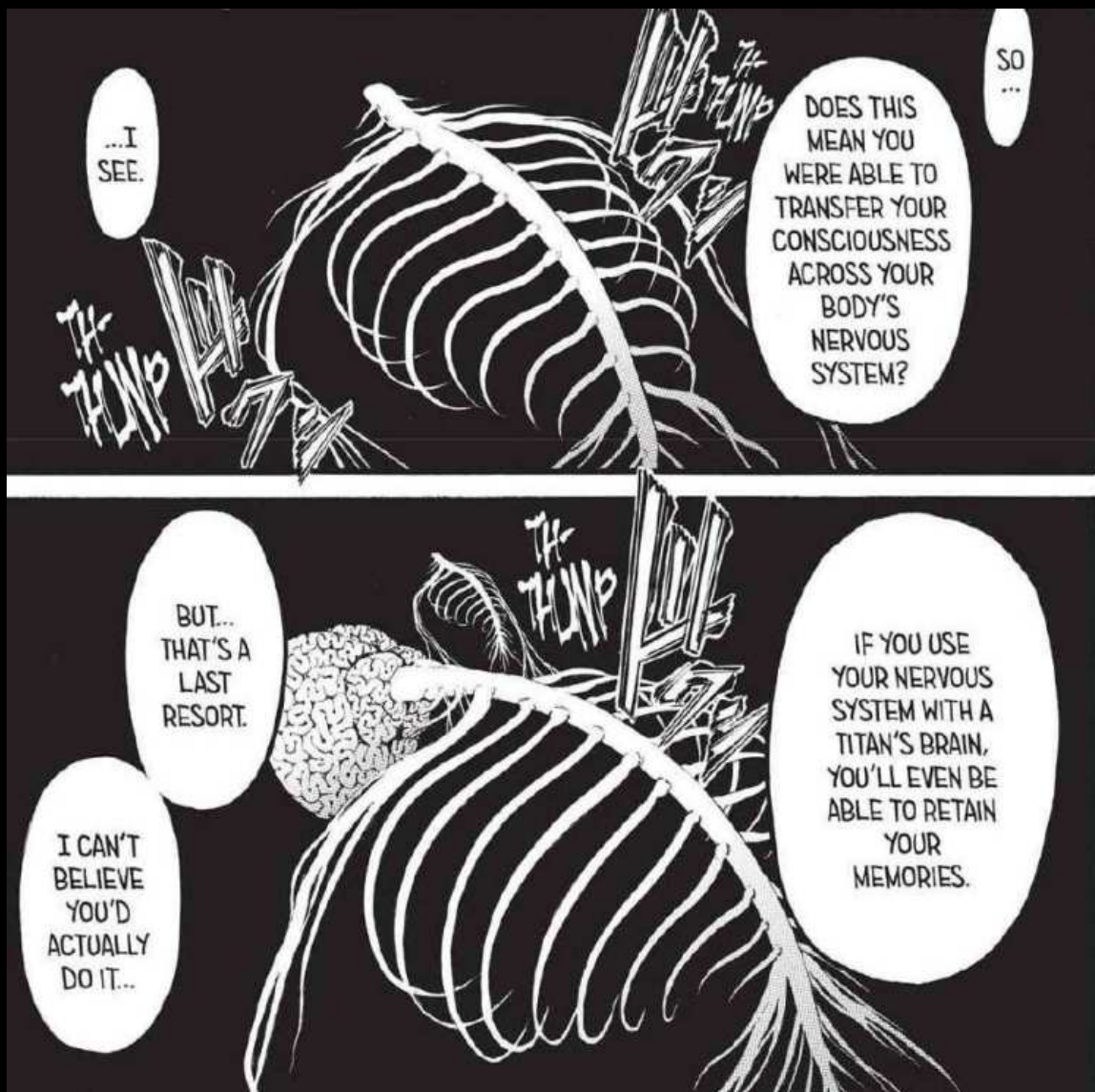
(200 CP) Your teeth and claws are permanently overhardened, stronger than even titan crystals, and can be used to break through just about any material.

High Stamina

(200 CP) You're able to remain inside your titan for up to several months at a time without needing to transform back. You'll need to readjust to walking if you spend too long in a quadrupedal titan.

Decentralization

(200 CP) You can decentralize your consciousness across your whole body to survive lethal damage to your head and neck, and you can back up your memories in your titan's brain to keep from losing them. If this is taken with the Internal size, your consciousness is permanently decentralized and you can regenerate like a true shifter.



Armor

(200 CP) Your titan can be summoned with hardened flesh protecting up to its entire body. The armor impedes speed and agility unless summoned without the joint armor. It's slightly weaker than standard hardened flesh due to how spread out it is, but only marginally.

Winged

(400 CP) You have functional wings. You can fly fast enough to cross a continent in a few hours, assuming Average size.

Steam Release

(400 CP) Your titan can emit scalding steam in an omnidirectional wave or concentrated blast. The concentrated blast is hot enough to burn a person's skin off and set fires on contact with flammable materials like wood. The steam uses your titan's flesh for fuel, making it thinner as you use it and limiting how much you can use this power per transformation. This can't be taken with the Internal size.

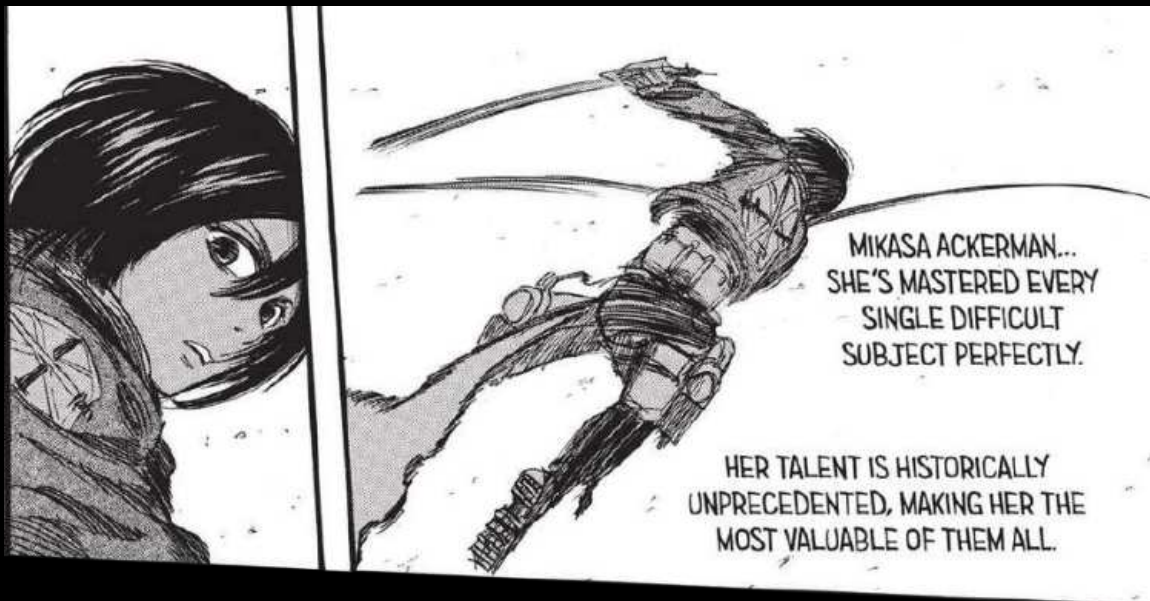


Atemporal Paths

(400 CP) You can see important memories from the future, both your own and those of any who will someday inherit your titan from you. The memories are triggered sporadically by impactful places you go to and people you meet. You don't have fine control over when you see your future memories or what exactly you remember.

Fighting Instinct

(600 CP) You have inhuman reflexes and perfect control over your body, you can master any physical tasks and skills on your first try, and you instinctively know how to move most effectively. If this is taken with any size other than Internal, it's only active in your titan form.



Flesh-Shaping

(600 CP) Convert and reshape nearby inorganic matter or parts of your titan's body into hardened titan flesh. Create spikes and hammers, or more complex structures like titan-sized working crossbows and tunnels opened and resealed behind you to bypass physical obstructions. This power can be used in both human and titan forms, but takes a lot of stamina to use and isn't ideal for a prolonged battle.

Founder

(1000 CP, must take Vow to Renounce War if taken with the Fritz bloodline) You have total control over the memories and biologies of Eldians through either screaming or making physical contact. Your scream doesn't have a range limit as it propagates through paths. Requires either possession of or contact with a person with royal ancestry to use.

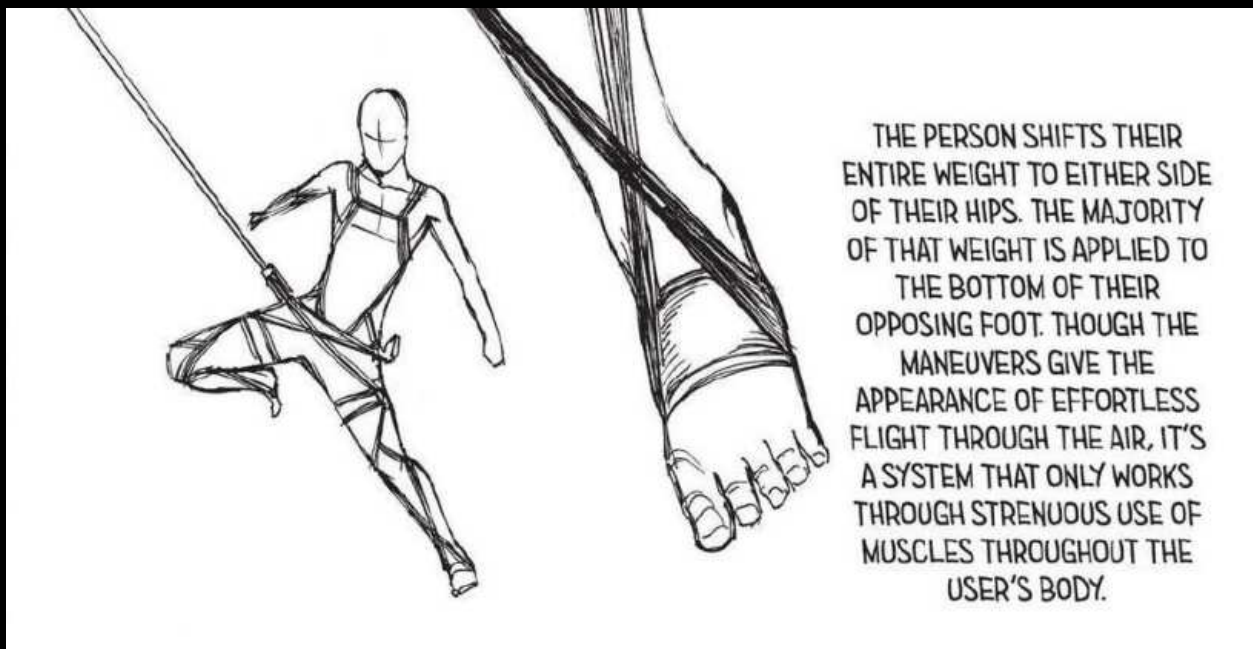
items

Titan Spinal Fluid

(100 CP, free for Drop-Ins) Eighteen syringes filled with spinal fluid extracted from Pure Titans. When injected into the blood of or ingested by an Eldian, they're transformed into another Pure Titan. The spinal fluid can be replicated, but it would take specific materials and an expert in titan science to do so. Comes with instructions on where exactly to inject in order to create a titan of the desired size, and what not to do to avoid creating Abnormal Titans. The spinal fluid will begin to evaporate if exposed to air. These are restocked once a month.

Vertical Maneuvering Equipment

(100 CP, free for Soldiers) The only technology both developed within the Walls and allowed by the Royal Government, vertical maneuvering equipment is humanity's number one weapon against the power of the titans. A leather harness is fitted around the body to allow full three-dimensional orientation mid-air through body movements, dual grappling blades on steel tethers combined with compressed gas to reel, swing, and propel the user through the air, a set of disposable ultrahard steel blades that are both flexible and durable, and sharp enough to slice through normal titan flesh, and hand grips used for firing the grapples and wielding the swords. The grapples are long enough to easily reach the tops of the 50 m high Walls twice over, and fast enough at firing and reeling in to allow you to move like a blur as long as you have the reaction speed and coordination to keep up. The compressed gas is strong enough to send an adult human carrying two others flying through the air, and safely halt your movement after falling at terminal velocity. The blades, compressed gas cylinders, and grapples can be manually upgraded if you have the resources and know-how. This set comes with a Paradis military uniform of your choice, either Training Corps, Garrison, Survey Corps, or Military Police Brigade. You get twelve swords and three gas cylinders that are restocked daily.



Handgun

(100 CP, free for Warriors) A relatively high-tech handgun that can fire multiple times before reloading thanks to the extended magazine, unlike the bolt-action rifles that make up the majority of firearms here. You receive three magazines which are restocked daily.

Thorned Ring

(100 CP, free for Shifters) A simple, unobtrusive ring that has a flip-out blade on the inside. The blade can be opened with one finger on the same hand. This can be used to injure yourself if you don't like the idea of biting your hand, or if your enemies hold your mouth open.

Food Cupboard

(200 CP, discounted for Drop-Ins) A wooden cupboard filled with all kinds of food, including many varieties of meats. When you close it and open it again all of the food will be replenished. Food stored here won't go bad as long as the doors and drawers are kept shut.

Anti-Personnel Vertical Maneuvering Equipment

(200 CP, discounted for Soldiers) A variation on the standard vertical maneuvering equipment model. This version has the grapple cords coiled behind the shoulders instead of the waist, and uses shotguns instead of swords. The shotguns are single-fire only, and are reloaded by dropping the barrel and equipping a new one from the belt, similar to the method of reloading your swords. While the shotgun rounds aren't enough to kill a titan they're especially effective against humans, as they can be used at range. However, someone with inhuman amount of skill with the swords could block the blast with one as the spread is fairly small. You get twelve barrels, two in the grips and ten around your belt, and three gas cylinders, which are restocked daily. Given that it'll be a few years before these are actually developed by the internal Military Police, you might want to keep its existence on the down-low if you don't need it right away.



Horse

(200 CP, discounted for Soldiers) A strong horse with good endurance. She's capable of outrunning a titan's walking speed and almost keeping pace with a sprinting 15 m titan, and has been trained not to run from titans or titan battles. She has a set of colored signal flares and a flare gun attached to the saddle. Comes when called.

Eldian Historical Documents

(200 CP, discounted for Warriors) A folder containing the true history of the Eldian Empire and their subjugated nations, including Marley, with irrefutable proof of its validity. These are great for countering propaganda, or for creating it by selective removing some of the information before showing people. Don't let the Marleyan or Royal Governments find out you have this unless you feel like being hunted down to be tortured and executed.

Tainted Wine

(200 CP, discounted for Shifters) Expensive wine that's had spinal fluid from the current Beast Titan tastelessly dissolved into it. If the victim is in range when the Beast Titan screams, whether it's the same inheritor as the spinal fluid was taken from or not, they're transformed into a Pure Titan. The spinal fluid will stay in their system for several months before fully going away, and even a tiny drop will be enough to trigger the transformation.

Ultrahard Steel Forging Instructions

(400 CP, discounted for Drop-Ins) A set of handbooks and illustrations designed to teach the method of forging iron bamboo and the superior ultrahard steel. The skill is a tightly-kept secret to the factory town inside the Walls. The material is both flexible enough to be unsheathed at an angle and take on a curved shape when used in a slicing motion, and hard enough to hold an incredibly sharp edge through multiple uses on inhumanly-tough flesh and to maintain its straight form when used in a stabbing motion. The instructions also cover smelting the material into existing metals to give them these properties.

Thunder Spears

(400 CP, discounted for Soldiers) Explosive weapons specially-designed to counter the Armored Titan by the Royal Government during the reign of Historia Reiss, using the technology secretly kept by members of the internal Military Police Brigade after confiscating them from their inventors over the years. They're long javelin-shaped rockets mounted on the forearms and attached to the vertical maneuvering equipment by cords. They're fired from the mounts, and when you break off the cord the tip explodes with enough force to blast clear through a tree trunk or hardened titan flesh. You get six, three for each arm, that are restocked weekly.

Airship

(400 CP, discounted for Warriors) One of the Marleyan military's reinforced blimps. The cabin has the main room along the doors, the pilot's chamber, and private rooms in the back. There's some documentation in the pilot's chamber on how to use this if you don't have any flight training, but it'd take a lot of experience before you could expect to fly this reliably. Optionally comes with wooden beams along the bottom, allowing vertical maneuvering equipment users to grapple up to the cabin from ground level. The fuel levels are restored daily.

Armor Spinal Fluid

(400 CP, discounted for Shifters) A special sample of titan spinal fluid that, when consumed by a titan shifter, grants the ability to convert their entire titan form into hardened titan flesh. This is distinct from the learned skill possessed by the Nine Titans, in that it can only be used once per transformation as it permanently hardens the entire body at once. It can either harden the body as-is, creating a statue or wall, or shape the flesh into structures, such as pillars and rafters to support a collapsing cave. Seeing as it renders your current titan transformation immobile and may require a whole new transformation afterwards depending on the situation, it can only be used so often.



Titan Restraint Weaponry

(600 CP, discounted for Drop-Ins) A large stockpile of steel spikes, girders, and cords capable of holding down a titan when fully tied down, and several dozen sets of special target restraining weapons. The special target restraining weapons are barrels filled with spikes tethered with steel cords, which fire from both sides to anchor them in place. They're capable of holding a 15 m titan shifter completely immobile. There's also what looks like a rocket launcher with a barrel stuck to the end, filled with some kind of large net. Strange.

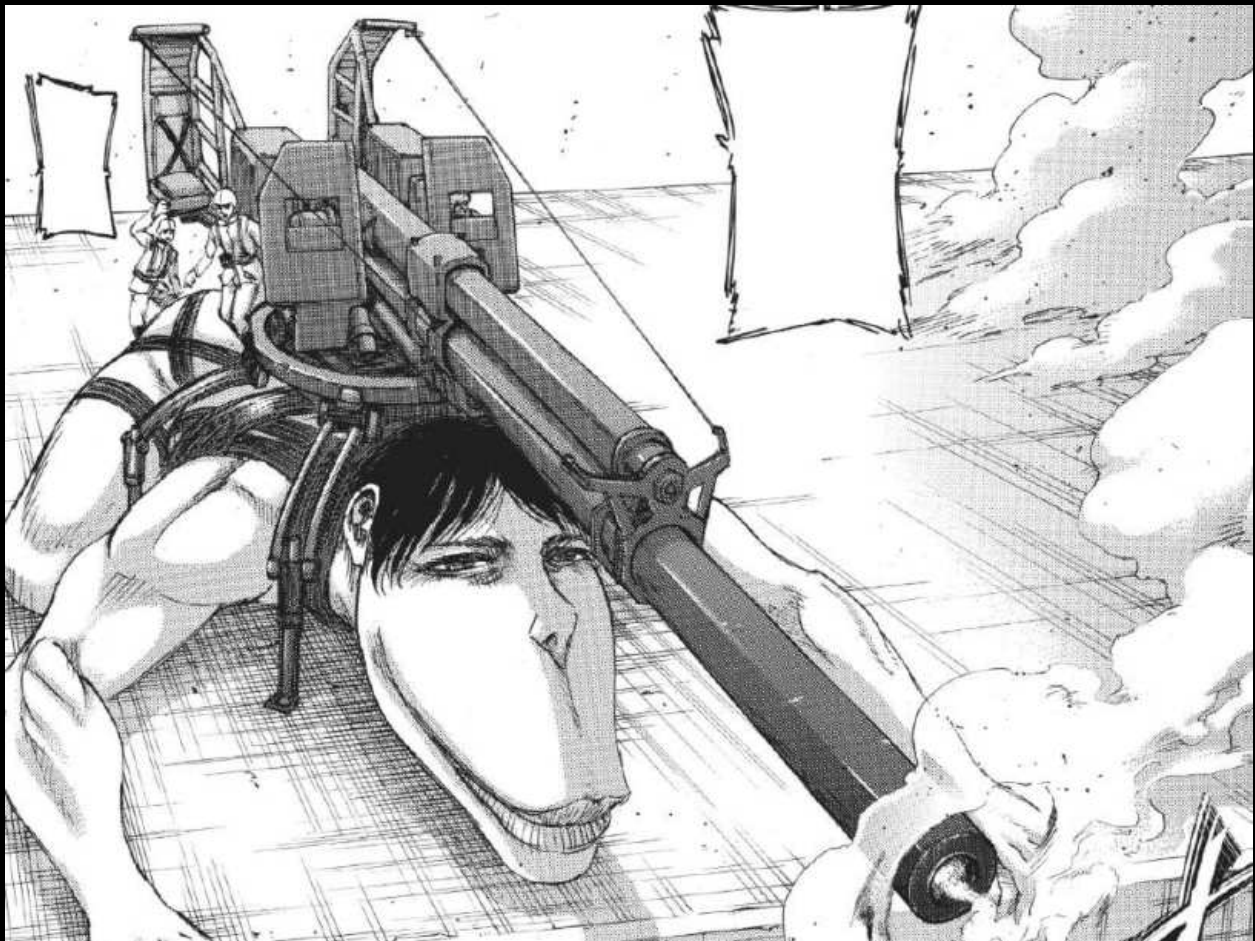


Iceburst Stone Cave

(600 CP, discounted for Soldiers) Volcanic calderas that formed ages ago on Paradis island cooled over time, and the gases trapped inside solidified into strange crystals. When the stones are heated past the caverns' freezing ambient temperature they rapidly sublime and expand explosively. They're able to fuel the vertical maneuvering equipment used by the Survey Corps thanks to this potent reaction. However, the residents of Paradis are unaware of just how valuable this material is to the rest of the world. If trade lines were established this would be enough to lift a struggling economy to a regional powerhouse just from its industrial potential. You have access to a hidden entrance to an otherwise unknown cave filled with iceburst stone, along with one in each future jump. There's more than enough to last ten years with regular use.

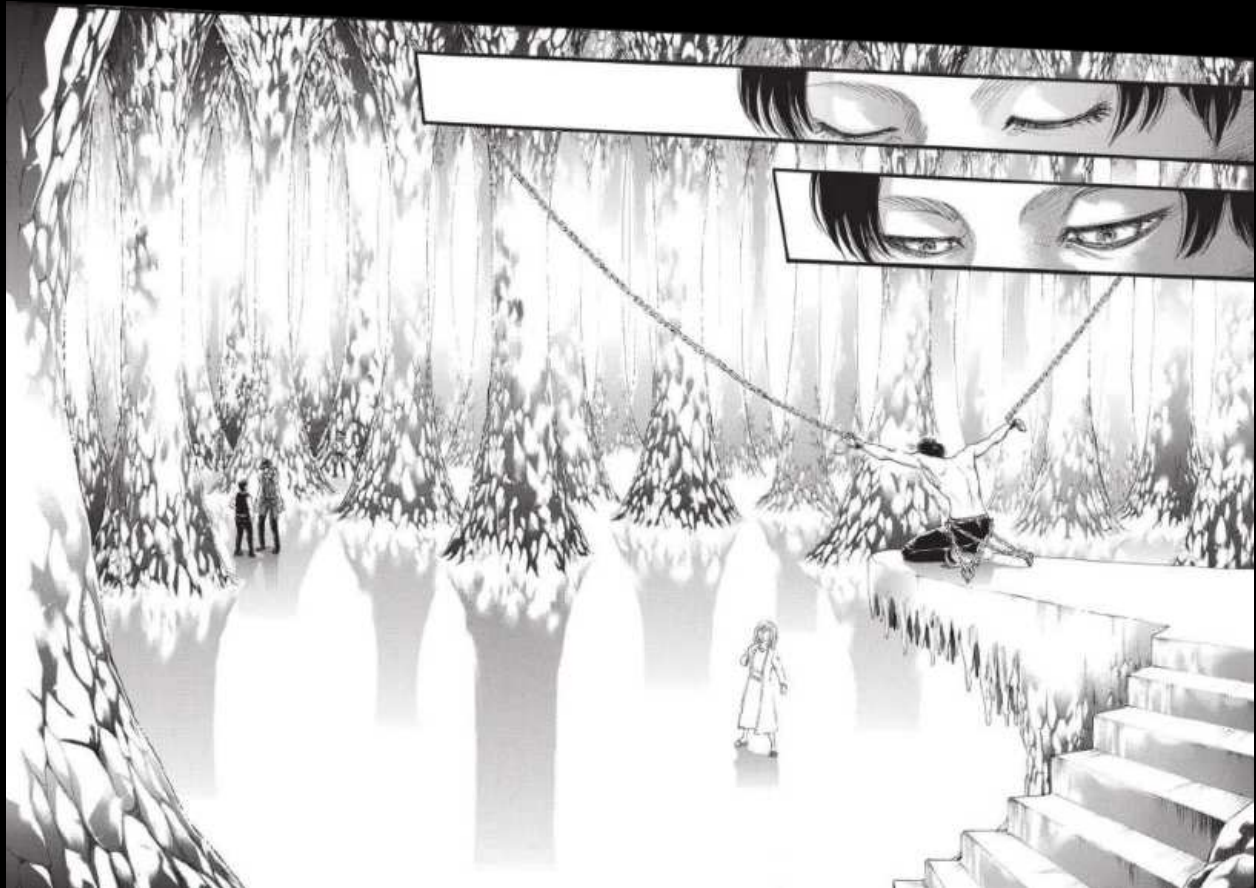
Titan-Mounted Artillery Cannon

(600 CP, discounted for Warriors) A modified version of the cannon used by General Magath in Shiganshina. This one has an upgraded scope and stabilizer system, allowing pinpoint accuracy across an entire city, even for a novice. The harness can be readjusted for the gun to either sit on the back of a quadrupedal titan or over the shoulder of a bipedal titan when worn. Comes with twelve rounds that can blow straight through a titan's body, and are restocked weekly.



Titan Transferral Chamber

(600 CP, discounted for Shifters) An artificial cave created through the power of the titans. The structure is that of a massive chamber filled with thick pillars, and an open space at the end. The far wall has a long, thin overhang for the current inheritor of one of the Nine Titans to be chained up, so their successor can be transformed into a mindless titan and devour them without damaging the cave or risking others. The stones making up the cave glow like daylight, and can be mined and used as a light source with no need of fuel or a power source. They can also be melted down and forged into existing metals to give them the same glowing properties. The cave follows you to future jumps, and if the stones are mined they're replenished at the beginning of each jump.



companions

Worm-kun

(100 CP) A small worm-like creature that resembles the ancient Hallucigenia. It's about the size of a dog and really likes piggyback rides. Strangely, if you check it's DNA, it'll have the genetic code of a different creature from Earth's past every time. This can't be used to gain the power of the titans in any way.



Horde of Titans

(100 CP) Ten Pure Titans. They won't eat you, your companions, or your followers, but unless you can call or command titans you can't control them. They're capable of speech and have very limited intelligence, similar to the one that spoke to Ilse. However, they aren't interested in much beyond eating humans and obeying the Founding Titan. They take up a single companion slot.



Baggy-Pants Leon

(100 CP) He's back!! The oft-late member of the Survey Corps with a loose belt is here to join you on your adventures! He's not very good at his job, but he's got the courage and bravado to face down even the toughest titans! You might want to keep him away from said toughest titans though. We don't need him falling out of his vertical maneuvering gear in the middle of a battle again.



Soulmate

(200 CP) True love is rare and fleeting in this cruel world. But you've found someone who'll stay by your side no matter what. When the two of you were children they were in some form of mortal danger, a danger that already took the lives of their family. However, just as they lost everything and resigned themselves to death, you arrived to save them and restore their will to live. Ever since you've been everything to them, their ideal in every way. If you were to die, the loss would be crushing. They'll protect you at all costs, regardless of who they have to fight or what they need to do, and they have a sixth sense for when you're in danger. They have 600 CP to spend on anything but more companions. You can decide their appearance and personality.



106th Training Corps

(50-400 CP) You won't get very far without having some friends and allies to watch your back, and who better allies than ones who've been with you to hell and back? If you have companions from previous jumps you can import up to eight for 50 CP each. They each have 600 CP to spend on anything other than more companions.

Canon Character

(200 CP) If you can convince them to leave with you, you can bring along anyone you meet here. Commander Erwin, Reiner, Captain Levi, or even Eren if you can somehow get him to agree.

Drawbacks

You can receive a maximum of 600 extra CP.

Shingeki no Omake

(+0 CP) Instead of the normal world of Attack on Titan, you can start in one of the many alternate canons, spin-off series and fan works. For example you could go to the video game series where the protagonist leads their own military division with heavily customized equipment, the fake preview where Mikasa's a dancer in the Survey Corps Idol Division, or one of the abridged series. You can expect the characters' personalities and appearances, and the course of events in general, to vary wildly depending on where you go.

You're the Worst Girl in the World

(+0 CP) This changes the ending to that of a popular theory in the months leading up to the final chapter. Namely, that Eren would destroy the whole world outside Paradis, return home to marry Historia, and reincarnate Ymir as their daughter who could finally be free. This does sacrifice a bit of realism, but if a happy ending's what you're looking for then this is the way to go.



It's Totally A Mecha Anime

(+0 CP) Rogue, unpiloted T.I.T.A.N. mechs roam the wastes, driven by rampant A.I. to attack any humans they see. Three agents have infiltrated the Paradis megacity to steal the admin codes from the executive family. A legendary cyborg assassin has entered the employ of the CEO of Reiss Industries. Do you have what it takes to survive in a near-future world of bipedal weapons platforms, cybernetic technology, and corrupt national secrets?

The Eotena Onslaught

(+100 CP) The adventures of Erin, Misaka, and Captain Revaille filtered through a poorly-done fan translation and pre-reveal nicknames. It won't be too confusing most of the time, just annoying, but some changes are more difficult to parse. The Rogue Titan might be obvious considering when it first appears, but you probably won't know what the Dancing Titan is until you get an actual description of it. Everything changes again when you get used to it.

A Sudden Slap!

(+100 CP) Your friends will randomly attack you for no reason from time to time. Sometimes they'll spice things up and hit you with a fist or elbow to the face instead. This will always take you by surprise.



Casualty of War

(+100 CP) There are a lot of dangers out there. Cannons, explosives, falling rubble, gigantic regenerating man-eating monsters that can detect and home in on unsuspecting humans to horrifically devour them, so it's no surprise that you've taken a hit or two. You're lucky to be alive, but you didn't make it out in one piece. You lost one of your limbs, an arm or a leg, or one of your eyes. Regeneration powers such as those of titan shifters won't work on this injury, but your titan form won't be affected. This can be taken up to six times.



Spoiler Alert

(+200 CP) Information is a valuable commodity within the Walls, and misinformation is a powerful tool outside of them. Only a handful know the truth of their own history and what their future holds if they succeed in their missions. How their 'last bastion' is just an island in a very big world, and how there's no such thing as a 'good Eldian' in the eyes of that world. You lose all information about Attack on Titan going in, so you've only got what you know from your background's memories and what you can discover on your own.

Who Can Depend On Others...

(+200 CP) You're far too trusting for this world. You always see the best in people, which might sound like a good thing. Then you realize what lengths most people here are willing to go to accomplish their goals. You find it much more difficult to watch for lies when speaking to others, and when you're betrayed you won't believe that you've been lied to until the evidence is right about to step on you.

Rival

(+200 CP) One of your peers is better than you. At everything. No matter what you do they'll always show you up. Whenever you're proud of your achievements, whenever you accomplish something big and important, you'll still know you weren't quite good enough, and they'll make sure to rub it in your face. They'll also bring up your past failures and grief all too often. Even if you've lost everything and just want to finally die, they'll save you and die in your place purely to spite you given the chance. What did you do to this guy to piss them off so much?



Let Me Die in Peace

(+400 CP) You've lost your will to live. You just want to leave this hell, but everyone keeps dragging you back. There's something you need to protect, be it one or two people or an entire country. But your one wish is to just escape all of the unbearable pain, guilt, and grief. If you fail to protect what you hold dear, there won't be much reason left for you to stay in this world. If you're a titan shifter, you won't regenerate injuries without direct encouragement from your wards to help them.

A Weapon to Surpass the Titans

(+400 CP, requires at least one previous jump) All of you and your companions' powers and items from previous jumps are inaccessible for the duration of the jump.

Priority Target

(+400 CP) Titans have a sense for titan shifters, instinctively prioritizing them over normal humans in order to eat their spinal fluid and regain their lost humanity. But now there's a new priority, one above the shifters: you. Titans will be drawn directly to you whenever you're in their detection radius, and will only turn away from chasing you if other humans and shifters are right next to them. This doesn't make it any easier to kill them by using yourself as a distraction. Fate will also conspire to put eating you as the number one goal of most nearby shifters. You have a titan that they really want for whatever reason, or at least they think you do.



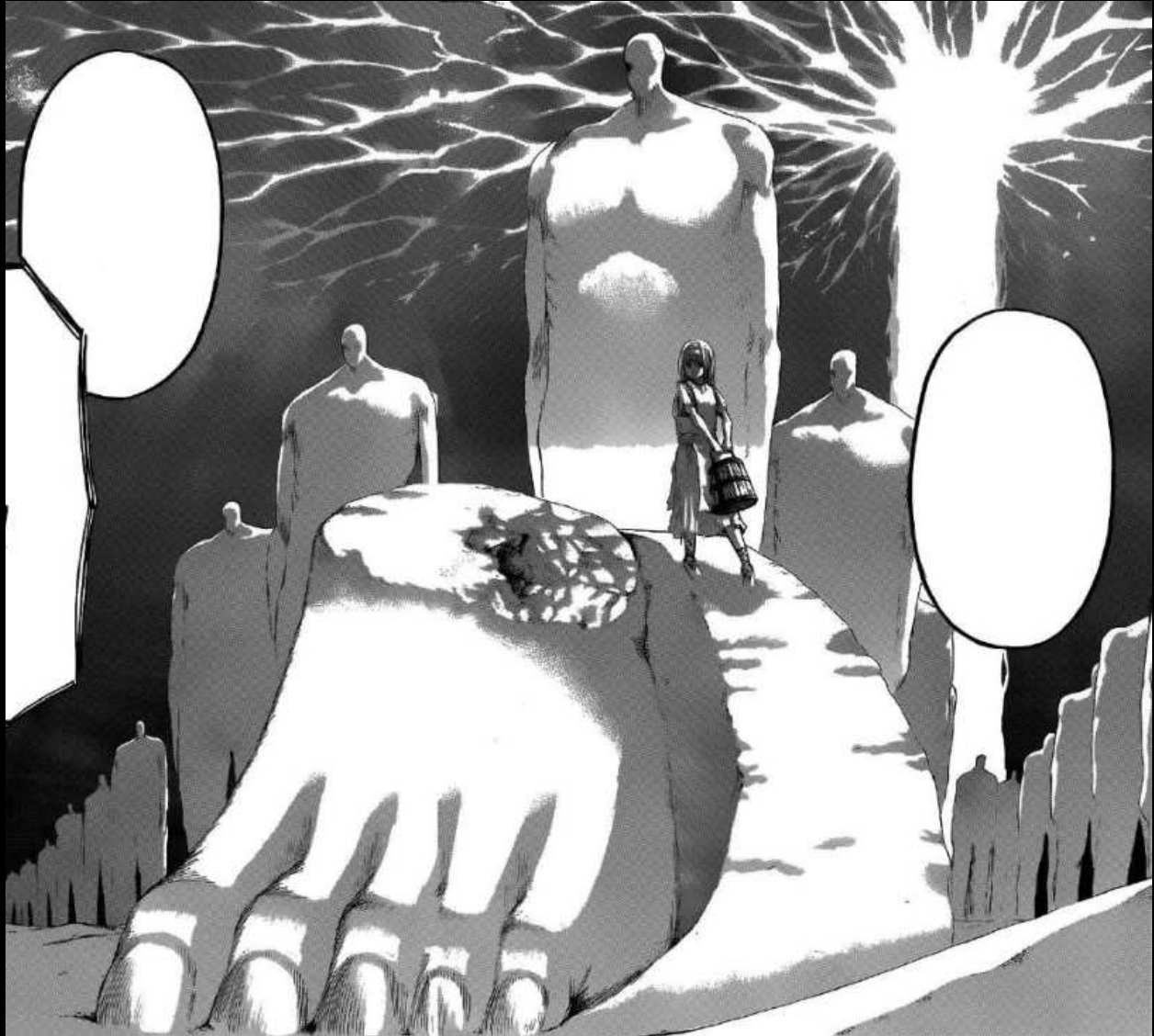
The Cycle

(+600 CP) You will fail sooner or later, everyone does. But it's almost as if some great cosmic force wants to watch you struggle, because everything keeps going wrong. The wind will change at just the wrong moment, blowing steam into your eyes just as you're preparing to make the final blow. The ledge you're clinging to will give out just as you try to pull yourself up. Your enemies will seem to come out of nowhere, using seemingly impossible tricks to execute devastating strategies. Only by trying your absolute hardest and sacrificing almost everything will you be able to pull through in the end, and even then it will be bloody. Many have failed before you, and you will in turn inspire many more to struggle and fail in your stead. Maybe someone will finally find the path and the will to end this suffering? Maybe that person will be you?



...And Whom Others Can Depend On

(+600 CP) Your starting date is moved far into the distant past, millenia before the story of Eren Yeager. You take the place of Ymir Fritz at the time of her death, and must spend the entirety of your time here serving the royal family's every desire. You must obey every command, craft every requested titan by hand, and bend the bodies and minds of every Subject of Ymir to the whip of the holder of the Founding Titan. All you have is a bucket and your two hands, and the endless sands connecting you to the Eldian people. You're alone, and none of your powers will work in this place. You're going to realize exactly how long ten years can be. Now stand up and get to work...my slave Jumper.



Vow to Renounce War

(+600 CP, requires the Fritz bloodline and the Founding Titan or a custom titan with Founding) You've inherited the values, motivations, and guilt that drove the 145th Eldian King to seal his people behind the Walls. It's your firm belief that the Eldian race must be wiped out of existence. It's possible to fight back against this, to reassert yourself and your free will, but it won't be easy. The will of Karl Fritz has bound the rulers of Paradis for a hundred years, even those who swore to defy it before they accepted the power and the curse of the Founding Titan. You'll have to bear witness to the full horror of the atrocities committed by the Eldian Empire, endure the guilt of two millennia of slaughter, and overcome the cold resolution of Fritz to end the suffering wrought by his people. Should you fail, you'll welcome the end of the Eldians as you do nothing to stop the armies of the world from slaughtering everyone, including yourself. But if you succeed, you'll have the full power of the Founding Titan at your command.

This drawback is not affected by Because I was Born into this World.



ending

Stay Here

This is a cruel world, but maybe if you had a little more time you can make a difference? Or perhaps you've found some other reason to tie yourself to this place? Your chain ends, and this becomes your new home.

Go Home

Decided to call it here, I see. You return home and your chain ends. Consider yourself lucky. Not everyone has a home to return to.

Move On

You head out to your next jump and your chain continues. Let's hope you handle the responsibility of what you gained here better than old King Fritz.

notes

Post-jump, you and your companions aren't affected by the Curse of Ymir. Any bloodlines you purchase will be passed down to your children. Any powers and items that only affect Eldians will apply to 10% of the human population in future jumps, who can be found through blood tests and the Founding Titan as normal.

Fankwank how the paths dimension works post-jump.

Anything boosted by the Veteran perk is all achievable without it, it'll just take a lot of time and hard work to master the skills yourself.

If you're unsure how strong an upgraded power should be after using Reunification with Royal Blood, use Eren and Zeke's adventure through time as a baseline. The Attack Titan can slip bits and pieces of intense memories back through time to past inheritors, and the Founding has access to the minds and bodies of all Eldians regardless of distance thanks to paths. Together the Yeager brothers used the mastery of paths, the ability to transcend time, and Zeke's ancestral access to them, to visit the past in person, through Grisha's memories, and Eren potentially affected the driving motivations of all previous inheritors to orchestrate the Attack Titan's fight for freedom throughout history, in order to bring himself to that one moment. A lot stronger and broader in scope than the components, but not so much so they aren't clearly a result of the two being combined, as if the two are small fragments of a single, more comprehensive original power.

If you take Soulmate as a drop-in, you're given the chance to save them soon after the jump starts. You can also use it to companion Mikasa and take Eren's place in her backstory.

If you go to the fake preview canon where Armin's little titan friend eats his bullies and buy the Pure Titans companion group, you can have them be small titans that eat people you don't like. If you go to the video game canon you can take the place of the protagonist.

Can you use the Founding Titan, Attack Titan, and Fritz bloodline to go back in time and change what Ymir and her descendants did? Maybe. Canon shows a closed time loop created by Ymir to free herself, but it didn't exactly account for an out of context problem like a jumper entering halfway through the loop. Fanwank.

Jump made by 

