



Version 1.0
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It has been 50 years since the war between Symphonia and Raregroove. When the Rave Master, Shiba Roses, destroyed the mother Dark Bring, Sinclair, in an effort to end the war, it created an explosion powerful enough to destroy a tenth of the world. OK, maybe the history books exaggerated some. Really, it was only a tenth of the known world of the time. Still, it did destroy both countries, and basically the entire continent. Shiba was the only survivor. Unfortunately, the dark bring were not destroyed and were instead scattered across the world, along with four of the rave stones.

Sometime after the war, two descendants of the two royal families, Gale Glory and Gale Raregroove, decided to work together and create an organization to protect the world, Demon Guard. Well, actually, it ended up being Demon Card. This is what happens when you let Gale Glory spell for you. Unfortunately, they were somewhat underpowered. In an effort to fix this, Gale Raregroove decided to use the dark bring instead of just containing them. Glory disagreed and left the organization, retiring to start a family.

Unfortunately, while the dark bring can bestow tremendous power, they also corrupt their users. Gale Raregroove, now going by King, stopped protecting and started conquering. When he heard of this, Gale Glory came back and confronted his old friend. Perhaps they could have worked it out, but an overambitious army officer and a traitorous lieutenant betrayed King, killing his wife, seemingly killing his son Lucia, and nearly killing him. He did not take this well and blamed Gale Glory.

Since that day, Gale Glory has never been seen. Lucia has gone mad being kept in an unknown cell. The dragon races have been nearly wiped out. Hundreds of criminal organizations exist, the most powerful of which can threaten entire countries. Using the power

of the dark bring, Demon Card has nearly conquered the world. Their only true opponent is an elderly Shiba, who searches for his successor, the next Rave Master.

You arrive in this world on the same day Haru fished Plue out of the ocean.

Origins



Drop in: You aren't quite sure why you're here. In fact, you don't seem to have much of any memories about this world. You simply woke up in the middle of nowhere and walked into town.

Swordsman: You grew up in a small town. Maybe you lived on an island, maybe some farming village, maybe something else. Regardless, you have never visited any of the large cities of this world. As you were growing up, you obviously learned how to fight. And not simply the roughhousing that most kids do, you quickly ascended to being one of the toughest guys in town. But this life couldn't go on forever, for some reason you have to make a journey. As such, you grabbed your dead father's old sword and set out into the world.



Metal Claimer: You grew up in a large city. Your father was a silver claimer, a rare trade that involves altering silver to change its shape. There are many potential uses for this skill, depending on how good you are. As you grew up, your father made you his apprentice. Recently, he passed away due to health related reasons.

Wizard: You grew up in a small community. A single city, really. But that city wasn't an ordinary city. It was a city of mages, the only one on the planet. Other magic users exist, but they are few and far between, your hometown holds more than half of all the magic users in the world. You were taught magic as a child, and were taught that the most important duty you would ever have would be to defend time. Recently, you left the city to seek out some threat to time. Just yesterday, you discovered that it had been destroyed in some accident already.



Race

Humans, while the most common race in the world, are far from the only one. There are many species in the world of Rave Master, and for the most part, they tend to get along with each other. Note that, while some races have certain advantages or disadvantages, there are no races that all have the same personality, or are all unified in agreeing on one specific thing

anymore than all of any country is unified on that. No race is smarter, more violent, or more or less emotional than any others. Now, what species are you?



Human: free The standard race. Most of the population of this world are humans, they have no inherent special powers or weaknesses.

Penguin thing: +50 cp You are a short penguin thing like Ruby. All of your physical capabilities are reduced in this form.

Flower on a wall: +100 cp You are literally a massive flower stuck to a wall. You have arms and the ability to talk, but you can never leave your wall. If all your petals fall off, you die.



Mermaid: 100 cp: You naturally have a large mana pool, powerful water based magic, beyond what any human could hope to learn, and some knowledge of healing magic. You can breathe both, water and air. It is possible for you to temporarily turn your tail into a pair of human legs.

Dragon race: 150/300 cp: 150 for the original form, 300 for the form that has passed the trial. Before the trial, you look like a lizard person. After it, you look human. You are stronger, faster, and have fire breath. More so after the trial, but you turn into a mindless dragon if you lose the trial. This counts as a chain failure. It takes a lot of willpower to pass the trial, even more without using a dragon temple, and they were all destroyed.



Perks

Special Note: Every perk tree has a bonus that you get for free if you purchase every perk in it.

Drop in

100 cp: Aura of Innocence: you have an aura of innocence. People you meet, especially kind hearted or naive people, will generally favor you. Unless you are obviously in the wrong, people will take your side more easily than the other person and you will be forgiven more easily than most people.





200 cp: Bonds for Life: the friends you make will never desert or betray you. They will be your true companions, sticking with you through thick and thin. Even the cowardly may receive a sudden surge of courage.



400 cp: Consistency: You are always you. No matter what, you will never lose that which makes you you. Nothing can truly take away your ideals or alter the fundamentals of your personality. Note: well this provides some resistance to corruption, it doesn't make you fully immune, but you will be able to shake it off after a time being removed from the source of the corruption.



600 cp: Huge Magic Reserves: You have large magic reserves. Seriously, they are much larger than that of an average wizard. No mortal wizard, save for Belnika and Elie, could match your reserves. You could cast spells for weeks before running out of mana.

Bonus: Extraordinary Mana: Not only this world, but your mana pools from every world you have been to increase massively.

Swordsman

100 cp: Brawler: You are good in unarmed combat. Not a specific style, but more along the lines of brawling. That being said, you are good enough to go up against master martial artists and skilled swordsmen.



200 cp: Master Swordsman: Choose one type of sword: You gain mastery of combat using that type of sword. If you possess the physical capability, you can match some of the best swordsmen in this world and take on armies of grunts alone.

400 cp: Magic Swordsman: You can easily work special powers that your weapons have into your fighting style. Does your sword transform? You can work those transformations into the middle of your swing for an advantage. Can you control its weight? You can make it light as a feather while you swing it and incredibly



heavy right before it hits. Theoretically, you could work any sort of power your sword has into your combat, but it isn't instantaneous, it will take you some time to do so.

600 cp: The Power of Love: As long as you are fighting for something you love, not necessarily romantic love, any kind of love, you can put those feelings into a physical boost, increasing your strength and speed based on how strongly you feel.

Bonus: Master of All: Well techniques and styles used with one type of sword are not usable with all types of swords, you are surprisingly capable of adapting techniques to use with other swords. There are, of course, some limits. Rapier techniques will never be useful with a claymore.

Metal Claimer



100 cp: Metal Knowledge: You gain a high level of knowledge in metallurgy and blacksmithing. You even know how to use metals of this world that don't exist in other worlds.

200 cp: Will of Steel: You have a massive amount of willpower. You can keep fighting through massive amounts of pain. An enemy impaling you would only slow you down. You can keep pursuing your goals no matter how many setbacks you receive. As long as you still have a bit of energy left, you can keep fighting for days on end. Basically, you have Shonen Protagonist levels of willpower.



400 cp: Silver Claimer: A very flexible way of fighting. You can morph silver into whatever shape you want and fight with it. You can even temporarily increase how much of it you have, although there is a limit to that. You also know silver bond, a technique that allows you to dish out much more damage than you would normally be capable of with silver claiming, but you will need another

silver claimer to use that move. You can also do this with iron, but iron claiming isn't a very good way of fighting due to the much slower speed of your claiming compared to silver. Still, it can be useful for repairing things.

600 cp: Gold Claimer: Like silver claiming, but with gold and a lot more powerful. You can destroy the creations of a silver claimer with ease. In addition, you can make much larger creations with a smaller amount of starting gold than a silver claimer can.



Bonus: Claim All: You are capable of learning how to claim any pure metal, even fictional ones. This can take some time to make purely instinctual, but you can do it. Does not work with alloys.

Wizard

100 cp: Wizard Training: You have received basic training as a wizard. You know how to use magic and can use one of the basic elements. Summon a bolt of lightning to strike your foe, burn them to a crisp, create winds powerful enough to send a man flying, drown them in a torrent of water. Choose one. If you also buy another perk in the Wizard tree, you can use all four basic elements.



200 cp: Enchanting: You know those magic items lying around? Not just the rave stones and dark bring, but various swords and at least one bell as well. You know how to make them, and others like them. They won't be as powerful as dark bring, but they can get close to the lower level ones, and they never try to corrupt their wielders. In order to make one, you must enchant it at the exact same time as you, personally, are creating it.

Want to make a magic sword? I hope you know how to forge one. In addition, this is not something that can just be mass produced. In addition to willpower and knowledge, you need to feel very emotional about wanting to make this.

400 cp: Advanced Elements: More than just the basics, you know how to use advanced elements. For example, you can use the elements of poison, gravity, magnetism, and void. You can use these elements at about the same power level as the basic elements, but they can be used more creatively.



600 cp: Elements of Time and Space: You know some of the most advanced magic in this world, magic that can control time and space. Time magic, as complicated as it is, can be used for small scale time manipulation and to control, but not create, temporal rifts. Space magic can summon the power of the stars to create incredibly powerful blasts of magic. If you have large enough magic reserves,

you may even be able to create city destroying blasts of magic. The only magic more powerful than this is Etherion.

Bonus: Unknown Elements: Even when you are not capable of using a magic yourself, you can still recognise and account for the effects other magics can have.

Undiscounted



400 cp: Hopebringer: Stories of your exploits will spread. As you save people, you will accomplish an even harder task as well. You will inspire hope in those who hear of your exploits. Those that you save, and those that hear the stories of you saving those people, will be more inclined to fight against tyranny and oppression.

400 cp: Alchemist: You know the formula to Alice's cure all elixir. And trust me, we mean cure all. Injuries, missing limbs, demonic possessions, literal loss of mind, forced body transformations, degenerated into a berserker state, etc. The only things that this elixir cannot cure are old age and death. Be warned, the recipe contains a number of rare ingredients, so you might want to start a farm in your warehouse.

Items

Drop in

100 cp: Tonfa Blasters: a pair of tonfa that have guns in them. Easier to aim than you would think. Can choose either automatic fire or one powerful shot. May import a pair of tonfa.



200 cp: Carriage: built to carry a few passengers at high speed. You could fit more if they're small. Comes with a free rabbit horse thing. Does not come with Grif.

600 cp: Space-Time Staff: No, this isn't the one that was used by Resha Valentine, but it is a convincing substitute, except it can be used by anyone, not just her. Possessing this staff allows one to use powerful time and space magic even if they aren't normally capable of using those elements. If they are capable of using those elements, than they can use more powerful spells than they would otherwise be capable of. Be warned: you won't be able to do things like destroy Endless without Etherion.



Swordsman



100 cp: Well-Crafted Sword: this is a very well made, but otherwise mundane sword of the style of your choice. It may, at your discretion, have been made by Galein Musica and have a music note symbol on it.

200 cp: Magic Sword: you get a magic sword. You can give it an enchantment within reason. Use the other, not the ten commandments, magic swords within this world as a guideline. Maybe it absorbs the mana of other people. Maybe it's elemental based. Maybe something else. Your choice. You also choose the type of sword and may import one of your own.

600 cp: Duplicate Rave Stones: you get copies of the rave stones and ten commandments sword, or at least you get the first stone. The other four are hidden behind challenges somewhere in the world. Don't worry, there is a map to find them. It's just hidden on a dead continent behind a nearly impassable storm. I'm sure that you'll be fine. Oh, and your new sword can be any type of sword you want. You can even import a sword for it. It will have a music note on it. And it will only contain the first 9 forms of the ten commandments sword, not the tenth one.

- 100 cp: no discount for each purchase, one more of the stones is in your possession, not behind a challenge. You can chose which one you want.



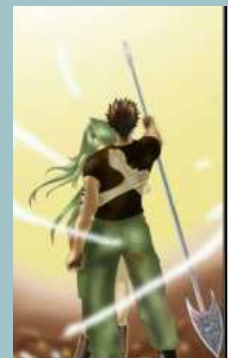
Metal claimer

100 cp: Pendant: a small supply of whatever mundane metal you want. This is 100% pure. It is just enough to use in combat. Its default form is a stylish pendant.



200 cp: Airship: a convenient way to get around. Can hold and transport a couple dozen people with a couple months worth of supplies and fuel. The required fuel does cost money, but not that much more than premium gasoline. Produces no pollution. Faster than any other form of transportation in this world, not counting portals, but not as fast as a modern day jet.

600 cp: Metal ray: a copy of the silver ray, made from the metal of your choice. This weapon's power should not be underestimated, there are kingdoms that would go to war over it. You must be capable of claiming the



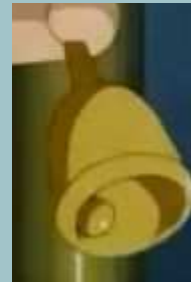
metal that this is made out of if you want to either use or destroy it. No fictional metals from other jumps.

Wizard



100 cp: Magic Staff: useful for focusing your magic. Not required, but helpful.

200 cp: Spell Focus: can be used to help focus your magic. It's like a staff, except it is much smaller and can be held in one hand. Takes the form of one non-weapon mundane item. May import an item as long as what you're importing can be held in one hand and is not a weapon.



600 cp: Magic City: you have access to a city of mages. This city is hidden from the outside world and can only be accessed by you and your companions. The mages in this city will only ever stay in this city studying magic, although they have access to magic from every world you have been to. They do not believe in doing anything in the outside world and nothing you can say can change their minds. That being said, you do have unlimited access to study their research.

Undiscounted

100 cp: Only the Worthy: you may upgrade one item of yours, from this jump or a previous one, such that it can only be wielded by those who are deemed worthy. And you get to decide what criteria determines if they are worthy or not. All others will find themselves unable to use this item.

300 cp: Elixir: You gain 10 bottles of Alice's elixir. This elixir is a cure all, and I do mean all. Except for old age, that is. Transformed against your will? It can be cured. Possessed by a demon? It can be cured. Inflicted with a disease? It can be cured. Limbs chopped off? It can be cured. As long as you are alive, drinking one of these bottles will restore you to pristine condition.

100 cp: Future Museum: this isn't something that you take with you, but something in the future of your jumps, if you do something legendary in one of your jumps, or at least something significant and well known, in the future of that jump, a museum will be created in your honor. Not everything will necessarily be accurate, but they will do their best. If you can travel to the future, you can visit this museum, people will not recognize you, at most



thinking you're a descendant or a cosplayer. For an additional 200 cp, you get an extension on your warehouse that connects to versions of this museum from previous jumps. These will always be absent of people, but will somehow be perfectly clean as if there was a janitorial staff who cleaned it every night.



100 cp /200 cp /300 cp /500 cp: Dark Bring: You may purchase a copy of one dark bring of your choice. This dark bring is not connected to Sinclair and will not be destroyed when it is. In the case of the unconnected drawback, this one is an exception and does not need to be destroyed. Warning, this is still an evil item and will still attempt to corrupt you. 100 cp for a regular dark bring, 200 for one of King's dark brings, 300 cp for one of the six-star dark brings, 500 cp for a copy of one of the sinclairs. Be warned, Dark Bring corrupt their users, and nobody has ever managed to resist this. Even the greatest of heroes and champions of the people have turned into tyrants and monsters due to this corruption. The more powerful the dark bring, the more powerful the corruption.

Companions

Free: Anyone that you can convince to join you on the jump chain may come with you free of charge. There is no limit to this, you may gather an army of companions if you can convince them all to come with you. And, as long as they have souls, there is nobody that is restricted from coming with you. Note that mind control is not allowed when convincing them to come with you.



50 cp: Dog ... Bug ... Fish ... Thing: You get a new pet. Nobody quite knows what species the pet really is, though. Just don't turn the nose/horn. It is a clone of plue.

50cp: Adventuring Companions: import a companions. All companions imported this way get the total amount of cp you have that was not spent on importing companions.

Drawbacks: max: 600 cp

+100 Jiggle Butt Gang: you are a member, the others will never leave you alone. Also comes with a massive butt and a free black spandex bodysuit.

+100 Naive: You are very naive and easy to trick. You can expect some people to take advantage of this. You can grow out of this, but only after being tricked many times.

+100 Can't Dance: You are incapable of dancing well. You are also unable to realize this. You will end up in at least one dance festival every few years, expect some humiliation.

+100 Ugly Scars: As a hero, you can usually depend on rarely getting any scars, and any scars you do receive to only make you look more distinguished. Not anymore. Now, every fight is likely to give out some scars, regardless of how unable your opponent is to actually hurt you. And these scars don't relegate themselves to areas that are easily covered or simply make you look better. Every scar you receive has an even chance of making you look worse than you do prior to getting it.

+200 Crime Wave: When Demon Card first fell, a power vacuum was created that over a hundred criminal organizations tried to fill. There was more chaos than ever across the land. After a short time, Lucia Raregroove decided to wipe out most of them as a way of announcing his return to the world. Only, this time, he decides not to do so. Instead, he wipes out what remains of legitimate governments in the world.

+200 Amnesia: You have no memories before this jump. In addition, you only have a couple months of memories from your origin in this jump. It is possible to get the memories of your in jump origin, but you would have to find the Stellar Memories, and you will have no idea about this. For an additional +100, any companions you bring with you will likewise be unaware of Stellar Memories. And all recordings you have that mention them will vanish until the end of the jump.

+200 Canis Minor Rescue Squad: Every month or so, you are attacked by an odd group. They consist of a pink haired dragon race, a redheaded swordswoman, a nudist silver claimer, and a blond woman who recruits eccentric mercenaries. They believe that you have kidnapped Plue, even if you don't have him with you, and will attack you to get him back. As time goes on, they will grow stronger.

+300 Powerless: You have no powers except for your body mod and what you purchased in this jump. You do not have access to your warehouse.

+300 Butterfly Effect: At one point in your jump, you will be transported back in time to the last war. You will be in a time and place where you can make massive changes. You will have to be careful not to make any. If anything that you do would change even one letter of the history books, you lose the jump.

+300 Unconnected: the rave stones and dark bring are no longer connected to Sinclair. As such, destroying Sinclair will no longer cause them to stop working. You will have to go out and destroy every single dark bring in the world. If you fail to destroy all of the dark brings by the end of the decade, you will lose this jump.

+600 No More Heroes: Haru was never born. Musica died with his father. Seig killed Elie and went back to his city. Let failed his trial and became a mindless dragon. Shiba was tracked down and eventually killed by Demon Card, with them collecting his rave stone. Gale Glory was

killed by King. In this world, there are no heroes that can match the villains. If you want the world to be safe, you must step up and defeat Demon Card, destroying all of the dark bring and dismantling demon card.

Notes

Dark bring are very difficult to destroy. Ordinary force will not be enough to do so. The Rave Stones, Plue's nose, and the Silver Ray are the only known things that can do so.

Everyone has magic reserves. Simply entering this world gives you average, if untrained, magic reserves. Your magic reserves can increase if you train them. Huge Magic Reserves gives you magic reserves larger than could possibly be trained in five lifetimes.

Magic items don't have power reserves of their own. If you want to use them, you have to use your own magic reserves.

Well everyone has the potential to learn some magic of their own, very few people actually know any. The vast majority of wizards in this world (and there aren't many to begin with) live in a hidden city and only venture out of it if they believe that it is needed in order to protect time.

There is absolutely no way to gain Etherion. Period. If you convince Elie to come with you as a companion, she will retain Etherion, but you cannot absorb it from her.

There are no known cases of anyone resisting the corruption of a dark bring that they use the power of. There are multiple accounts of them corrupting heroes and champions of the people into tyrants and monsters.

Enchanting does not allow you to create rave stones or dark bring.

If you take the amnesia drawback, stellar memories will not restore your memories of the jump chain. Also, it is possible to get a few flashes from your in jump origin when you interact with familiar things, but they will be short and not tell you much. If you take this drawback with the drop in origin, you will have no memories to restore and stellar memories will be useless.