



Evenicle

Jumpchain Version 0.1
By Kinunatzs

The creator of the world, the Holy Mother Eve, gave two commandments: one must not kill another human, and one must only have one partner for life. However, knights are exempted from the latter divine rule, so that they can produce powerful offspring to fight against monsters. Somewhere in the land, there was a young man Asterisk who wished to marry the beautiful twin sisters who raised him. He decided that he will become a knight and get lots of wives! Thus, he set out on his journey with great enthusiasm and ambition.

You start at the year before Asterisk meet Riche at the beach of the town of Abel. Here are the 1,000cp's to get you started and that's just about the last freebie you'll get here.

Age and Gender

Roll 1d8+12 to determine your age, while your gender remains the same as it was previously. You can change either of these for 50cp each.

Backgrounds

Drop-In

You start out as an unimportant resident of your starting location, with no new memories or history to help or hinder you. Strangely, no one seems to question your sudden appearance in the area and you would be given identification documents that you are a resident of your starting location.

Knight

As a knight, they are empowered to marry two spouses instead of one, but are also expected to serve under their patron and in turn to the nation their patron serves. You may also be expected to serve under the command of knights belonging to higher ranks.

Royalty

Born in the royal family or family member of an influential person of your starting kingdom. You are given large amount of influence and diplomatic immunity for traveling various kingdoms that existed in this world and financial support in your adventures.

Saint

Having an enormous amount of spiritual power since birth you are found and given by the Church of Eve a title of saint though your primary duty for the church of even is to become an ambassador and advertisers. This also makes you neutral and gives you complete diplomatic immunity to go which kingdom you want.

Starting Location

Roll 1d6 to determine your starting location. You can pay 50 CP to pick your starting location instead of rolling.

1. Kingdom of Eden

Eden is one of the youngest of the human kingdoms on the World of Eve, the final destination of King Arthur's long pilgrimage from the original human homeland in the lands now known as Central. Eden is a temperate and seemingly very prosperous land in the southwest of the world. Like most of the human nations, it is governed by a royal family in possession of a powerful artefact capable of creating knights.

2. Republic of Lancelot

The Republic of Lancelot is a desert nation located in the World of Eve. It was founded by members of King Arthur's pilgrimage that broke off shortly before reaching the neighboring "promised land" of Eden to the southwest. Lancelot's desert climate makes it heavily reliant its desalination technology to obtain water. Its military is also notoriously short-handed and the country frequently turns to neighboring Eden for reinforcement when it comes to controlling the monster population.

3. Kingdom of El Quixote

The Kingdom of El Quixote was founded towards the tail-end of King Arthur's pilgrimage from the human homelands in the lands now known as Central. With mountains to the west and north, and ocean to the east and south, El Quixote exists nearly in isolation from its nearest neighbours, Lancelot and Humpty. As a consequence, their closest neighbours are the Kalars of Kalar Village.

4. Kingdom of Humpty

The Kingdom of Humpty, here the food grows magically out of the ground, in ingredient, prepared, or partially prepared forms, all without need for cultivation. As many of the best ingredients were guarded by or consisted of meat from monsters, Humpty's chefs also gained a reputation as warriors. Some chefs are even appointed as Knights. In addition to Humpty's numerous food industries, the country is also home to a thriving shipping industry that operates worldwide, and to a wide variety of tourist sites.

5. City of Hamlet

The City-State of Hamlet is the headquarters of the Church of Eve, and occupies the northeastern continent of the World of Eve. The continent of Hamlet is largely uninhabitable, with most of its land being riddled with poisonous marsh. Because of the land's toxic ecology, the city-state relies on food imports from the Kingdom of Humpty to survive. However, the flora and fauna that live here have also served as the basis for significant medical developments, whose forefront is represented by the hospital town of Horatio currently administered by senator Laertes.

6. Central Empire

The land currently inhabited by the Central Empire is the original human homeland in the World of Eve. Following the death of Archfiend Adan, the climate grew dramatically colder, sealing the coasts of the continent during winter months and complicating life as food supplies began to dwindle. Central is still one of the world's great powers, alongside the Kingdoms of Eden and of El Quixote.

Perks

All 100cp perks are free for their respective origin and the rest are at a 50% discount. General perks are undiscounted.

General

Knight Status – Free

You are a knight without a lord but this gives you few advantages compared to others. One of this gives you physical capabilities equal to peak human granting you the bare minimum level fitness to survive in the

wilderness or this world. Two this gives amnesty to break the commandments mother eve implemented in this world allowing you to kill others beings that are given blessing by mother eve. The latter is only applicable in this world. For jumpers convenience you are totally exempted from the second commandment of having only one partner as you can have as many as you want.

Combat Experience – Free

Choose the weapon you want to be proficient with and you would gain enough experience and skills at wielding your chosen weapon equal to the average knight of this world. Or you can choose a single element giving you the ability, experience and skill to use a magic associated to the element that you choose making you equal to the average mage in this world.

Enemy Info – 100cp

By looking at any target you gained the ability to know anything about your target from their weakness to their strengths even their future actions are also possible. The speed you can analyze then differs depending on their powers level compared to you as the lesser their power level the faster you can analyze them and the greater they are compared to you the slower you can analyze them.

Adventuring Skills – 100cp

Living outside of the city is tough for those who don't have experience. With this you become extremely skilled and experienced at adventuring dangerous places from knowing what are safe to consume and which are poisonous to finding safe and protected location to spend the night up to preventing yourself to become lost in the wilderness and finding civilization.

Squad Formations – 200cp

Fighting together with others sometimes allowed beating a powerful opponent or reducing the advantage of numerical opponents. When you are fighting together with your companions and allies your teamwork skyrockets to the point each one of your teammates works like a well oiled machine that allows each other to complement and support once weakness and blind-spot.

Treasure Seeker – 200cp

Finding a treasure without a map is like finding a needle in a desert. But through this you gained an innate sixth sense to detect treasures or precious items near you. When someone describes a treasures appearance, location and what it is you would instinctively know if it's true or not and when someone show you a treasure map you calculate the exact location of this treasure along with measuring how valuable and precious it is.

Weakness Enchantment – 400cp

Using different abilities or enchantment every time you face a new opponent is tiresome. Through this you gained a single universal ability that you can apply to any of your abilities or items and this ability after applied automatically change its properties to the weakness of your opponents allowing you to inflict massive amount of damage even enemies without proper weakness are still affected by this ability.

Life Choices – 400cp

When you are forced to choose you sometimes don't know the consequences of that choice. Though this anytime you are faced to choose you would know and gained knowledge of the consequences of the choice you picked up to years in advance. This also gives you better insight on which choice will more likely affect you in a good way even finding an option which would make everyone happy is also possible.

Protagonist Journey – 600cp

Not all hero's are strong from the start sometimes they are weaker than the weakest being in the setting but through this you would become a true hero. The world seems to favor you enter any setting giving you opportunities at finding masters that you trained you and encountering enemies at your level allowing you to hone yourself if possible in the setting. Even meeting and helping influential person of your preferred gender and appearance that are more likely to follow you or become your spouse in the future and finding or

uncovering evil plots and schemes of evil person or groups without even trying. No matter how boring or simple the quest you're doing it tends to become an epic adventure of your life.

Experience Sharing – 600cp

As a jumper you gained skills and abilities far faster than the companions that you made in the setting and this in turn make them lagging behind or a burden for you. With this you gained an innate ability to that allows you to share and give your memories, knowledge, skills, experience, abilities, powers and perks to others without any side-effects or loss to you. This memories, knowledge, skills, experience, abilities, powers and perks that you shared to others can be temporary or permanent depending on how you won't it and you can even set if the once that you bestowed to them are a fraction or complete compared to your own. To initiate the process you only need physical contact to share it to others.

Drop-In

Focused Determination – 100cp

Wither its fighting or fulfilling your goals, you have reached the extremity of focus. No matter how skilled someone in persuasion or someone having a high charisma won't be able to convince you to forsake your goals and convictions. This makes you able to ignore pain in the heat of battle and pushing your body beyond its normal limits temporarily.

Justice Sense – 100cp

You gained an innate ability to sense the good and evil within people with a glance alone. This makes you skilled at picking up truth and lies when you're having a conversation with someone. With the help of this ability everything that you in the name of justice so long you're in the right side of justice everyone would always see you in the good light and would always be friendly with you.

Magical Warrior – 200cp

Intermixing complex martial arts with magic spells becomes innate or a second nature to you. With this you become skilled at combining magic spells with martial arts that you know and learned into one unique fighting style that is completely suited to you. This in turn made it harder for others to predict and anticipate your fighting style even their fighting you for a very long time.

Supporting Skills – 200cp

Having been trained as support class as child made you skilled as a scout, trapper and spy. Through this training made you also skilled at finding and disarming traps, setting undetectable traps and having great knowledge of various poisons. This also makes you skilled at hiding that even someone is standing near you they are unable to detect or even sense you.

Harem Protagonist – 400cp

Loving the opposite gender is been with you since you are a child. This love made you skilled at befriending everyone and making someone from your preferred gender like you easily. With this persistence and honestly you can make someone from your preferred gender fall in love with you and gained an innate sense how to maintain their love and affection toward you. This also makes you skilled at managing your lovers or harem.

Stealthy Assassination – 400cp

A ranger is a support class that is not meant for direct confrontations. With hellish training from young age you gained the ability to instantly cross any distance and appear behind your enemy and execute a fatal blow that is effective to any race even those that doesn't have normally have a weakness. This ability also bypasses any forms of defense from magical to natural ones.

Ancestral Blood – 600cp

Unlike any half-bloods that exist you have access to the full extent of your ancestral blood from here and in the future. In this case you are a half-dragon that has access to the powers of a full-blooded dragon; this gives you the ability to transform into a dragon with the ability to breathe the element that you want and to teleport anywhere in the world even you haven't been there with only a picture to work with. Your physical and magical

abilities at bare minimum is equal to ten times of a peak human and removing any limiter that you have allowing you to grow with time and age endlessly. This also makes you functionally immortal allowing you to stay in your prime age of your race in the future.

Broken Limiter – 600cp

Being able to break the limits of your body is one of the things you learn from your training. You can enter into a state or form that enhances all of your attributes by ten times than normal. Upon entering this state or form the things that give negative effect on your mind, body or soul like poison to unbreakable curses even that ones that you don't know about would be removed giving you the healthiest state for your mind, body or soul. With time and training you can master this enhanced state or form once that happen it would become your base form and you would again gain the ability to enter a new enhanced state or form. This cycle would repeat endlessly but the process of mastering your new state or form would get harder and harder the more you master.

Knight

Lone Defender – 100cp

As a knight you are the defender of innocent people and your companions. The more people you defend in your party during a battle the more likely you're enemies focus their attention and attacks on you. This in turn makes you more skilled at defending and predicting where their attacks would come from what is its trajectory is. This made you also skilled at blocking, parrying and deflecting attacks both physical and magical.

Misunderstood Success – 100cp

Ether you're natural or intentionally your enemies misunderstood your actions. This makes your enemies often assume incorrect information about your abilities and goals sometimes your allies too if you don't want them to know. No matter how many times you use your abilities others cannot analyze and invent a counter for it and this also applies to your actions and plans.

Disabling Blows – 200cp

Sometimes taking your enemies alive is for the best rather than killing them. So long that you don't have any intent of killing your enemies any of your attacks to magic's would only deliver pain and destroy their equipments when it hits them. This also allowed you to target a specific enemy with a large scale attack without harming other beings and the surroundings.

Bolstering Allies – 200cp

Being a tactician support class you are skilled at boosting the capabilities of your party. With your presence any allies that you recognize gains a boost that increase all of their attributes greatly in and out of battle. They also gain an accelerated healing ability that gives them edge in battle of attrition. You can also share your energy to anyone of your party from stamina to mana regardless of distance.

Fitting Armor – 400cp

Wearing a bulky armor would only hinder you in battle but in reverse wearing too little armor would not protect you. With this no matter how bulky the full body armor you wear it would magically fit into your body without hindering your mobility or flexibility and a skimpy or little armor you wear would protect you like full body armor. Any armor or clothing that you wear would become nigh-indestructible and always comfortable for you.

Innovated Inventions – 400cp

Since you are a child you are a curious child trying to discover the ways of the world. This made you a genius in all fields of technology and specializing in mechanical engineering. You're capable of inventing new technology far ahead of the current time and able to improve existing technologies several generations ahead. When facing problems or setbacks you're capable of inventing technology to solve it.

Invincible Knight – 600cp

As a knight that specializes in defense you turned this expertise to the extreme. With the training that you went through any damage and effect from physical to magical in origin are now reduced to a tenth of its original power and effect. This also made you extremely skilled at blocking and parrying incoming physical to magical attacks and knows its trajectory and direction it comes from with precognitive accuracy. You also gained an ability to survive any forms of attack that would normally kill you from decapitation to complete atomization with you only fading for a split second only to appear again without injuries and completely healthy but the resurrection ability can only be used once every ten years.

Natural Tactician – 600cp

Natural or not you are one acknowledge as one of the best strategist and tactics in the world. This made you skilled at formulating plans to counter and predict the every moves and actions of your enemies even accounting every possible unexpected outcome and events in the process. In the process these made you skilled at recognizing hidden plots and formulate ways to disrupt it even finding the purpose of a conspiracy with a little investigation. This made you very attentive to your surroundings that you won't miss any details and clues related to your objectives or those that would harm you in the long run and this also allowed you to come up with accurate answers with little information as possible.

Royalty

Noble Grace – 100cp

As someone with noble blood it made you different from others. This made your every move graceful and eye catching in the eyes and presence of other people. You instinctively move and position your body that maximizes your every asset that made it mesmerizing to others. Other people also recognize you at one glance that you are someone with high status ether as a noble or a member of the royal family.

Unusual Skills – 100cp

While fighting is the main stream in this world you dictated yourself towards the less known skills. This made you skilled in domesticated fields from cleaning to cooking like it's a second nature to you. You are also a seasoned traveler which allowed to you reach your destination with almost no difficulty and knows the important needs in traveling a dangerous world as you are always prepared for unexpected problems.

Political Savant – 200cp

Being someone important in the country gives you insight for politics and management skills. These made you skilled at managing a party to a full blown country and maneuver yourself in the court politics and making others join your cause with ease. You're also so charismatic that you can convince a large crowd to vote you or do something for you even convincing a hard headed or stubborn person with enough time.

Surface Mask – 200cp

Some people cannot hide their intentions towards something or others but you are different. With this you are skilled at hiding your emotions and intentions even mannerisms from others that even they are your close family and friends won't even think that you are a member of the most dangerous criminal group of the world. This also made you skilled at controlling your emotions to prevent it from affecting your decisions.

Working Ability – 400cp

Having your ability not working against something would get into your nerves. With this you gain the ability to touch and harm things or beings that are normally tangible. This also allows you to bypass any forms of resistance and immunity of your target even those that have a specific restriction that can only be harm by a certain items or magic's.

Rising Doctor – 400cp

Most of the doctors in this world are stagnant but not you. With this you are knowledgeable and skilled in all forms field of medicine. This allowed you to cure all forms of cancer and dieses even the famed zombie virus of this world. Healing and bringing back any patient that has still life in them to full health without problem and you always invent and think new ways to improve the health of others and preventing it from happening again.

Magical Genius – 600cp

From the first time you dubbed in the field of magic you are hail a genius without peer. With this you gain access to all forms of elemental to exotic magic spells and using them is like it's a second nature to you. It also become something innate for you to combine and invent new magic spells on the spot when you are faced with a problem that you're currently known spells even reverse engineering a magic spell seen a few times is also possible to you. You're magical energy capacity and replenishment rate is so vast and fast that anything lower than a country busting spells won't put a dent to it and its capacity would only grow with time. This also allowed you to combine two or more magic system or energy source to one and eliminating its weakness.

Millennial Prodigy – 600cp

Like a certain prince you are also a prodigy that makes others see you as a monster when learning something. With this you learn and master skills or abilities that take others their entire lifetime of hard work even for geniuses into weeks even develop and train any of your attributes to energy pools at the same speed. Your skills, abilities and attributes even your energy pools doesn't degrade from the lack of use and training that you can take an obscure skill that you learned a long time ago and use it at same level you trained it at. If you are thrown into a situation where you have no prior training and experience about it and if you survive you would become a veteran in that area like having a life and death battle once would make you a veteran warrior that experienced a hundred battles.

Saint

Motherly Appearance – 100cp

Either it's due to your figure or you just exude a motherly aura. With this you emit an aura that makes others think you're someone with a motherly feeling that makes every people even those that have any hostile intent towards you lower their guard. Your actions even your mannerisms screams someone who have a motherly potential as this made everyone less likely to attack or harm you.

Everyone's Trust – 100cp

Being wrongly accused and someone purposely ruin you would make your life a lot harder. Unlike others even someone has a solid evidence of you doing evil unless it was done to them they would still respect you a lot. Having someone had done unspeakable ways on you in live television others would still respect you and won't look at you any different from before.

Perfect Body – 200cp

Having a great body figure would always makes others jealous of you. Your body figure has been improve that it would always ten out of ten in beauty scale and no matter how much you eat your body would become fat and obese. Any scars and wounds that you receive would disappear when it healed and you would always smell fresh and free from sweat and this made not needing to take a bath.

Innocent Image – 200cp

From your appearance or just your aura others always underestimate you. No matter how bulky and muscled you are to others you would still be harmless even more so if you look harmless from the start. Others cannot detect any of your aura or energy pools as you always register as a civilian unless you want others to know about it even then their expectations and measurement of your threat level is always much below your level.

Rescinded Laws – 400cp

There are many worlds that force their inhabitants to follow a certain set of rules but you are different. This gives you the ability to ignore the negative and limits of the laws and rules made by the certain beings or even the universe itself. This allows you and those that you designate to break these rules and laws without penalty and it even allow you to remove the penalty of those that broke the laws and rules.

Uncorrupted Form – 400cp

As a saint you are one of the pure being in the world and this makes you even more so. Through this you gained an ability that protects you from any forms of manipulation and effects towards your mind, body, soul and existence as preventing powerful beings from flicking you out of existence. This also makes you immune to any forms of negative effects from using a medicine to magic system up to corrupted places like the warp.

Saints Blessing – 600cp

Most of the rulers in this world need items to ennoble a person to knighthood but unlike them you have a great amount of spiritual power that allows you to directly ennoble them. With this anyone that you ennoble into a knight would have peak human physical and magical capabilities with access to the magic system of this world or those you have access too along with the capacity to grow with enough training and time. Those that you ennoble gains an innate sense of loyalty towards you and strong enough to prevent them from betraying you even the thought of it doesn't even enter their mind along with abilities to coercion that would make them betray you are guaranteed to fail.

Overwriting Rules – 600cp

Rules that are set down by powerful beings in the world or the universe itself are sometimes too annoying to follow but you're excepted. Through this you gained the ability to supersede and manipulate the laws to concepts innate to the setting with your own granted you have access to those laws to concepts that doesn't exist in this setting. This also allows you to engrave magic system or abilities to the setting itself allowing the natives or those of your selected race to have access to it even removing the limitation and drawbacks along with adding and improving the existing magic system and abilities is possible. Your range starts at planetary level but with time and training you can extend this range infinitely.

Items

All items bought here re-spawn when lost or destroyed within a day unless stated otherwise, all 100cp items for their respective origin are free and the rest are at 50% discount except the general items where it's undiscounted.

General

Pocket Money – 50cp

Gold is the main currency of this world and beyond. Each purchase gives you 10,000G and gained a same amount of your total purchase every month. After this jump the gold that you would receive every month would be converted to the common currency of the new setting. In modern or future settings this is untraceable and people or the government would never question where this money comes from.

Story Telling Book – 50cp

What would be the point on going to an adventure if you can't tell or show it to others. This gives you a story book filled with cartoonish version of you and your companions showing your adventures. The book also has an incredible story telling voice and background effects and music that makes others more attracted and interested at listening.

Everyday Cloth – 100cp

Those that are on adventure or journey pack light so bringing too many clothes is not possible. By purchasing this you gained a stylish and practical cloth that doesn't hinder you in battle. This cloth has enchantments that protect you from harsh climates and makes you always comfortable wearing it. It also automatically cleans any stains and dirt along with repairing any damage and tear it receives.

Basic Equipment – 100cp

Going on an adventure without equipment will only get you killed. This gives you basic equipments for adventuring the world from traveling armors to weapons appropriate for your combat style along with them gaining the ability to repair itself and remove the stains and dirt. You gained multiple copies of this equipment with variety of designs and colors.

Local Map – 200cp

A completely detailed and an automatically updating map of the world. It also shows your reputation, military might and political situation in every country or factions and shows the location of the largest country to the smallest village along with showing a list of interesting happenings at that time. In space settings it changes into a real-time 3D projector of the galaxy or universe.

Consumable Items – 200cp

There are many life saving items in this jump some even help you in battle. With this you gain a dozen of each consumable item every week they would appear in your warehouse or item storage if you have one. The Ibepofun when consumed heals and restore to your healthiest state, BP Juice restores all of your energy reserves to full capacity. There is nothing preventing you from stocking of the said items.

Personal Resource – 400cp

Even someone with a great caliber needs some materials to build something. With this you gained a storehouse tied to your warehouse that has all the existing materials in the world you are in. This materials ranging from mundane to exotic up to magical materials from raw to refined along with this materials regenerates depending

on the rarity of the materials as common needed hours while the rarest needed months. This updates every jump.

Training Ground – 400cp

Having a personal training ground to train yourself and your companions would be a boon in any worlds. With this you gained a large training ground connected to your warehouse. It is a large space with a ring where you or your companions can spar with each other or fight a simulated opponent that you already been fought and in this space and death is not the end as you would only be ejected back to your warehouse.

Transport Ship – 600cp

Personal transportation is a must in this world if you want to explore it in your pace. This is civilian grade flying ship with technology beyond this world and with the capability to travel from one end to another end of this world within hours along with it being made of durable materials and have infinite amount of fuel giving it indefinite operation time. It's large enough for two dozen people to have individual rooms and have infinite amount of food, water and electricity to sustain your demands in a long travel along with large enough storage to store your spoils and armory to store or craft your equipments for your journey and adventure. The ship also remembers any upgrades done to it and you can import any aircraft or starship that you have with it.

Neutral Organization – 600cp

By recruiting likely minded persons and with them you manage to make a global organization of militia and adventures or military and mercenaries in modern setting. This organization is approved and supported by all countries and empires allowing you to operate unimpeded globally or galactic in space setting granted this organization stays neutral or a hidden organization that no one ever heard or knew about it. The members of the organization are numerous that even the most remote village or backwater colony has presence of organization and with combat ability ranging from numerous averages to few top percentile of the setting. Each member is skilled in menial work to harvesting herbs and materials up to killing monsters along with maintaining peace and order or hunting criminals. The initial members and newly joined are loyal to you and the organization to the point that their unlikely to betray you or the organization. In future jumps you will gain a similar organization with new members or if you want you can bring the current members of the organization as your follows.

Drop-In

Incognito Mask – 100cp

It's hard to hide from others sometimes the more you try the more they notice you. With this you gained a mask that when you wear it prevents others from noticing you as it reduces your presence making it easily to slip or mingle with the masses. This also prevents others from noticing or connecting the dots needed to deduce your real identity if you are seen or talking to people or machine that has the ability to do so.

Scattered Informants – 200cp

Finding information and locating someone is hard specialty if you're in a medieval world. With this you gained connection on various informants that you can call for favor to look for any information that you want from finding items to locations up to locating a person even uncovering a hidden society is possible. In future jumps you would gain the same connection information.

Safe House – 400cp

Sometimes you need to hide and relax from battle and safe from any assassinations and disturbance. With this you gained a hidden house on your starting location. It is large enough to house a thousand servants stationed in it along with them acknowledging you as their master. The house is near impossible to find without assistance from you, companions or servants help even with the help of magic, technology or using pure skill along with those hired here becomes your followers. The house fortress remembers any upgrades you done and is inserted near of your starting location along with peoples in that world questioning its existence or how it appeared.

Knight

Quest Book – 100cp

What's cool about a knight well it's a knight on a quest. With this you gained a book filed with quests and mission in it and each have detailed description. This quest and mission when you accomplish it tends to be beneficial to your country and yourself from accelerating your promotion to making your country prosperous. The quest and missions automatically updates daily and adjust according to the world and location.

Warriors Feast – 200cp

An army marches on its stomach and for a peerless warrior is even more so. With this you gained food and drinks stored in refrigerator or something in your warehouse and the amount is enough to feed yourself and your companions for a month. The quality and taste are equal to those made by peerless or legendary chef of any worlds. The food and drinks replenish every time you empty it or every week.

Fortified Fortress – 400cp

Either through your families' connection or your own merits you are granted your own fortress. With this you gained a fortress located in the borders of your country protecting it from invaders. It is large enough to house a thousand soldiers stationed in it along with them acknowledging you as their leader. The fortress is heavily fortified from land, air and sea attacks to the point it's near impossible to occupy by enemy forces along with nay people train here become your followers. This fortress remembers any upgrades you done and is inserted near of your starting location along with peoples in that world questioning its existence or how it appeared.

Royalty

Royal Symbol – 100cp

Sometimes you need a symbol to prove that you are a member of the royalty. With this you gained a trinket that proves you are a member of the royalty of your starting region. This gives you permission to cross or enter the borders of a different countries or restricted locations. This only applies if you currently don't have hostile relationship with the country or organization.

Hundred Landscapes – 200cp

What's best in a new world others than being in an adventure is sightseeing. With this you gained a book that gives you hints of one hundred locations of great views and wonders and finding this locations automatically logged in the book. When you reach and see ten locations you would be given a reward starting as small trinkets to legendary items when you complete it. You gained another hundred locations every jump.

Personal City – 400cp

As a member of the royal family your parents thought that it's time to give you a responsibility. With this you gained a city of your own located somewhere in your country. It is large enough to house a thousand people living in it along with them acknowledging you as their ruler. The city specializes in agricultural or industrial products in large amounts that its one of the major producer of your country and any people migrated here become your followers. This city remembers any upgrades you done and is inserted near of your starting location along with peoples in that world questioning its existence or how it appeared.

Saint

History Books – 100cp

One this annoying in most worlds are hidden and erased past. With this you gained a book the recorded the earliest history of your location where jumps limited to one world it would only record about the world and interstellar jumps would be the history of the galaxy. To use the book you only need to tap the book on your forehead to learn everything from it. The book automatically updates every jump.

Recovery Spring – 200cp

A water spring is a source of water it's even better if it has healing properties. With this you gained a water spring connected to your warehouse and it has properties capable of healing things from small cuts to lost limbs up to incurable disease. It also has properties to remove abnormal status ailments like poison to curses up to all manners of corruption.

Assigned Church – 400cp

Being a sanctioned saint of the church of eve has many privileges. With this you gained a Church of Eve on your own located somewhere in your country. It is large enough to house a thousand staff living in it along with them acknowledging you as their saint. In this jump the church spreads the religion of mother eve but in other jumps it would spread religion about you making people who convert to your religion become your followers. The church remembers any upgrades you done and is inserted near of your starting location along with peoples in that world questioning its existence or how it appeared.

This church has hundreds of staff with you as their saint with it having a calming effect to people in it. This church remembers any upgrades you done and is inserted near of your starting location and others won't question it.

Companions

You, the jumper, may transfer any remaining cp that you have to your companions.

Companion Import / Create – 50cp / 200cp

With each purchase of this option, you may import one of your previous companions or create a new one. They will gain the same number of discounts and freebies that you do, along with 800cp to spend as they wish, or pay 200cp to import all eight of your previous companions or create eight new companions, they can purchase any origin, perks, items and take drawbacks for additional cp but they cannot take or purchase additional companions.

Canon Character – 150cp / 300cp

With each purchase of this option, you will be ensured of meeting a canon character of your choice a few dozen times in favorable conditions and you will get the chance to convince them to come along with you. For additional 150cp or a total of 300cp per purchase, Jump-chan would make a clone of them with their personality, skills, knowledge, powers, and memories by the end of the jump, should you unable to convince them to join you, died before the end of the jump or they're dead from the very beginning. If they're clones they are incredibly loyal to you. After the jump they would be given 800cp to purchase origin, perks and items in this jump but cannot purchase companions and take drawbacks.

Lifelong Companion – 300cp

A companion of the opposite or same gender of you, the two of you would be spending the rest of your lives together. Several weeks into the jump the two of you would meet and would fall in love with each other. Their love for you or your love for them is eternal to the point that it won't wane and manipulated by powers and time along with them being your equal and always be the same level as you. They are willing to be at your side even if they have to defy and fight their family or country the same can be said to you; they have the exact appearance, disposition, alignment, and personality of your preference. This Companion can be purchased multiple times for 150cp after the first purchase, and if purchased more than one, they are willing to share and open minded to become part of your harem and work with synergy with each other. They have 1,000cp to purchase origin, perks, and items and can take drawbacks for additional cp, but cannot take or purchase additional companions.

Drawbacks

There is no cp or drawback limit so take as much drawbacks as you want, drawbacks triumphs over perks.

The Plot – +100cp

Being dragged into the plot is sometimes both a blessing and a cursed depending on the person and how dangerous the main plot is. With this you are drawn to the plot no matter what you do you'll experience their trails and struggles even you do not appear before them at the beginning you still be drawn to be like being accidentally step on the portal and appear before them or you entered the world they are in. Anyway no matter what you do you would be glued to them with a supernatural power so good luck fight powerful beings.

Prolonged Events – +100cp

The events of the game took months to a year or two from the start to the end. With this the events would be drawn out with large amount of time interval from major events to happen and between these major events minor events would happen. While not solving this minor events would not make the major events impossible to solve it but it would make it several times harder to accomplish. Also the end game or last boss fight would happen in the last months of your time here.

Bandits Everywhere – +200cp

By some unknown reason you manage to attract an attention of a bandit group either you are a beautiful female or just loaded with money nevertheless they are after you. They would appear and attack any village or town that you are in if you stayed there for too long and killing them doesn't make this attraction of bandits go away. Should you kill them others would replace them and they would also attack you while you're traveling, while they are at best an annoyance either way they would annoy you during you stay in this world.

Setting Amnesia – +200cp

Having a meta-knowledge of the setting is a huge boon for any jumper giving them the ability to exploit the world to create a perfect ending they want. But with this all knowledge that are related to this jump are now sealed along with your memories as a jumper only by finishing this jump would you gained access to the sealed memories again. This also affects your abilities and powers while it's not sealing them you are forced to re-learn all of your abilities and powers from scratch. This doesn't have any affect to abilities and powers that you gained from this jump document.

Monster Attraction – +400cp

While monsters in this world normally attacks any living beings they are especially more likely to attack you. Every time you leave the town or city you would be attacked by a large number of monsters in the area and these monsters are exceptional and powerful versions. These monsters will always be a threat to your party as they are always numerous and tailored to exploit your parties weakness but they're not unbeatable and will always make you fight seriously unless you are way overpowered to this world.

Broken Commandments – +400cp

During you stay here you broke the commandments of Mother Eve be it intentional or not doesn't matter. With this you are branded by the curse of Mother Eve in a form of a ring which cannot be removed and appear on your other fingers should you cut it. The effect of the curse makes you unable to produce sustenance from the earth, be it by farming, shepherding, or even mining. The society in this world ostracized you and would only see you as a criminal and which would lead them to capture, kill or fear you aside from a selected few.

Competent Villains – +600cp

Let's face it majority of the villains in most worlds are idiots who waits for the main characters to gain enough strength before making a move only to be defeated. With this the major villains to a mere bandit in this world gains competent to the point that they would exploit their powers, skills, position or army to the fullest to remove even the smallest threat against them. Their plans are now far reaching taking account many variables and harder to disrupt or even unravel this even applies to monsters that even the dumbest monsters have intellect equal to an average human.

Megamonster Hunting – +600cp

There are monsters in this world that are far more powerful than most of its inhabitants can fight let alone slay now you are task to slay them. Any of your out of context abilities have little to no effect or damages to them forcing you to rely on your in jump perks, items and powers that you bought or gain in this document or in universe to slay them. Another trail for this is they are scattered throughout the world forcing you to search every nook and cranny to find them before having the chance to battle and slay them. Only by slaying them all you can leave this jump.

Ending

You're been here for ten years and you manage to stay alive after all this years so what would you going to do?

Stay Here

Well it seems that you made friends and family in this world that you cannot leave so it's fine you can stay here and forget the other Jumps.

Go Home

Going back to your family is a good choice too since it's been a while since the last time you seen them even it wasn't even a second for them anyway good luck with the happy life you have along with the abilities you got in this Jump and Previous Jumps

Continue

Onwards to a new journey of the unknown and to look for more friends and adventure

Notes

- Power Level – for power scaling purpose the Knights and Soldiers at best have physical feats equal to a peak human.

Change Logs 0.1

- Created the Jump

Filename: Evenicle
Directory: D:\Jumpchain\Jumpchain\Working in Progress\Evenicle
Template: C:\Users\Kushina\AppData\Roaming\Microsoft\Templates\Normal.dot
m
Title:
Subject:
Author: Kushina
Keywords:
Comments:
Creation Date: 4/7/2019 2:40:00 PM
Change Number: 342
Last Saved On: 3/11/2020 1:08:00 AM
Last Saved By: Kushina
Total Editing Time: 1,574 Minutes
Last Printed On: 3/11/2020 1:09:00 AM
As of Last Complete Printing
Number of Pages: 13
Number of Words: 6,906 (approx.)
Number of Characters: 39,368 (approx.)