

セブンス

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Sevens

Long, long ago, humans were the only race on this planet with great technological advances... and yet nothing is built to last forever. Many things happened and the 10 goddesses that shaped the world, from Nihil to Novem, they did their best to make a world according to their beliefs. Even going as far as reincarnating their memories once and once again in search for a better future.

Now the world is divided into various kingdoms, magic is real, being wielded by nobles and their relatives, everyone has an 'Art' a single skill that allows them to fight back against the monsters and dungeons that abound in the world. Adventurers are commonplace, if treated more like bandits or mercenaries in most cases, and the technology is a mismatch, with carriages pulled by horses being the norm, but also having flushing toilets around.

Today, Lyle Walt, an heir to a Count House of feudal lords with more than 250 years of history as Feudal Lords in the Bahnseim Kingdom, will be defeated by his little sister Celes Walt, and driven out of home in disgrace. Only accompanied by his former fiancée Novem Forxuz and a Gem turned Jewel that hosts the memories, personalities and Arts from the seven previous heads of the Walt House, he will embark on a journey that will change the continent at large for many years to come...

But this is not his story, this is yours, jumper.

Have this to aid you:

+1000cp

Race

Human

The baseline ruling over the world at large. They aren't particularly noteworthy when compared to the other races' natural advantages, but they pop talented people from time to time. They are way more populous compared to demi-humans. Although monsters are most likely the ones with the number advantage.

Elf

A demi-human race, elves are easily spotted by their long ears. They are mostly isolated in their homes inside forests, being great hunters and foragers, but many decide to travel around as songstresses or entertainers and have a good reputation for it. Elves live several hundreds of years and have an inclination for stories of all kinds.

Dwarf

Another demi-human race, dwarfs are naturally strong and resilient, and they are easily spotted because of their short stature and strong builds. Most of them work as blacksmiths, architects and other professions geared towards building and crafting. They have a strong penchant for alcohol, but they are also very courteous.

Automaton

You may also know them as 'robots', mechanical beings with artificial intelligence, having metal and wires instead of flesh and blood. A relic from a past age some say. They are usually subservient to their masters and linked to them, but that's not the case with you. They live as long as their bodies still function and can repair themselves with mana.

Qilin (200cp)

An all-female race of demi-humans. Able to take human form, although their natural look is a horned horse able to fly in the sky. They live several hundreds of years and are considered Divine Beasts that bring fortune and good luck to those they like. Actually, is just a dowry they give to their chosen mate. Also known for clearing up dungeons before they rampage. They are very strong and possess great magic to call forth.

Monster (100cp/300cp)

This is an all-encompassing term for those creatures that lurk in the world. Having mana stones in their bodies and ranging from slimes, lizardmen and orcs to dragons and griffins. Despite possessing low intelligence on average, they can undergo 'growth' and are the greatest threat to the other races. They also spawn in dungeons, for some unknown reason. Pay 100cp for a low tier type of monster, like an ogre or such, or pay 300cp for a greater one, like a dragon.

Background

Drop In

Nothing new, nothing bad. The usual option for a traveler like you. No new memories, connections or past to hinder or aid you. You're your own, to carve in the books of history a new tale.

Heir

The aristocrats. Naturally able to wield magic, possessing land and money from taxes. You're the heir to a highly ranked family in your initial location, like a Count or above. Your family will aid you and you have access to their money, soldiers and lands. This grants you several benefits from the get-go, but also limits your movement somewhat. Still, the power that nobles have in their lands is great and even the title alone is nothing to scoff at here.

Fallen Noble

Aristocracy is not all sunshine and rainbows, as you can attest. Either you are disgraced noble from a good house, or a spare child in a minor one. In any case, you're now on your own, able to wield magic and having some degree of 'pedigree' from your family, you have no assets, power, land or anything, really. It's time to either gather some achievements to claim that 'heir' title for yourself or travel the world, and find the place you really belong in.

Adventurer

The profession by default for murder-hobos. Adventurers are part of the Guild that has a monopoly in magic stones and are usually seen more as mercenaries than anything else. Despite this they can obtain fame, riches, and achievements in dungeons or war. Some are even taken as knights or even new nobility in some cases. Whatever your goal is, this will give you opportunities to achieve it.

Initial Location

Bahnseim

Biggest and most powerful kingdom in the continent, completely inland, but with more than 300 years of story, most of them being spent in harassing other countries in war. Because of this, it's the target of ire and envy by many smaller countries that surround it. Normally, none would be able to stand against this superpower, but things seem to be changing lately.

Beim

Also called the capital of adventurers, this city-state is less of a country and more of an independent state. Great commerce lives here, since the adventurers bring all kinds of objects from dungeons and monsters. The Adventurer's Guild headquarters are located here, and has four other branches in the same city, because of the numbers. Nearby countries seem this place as a great source of mercenaries in case of war. Their main source of income, however, it's the large dungeon they manage, one that's said to have 100 floors.

Arumsaas

One of the cities in Bahnseim and ruled by the Academy instead of a feudal lord. It houses a great number of dojos and schools and is known as a good place to gather promising people. Because of the Academy's power, the guild holds very little political power here. It has a single dungeon, as very strange one with things like 'fluorescent lights', 'elevators' and even tanks.

Lorphys

A small kingdom in decline, it used to be larger but lost a lot of power and land during various wars. Despite this, it still holds some power. It has a single princess in line in this generation. This country borders Zayin, Beim and a larger country called Selva, that seeks to take the lands of Lorphys and annex them to its hold.

Zayin

This is a theocracy that holds faith in the last Goddess. It's ruled by a 'holy maiden' that's chosen from among the consecrated virgins in service to their temples, irrelevant to bloodline, one that excels in appearance and talent will be selected as the next holy maiden, because of that, there was a tendency for proficient ones to be selected. Despite this, the positions of priests and priestesses are passed down by blood and family, making it not very different from nobles in other countries.

Advantages

100cp free to origin, rest is 50% discounted.

General

Growing Skillfully (Free)

In this world everyone has certain perks to fight back. One is the 'growth' people go through, after gathering a certain amount of experiences one will undergo 'growth' and their specs will be upgraded, normally according to what they have done. The other perk is 'Arts', everyone possesses an Art, a single ability or skill that depends on the user's personality and deeper desires. Arts have three stages, but they are fundamentally the same skill save rare exceptions.

Invite Over (200cp)

While you can freely gain this setting's system after you start, the same can't be said for the friends you will make in other worlds. For that, I will give you the ability to grant 'Arts' and 'Growth' to others in the next worlds you visit. You won't have a say in which Art they may manifest or how their 'Growth' will go, only being able to give them the capacity itself.

Champion (300cp)

Normally, when people undergo 'Growth' they have a small increase in specs and sometimes a rather considerable one in some aspects they excel at. From time to time, someone with a 'specialized build' may appear, with tremendous increases in their chosen spec and a considerable one in others. You, however? You blow them all with ease, because you have a particular blessing, every time you undergo 'Growth', all your specs are increased greatly, as if you were specialized for all of them. It won't take much for you to become a legend.

Descendant of Madness (1500cp)

Of the ten gods that shaped the world into what it is now, most of them decided to keep trying, sending their memories to the next host in a bizarre form of reincarnation. Slowly, they started to lose their powers and memories, and by now very little remains. In your case, you are the last version of one of those, you have inherited most of the power from one of those 10 gods, while being free from their maddening memories. This not only makes you a prime mage, gives you regeneration ability, but also increases greatly all your specs. The real catch here, are the powers that each of those Gods had and that now is on your hands. Novem, that created the monsters and demi-humans is loved by them, can create them and control them too. For Septem, who awoke humanity and gave them mana, is likewise loved by them all, and can create Arts at will. Your power is limited by your body and the amount of mana you possess, as well as having to master the power in the first place. Still, few beings will be able to match in sheer power. You can choose which God you inherit powers from, but know that it will change a lot, who knows if for good or bad.

Drop In

Wild Charm (100cp)

Some people need to learn how to lead, how to properly motivate troops and convince them to follow your commands. Not you, for you are one of those rare people with a natural charisma at the moment of recruiting others or making them obey your orders. Something similar to the first head of the Walt family. Even the worst savages or cynical nobles will be inclined to follow your lead if you prove yourself in their eyes and those naturally inclined to follow will see you as prime leader material. Truly, a talent useful for someone that seeks to create a legacy.

Maker of Legacies (100cp)

There are legends and songs about those prodigies able to lead an army with a single command, to bed a woman after a few words and bargain with the best of merchants. You're... not quite that, but people will remind you as such. What you have is the natural ability to leave strong, powerful impressions in others, regardless of the circumstances. Merchants will remember your face out of everyone they deal with, and soldiers remember your face foremost when reminiscing about battle. This doesn't make the impressions good or bad, just ensures it will be lasting. The rest is up to you.

The Mind is Sacred (200cp)

The privacy of your mind shouldn't be desecrated without your approval, under any circumstances. Even when supporting the minds of others inside your psyche. Your personality and memories are yours alone, after all. No amount of external influence should affect that. To give you a hand with that, this blessing will ensure that you can always maintain your personality and memories as you want, even if you are flooded with the ones of others. Likewise, it will make you immune to all kinds of mental manipulation or mind control. Remember who you are, and never let that knowledge go away.

Good As Nature (200cp)

Humans can be bastards, cold towards their kin and only concerned with their personal gain. Truly horrible. Animals, however, are pure, they are only driven by their instincts and possess no ulterior motives. Lucky thing that animals like you, huh. Indeed, animals of all kinds have a natural predisposition to like you and enjoy your presence, this even affects demi-humans with animal traits and the likes, they feel drawn towards you. Likewise, you also gain a sizeable amount of knowledge to take care of animals and how to make them happier. Don't worry about the black hearts of men, for at least your pets will be by your side.

Full Vaults (400cp)

Oh, you greedy man, you. As expected, money is king in most places, and you have a great talent for winning money. You sniff good business deals like a trained dog and you can even predict where a nice deal will be happening in the near future. Aside from that, you have an almost supernatural skill at bargaining and selling goods, people, secrets, information, soldiers, or even favors. People you make deals with also feel compelled to complete their part and payment as long as you don't trick them. Making money is your game and

you're king in it. Scary, isn't it? How much truly things can be brought for, how much men are truly worth.

Critical Shot (400cp)

Monsters lurking in the shadows, waiting to attack and kill all humanity, they are truly a nuisance here. Ensuring you have a way to defend yourself properly, this blessing is geared towards combat, but can be used in a myriad of ways. This grants you a natural instinct to find and predict the 'weak points' in monsters, people, armor, items and the likes. Giving you a powerful edge in any combat you participate in. This also works to some extent in the hearts or minds of others, but the information is more general and vaguer compared to physical objects.

The First, The Last (600cp)

True heroes aren't born, they are made. Just how the original 'Lyle' managed to defeat and kill Agrissa. Against unfathomable odds, fighting the night-invulnerable enemies, surviving in the worst of weathers and reaching the end of the line as victorious. Not everyone has the willpower, luck and sheer good instincts to make a miracle happen like that happen, not many try so in the first place. You do fill the requirements, however, the willpower to still go on no matter the odds, the instincts to continuously grow from each experience and the sheer good luck to manage an opportunity at grasping victory. This doesn't completely ensure everything, but gives you a damn good shot at it. Right now, this world needs a hero, could it be you?

Heir

Civilian Officer (100cp)

Some noblemen think, mistakenly, that only military exploits matter. Such a childish way of thinking, that one. Everyone with two brain cells knows how important is to actually administer your lands as a feudal lord. That's where your studies have been focused so far, to take the lands of your family and made them into a goldmine. It's not like you're only good with numbers, either; meeting your subjects, organizing expansions, population control, farming, appropriate use of land, influx of new goods to the cities, etc. You're a certifiable master in what means to properly manage a feud. Leave those meatheads die in battle, you have the food and money.

Inherited Legacy (100cp)

The talent it's in your blood, after all. People expect things from the next head, things like living up to the name of the family and prove himself worthy of being a feudal lord. This will help you out when compared to the previous heads of the family. To put it bluntly, you absorb knowledge and skills from your ancestors or relatives with astonishing speed. Even if you aren't particularly talented in a field, when a member of your family teaches you, is as if you became a prodigy. The effects work until you are their peer. It's like they say, jumper, family is important.

Magic Emperor (200cp)

Most, if not all noble families have talent for magic. This comes from an old time where magicians would introduce themselves as nobility and the ruling class of the time tried integrating their arcane power to their own ranks. Usually, even those related to a Baron should be able to cast magic. In your blood, however, there's something of higher quality. Your mana pool is gargantuan, the time for casting is greatly reduced and your spells are far more powerful than they have any right to be. It wouldn't be a stretch to say that your magic alone could decimate an entire battalion.

Courtly Fights (200cp)

Ahh, one underestimates how full of darkness the politics here really are. Favors, marriages, lands, money, titles, everything is always at stake, and nobles won't hesitate to betray or backstab others if that will benefit them. Loyalty is truly scarce. You have travelled this labyrinth of lies and masks for all your life and have mastered the art of politics. You truly shine when it comes to negotiations, political affairs and getting others to do your bidding. From selling favors, securing aid and making others indebted to you, to blackmail, extortion and ruling with fear. Surely, you always have the best methods to get what you want, but this is perhaps something more fit for a villain...

Actor & Spectator (400cp)

To stand out or to not stand out, that's the problem. Surely, being recognized by many would have some obvious benefits, but look closer at it, envy and dissatisfaction will brew if someone begins to steal too much the stage. Normally, a balance must be archived or risks taken. That's kind of a bother, so I'll let you skip all that. This blessing allowing you to control to some degree how much

you 'stand out' in the minds of others, making your superior think of you when handing of rewards and your enemies to ignore you in favor of another problem for the time being. The effect isn't as great as first glance, but the possibilities are endless for someone that knows how to play the game.

Post-War Arrangements (400cp)

Only a fool could truly believe that everything goes nice and well after everything is sacrificed to defeat the last boss. The end of the battle is just the start of more problems, albeit of a different nature. After a war it comes the issue of the fallen in battle, paying reparments, the issue of food, publicity, logistics and managing the lands that changed owner, it's all a headache and this is but an example out of many. At the very least, that won't be a problem for you, no. After all, this gives you the insight and knowledge of how to properly manage the mess that comes after battles. The one who laughs last, laughs the loudest, indeed. Just one thing I ask of you, jumper, you must survive until the end and afterwards.

As Fate Dictates (600cp)

You were born under the star of greatness, jumper. You're not in the same level as peasants or common nobles, no, you're a natural hero. Fate itself conspires to make your travels more and more epic, but as your challenges continue to escalate, so do your advantages, easily finding opportunities to raise your influence and reach. Getting legendary items or gathering strong allies is the norm now. Likewise, you won't ever die from things like poisons or assassinations, since that wouldn't do for a hero like you. No, the only times where you are in actual danger is in confrontations of suitable grandness. Your destiny is really great, but... it's really worth it? A peaceful life may not ever be within your reach anymore.

Fallen Noble

Self Trained (100cp)

Being the last spare in a noble family can be troublesome when trying to study, while your siblings had private tutors or were sent to academies, you had to make it do with old books and cheap records. At least you can say that it worked, to some extent, thanks to your mind, instinct and imagination. You are able to gain a proficient level of mastery in any skill just by studying theoretical knowledge and practicing alone. Sure, it doesn't give you the battle experience to use it to the fullest, but it's a great way to gain an edge without endangering yourself.

Easy Ranks (100cp)

It's not fun at all to work your ass off while some other higher-ups get all the credit, that's a terrible thing when you're trying to gather achievements and goes against your goals here. This blessing ensures that such thing doesn't happen, as it puts favorable situations in your way so you can show off, moreover, it makes it so your deeds are recognized by many and some invidious superior can't hog the glory for themselves. It won't take long before you're getting promotion after promotion and hogging achievements. Then again, this just gives you opportunities, to actually manage it depends solely on your skills.

Ace of All Trades (200cp)

Arts, skills, magic, weapons - they can be strong individually, but their true worth shines in the hands of someone that can use them in conjunction. Even the weakest of Arts and spells can become a dangerous weapon when wielded with intelligence. This is where your talent lies at, the ability to use anything on your reach with maximum efficiency and find the most productive way to mix it with others, achieving heights of powers far exceed your normal level. Why brood over only being able to use a simple Fire Bullet when you can get some explosives to make up for the potency? Resourcefulness is a strength by itself.

Weapon Proficiency (200cp)

For years you spent your time and little resources in proving yourself worthy of becoming something eventually, you just couldn't accept having to live behind a shadow. For that end you practiced over and over again with whatever weapon you could get your hands into. All that work has finally paid off, and you can proudly call yourself someone decent with all kinds of weapons, as well as having a fast time learning new or more exotic ones. While you lack excellency with them, it's only a matter of experience and practice to conquer that wall. Additionally, you have found a weapon that suits you and became close to mastering a personal style of fighting with it.

Mystic Eyes (400cp)

Also called the 'Demon Eyes', a power that allows the user to see mana in existence, its flow and how it gathers around. The first application of this being to measure the power of others, their proficiency with magic and when someone is going to cast magic. Afterwards, you can use it to control mana more fluidly, increasing the power of your spells, reducing their cost or gathering mana in your body to strengthen yourself. Finally, controlling mana at this level would

let you control the emotions and heart of others to some extent, by manipulating the mana inside them. It can be turned on and off at will, plus, unlike the others with this gift, you don't have to be deprived from your normal sight to have it.

New King Aboard (400cp)

As a wise man one said, power attracts power, and there's no denying the power of having a thousand men behind you kick your enemy until near-death. Disgraced noble or whatever, the blood to rule over others runs through your veins. You're an indisputable master at rallying up troops, recruiting new soldiers, managing war logistics, making people loyal to your cause, preparing for battles of any scale, commanding and creating the most effective tactics to win. In short, you're what every military leader dream of being. As long as you're leading the army, your side shall never know defeat.

Lucky & Unlucky (600cp)

Make haste, for here comes jumper! Known far and wide for being the greatest gigolo and womanizer to ever exist in history. Your natural charisma and presence attract others like moths to a flame, and you constantly find people willing to become your sworn comrades, friends, lovers and more. Furthermore, your flirting and lovemaking skills are out of the roof, enough to snare even the coldest or unfeeling of hearts fall into mad love with you. And even the most murderous or monopolizing of yanderes will agree to share as long as it pleases you. If you put some effort into it, seducing goddesses and the likes would be an easy game.

Adventurer

Sticky Fingers (100cp)

For adventurers, just going around killing monsters have little meaning, you guys need to make profit, and that means getting the valuable parts of monsters as clean as possible to sell to the merchants. You have been in this business for a while now and you know how to recognize the valuable parts, as well as having trained to kill monsters while delivering minimum damage to the sellable goods. Not the most glamorous of skills, but it serves well to pay the bills and it gives you a good reputation with the merchants.

Unwritten Rules (100cp)

A lot of noble kids try to get into this adventuring business and die shortly after, if not from monsters then from their kin, from a dagger in the shadows. Those kids lacked street smarts; they didn't know the unwritten rules of the world. You do, however, which is to be expected after all those years killing monsters and humans alike. Where to get some shady information, how trade illegal goods, making a good face to the public and buttering up the local feudal lord, those kinds of things, you know about. Similarly, you also have a good eye for judging people, not only their character and personality, but if they have any ulterior motives and their fighting potential.

One at the Time (200cp)

Slow and steady wins the race, or at least reaches the goal without getting himself killed in the way over. Too many youngsters try to take many roles at once or learn as many skills as possible, but that's just a sure way to get them killed. On the other hand, you know how focusing on a single skill at the time is the way to go, and it has given fruit. You gain a massive learning boost depending on how devoted you are, in time and effort, to master a single skill. Once you have mastered that one, you can go to the next and repeat the process. Looks kind of dull, until you notice the difference between you and those who bite more than they could chew.

Retirement Plans (200cp)

One can't live from only killing, well, one can, but it's not really a good idea in the long run. People get weaker over time, and dull senses will spell certain dead in dungeons. To prepare yourself for a time where you had to change professions, you have been training and learning different trades, becoming decent in most and proficient in a few. From blacksmithing and gardening, to baking, cooking and even architecture. Now you possess a diverse array of non-combat skills to use when you decide to retire. Or, if you want, you could try to apply them somehow into your fighting style.

Give It To Me! (400cp)

Adventurers rarely can manage themselves with only the direct rewards from the guild, it's just insufficient. The looting from monsters and rare drops are actually the main source of income for adventurers in this venue. In order to help you with that, this blessing shall grant you a bonus whenever you enter dungeons. Monsters will have some extra items or better sellable parts, treasures will be better than normal and if you defeat a floor boss, you can bet

it will give you a rare drop. On that note, remember that this affects the whole dungeon, so you won't be the only one with increased gains there.

Adaptability Of Mortals (400cp)

As people say, what doesn't kill you, makes you stronger. And damn you have gotten strong. You gain a certain boost in all your specs when you are fighting something again. Fighting a lizardmen the first time would be difficult, but the second would become easier, the third wouldn't be a challenge anymore and so on. A similar but minor boost appears when fighting beings close to them, like basilisks with land dragons. You could eventually defeat most with this, but you would need a lot of fights beforehand if the difference in power is too great, counting on you not dying before that. Now, go jumper, go and show them who's boss now.

Future Full Of Potential (600cp)

Someone get the admins because what I'm seeing is pure hacks! Experienced veterans and even known prodigies get jealous of you, for you are just a damn genius. From mundane matters like cooking or sewing, to the art of war and arcane magic, you just have a natural talent to excel at everything you try your hand at. To the point you can equal ten years of practice and experience in a couple of months if you tried. For as long as you apply to it, no mortal in this world could ever catch up to you. However, wonderkid, remember that not everything is so easy, and being so much of a shining sun in this world may attract the wrong kind of attention towards you.

Arts

Sometimes called [Skills] too, Arts are something inherent to all intelligent forms of life in this world. It's a single power, special to each user. Which kind of Art manifests depends on the user's personality and deepest desires, although it can be influenced by certain circumstances like the presence of a Gem or Jewel. You will make an effect for each of the 3 stages of your Art, although some options will apply to the Art as a whole and thus to the three effects.

Here's a builder for you to create your own Art, comes with **+300ap** (Art Points) to spent in this section only, but you can convert CP into AP at a 1:1 ratio. If you desire, you can choose to discard this section and select a canon Art for yourself.

[Type]

Arts are divided into three types, matching the type of Gem to record them. This division is not all that powerful and some Arts may seem like overlapping. Choose one and it's the same for the three stages of your Art.

Vanguard

This kind of Arts are known for their explosive increments in direct power. Usually aiding in close ranged combat. An example would be a great boost in speed for a short while. Stored in Red Gems. Choosing this lets you take any 'Power' option for free.

Rearguard

These Arts are geared towards magic, giving some kind of rare spell or enchantments to aid magic in general. For example, one Art that lets the user cast spells at great distances. Stored in Yellow Gems. Choosing this lets you take any 'Duration' option for free.

Support

Arts of this type are highly useful but a little plain in comparison to the others. Still, they can be the most reliable ones. An Art that increases the gained 'experience' of the user would exemplify these. Stored in Blue Gems. Choosing this lets you take any 'Cost' option for free.

[Scope]

In short terms, the sphere of influence for the Art. May vary depending on the stage of the Art. Choose one.

Individual (+100ap)

The Art either will only affect the user or a single being at the time. In some cases, affect a single object too. Self-healing or boosts that work for a single target at the time are considered this.

Groups (Free)

At this level the Art will affect people around, within a designated radius around or within the user's line of sight. These also may difference between friend and

foe. Increasing the nearby allies speed while lowering the enemies' is a prime example.

Army Changer (200ap)

This tier of Arts can easily affect the whole battlefield and even more in some cases. Effects like increasing a spell until it shallows a whole army or that can affect large areas at once come here. Not so great in 1-on-1, but perfect when outnumbered or during wars.

[Purview]

The ability itself of the Art. How it manifests and a reflection of the user's desires and personality. Can take one for each stage, or two if you think it won't hinder.

Summoning

Mainly dealing with space, transportation and the likes. Calling forth items from another place, teleportation or even a magical vault to store things. These types of Arts can be extremely useful for those that tend to think ahead and prepare countermeasures.

Specs

These Arts deal with enchanting some stat, skill or ability. Granting super strength, boosting a little all your natural parameters or greater senses and such enter this category. In some cases, it acts by affecting the enemies with decreases or boosting allies instead.

Information

As the name suggest, here are Arts that gather or share information and senses. Like a mental map of the surroundings, see the specs of foes and sharing sight with allies and such are here. There are even cases of sharing Arts with allies.

Creation

Different from summoning, this Arts deal with creating objects and items with it. From making temporal weapons for battle or creating books out of mana. Extremely useful both in and out of battle, although the concentration demanded for this may hinder some.

Direct Manipulation

The control over some aspects, like changing the weight of objects and beings, increasing the size of objects or change the balance in people. Creative thinking makes these Arts beyond deadly and unpredictable in confrontations.

Illusionary

Somewhat devilish Arts, these create mental effects, alter emotional states, or even brainwash people. Creating illusions, charming and other kinds of mental or emotional attacks are here. No words can express the potential for evil born from these Arts.

Aid

The kind of Arts that work by helping the user directly, usually by boosting a particular spec to incredible heights. Parallel thought, making arrows auto-target and increasing the user's regeneration, all are here. A lot of use in daily life.

Spell

As expected, a type of Arts that grant the user a special type of magic or directly affects it. Creating snakes made of black flames, parallel casting and such are found here. Even mages find these useful as they are outside the common spells mastered in magic.

Other

Not all Arts can be enclosed in these categories, in case you have something outside this list as the effect of your Art, you may select this option. For special snowflakes only.

Secondary Effect (200ap)

Sometimes, the effects of Arts may allow for a second effect to aid the primary one. Like one that works by healing allies nearby also giving information of their position around the user. This gives your Art a similar secondary effect and must be taken again for each stage.

[Power]

The amount of increase/decrease and level of effectiveness under normal situations, have in mind that the latter can change according to circumstances. Choose one, but changes with each stage of your Art.

Lesser (+100ap)

A small increase or decrease, perhaps between 20% to 40% at most and with a decent chance to be overcome when used in enemies of similar strength to the user. At least you know it will work, even if just for a second. Still useful depending on how its used.

Average (Free)

An increase that can't be scoffed at, around 50% to doubling the original's and similar effect when decreasing. Even stronger enemies will falter when used in them and will have great effects when used. An all-around asset.

Greater (200ap)

Now this is the real deal, more than doubling in increases or going beyond halving decreases. It will even affect perfectly considerably stronger enemies. It would take something extreme for this to be overpowered and is almost impossible for this to not be useful.

[Duration]

How long the effects of the skill will last. Have in mind that you should be able to cancel them before the end time if you wish to do so. Choose one, but changes with each stage of your Art.

Less Than Basic (+200ap)

Small bursts are how this Arts work, from a few seconds to a couple of minutes at most. The short duration forces the user to use these Arts with caution. It will either become a last resort in battle or something completely useless.

Mana Based (Free)

The time your Art can be active depends solely in your mana capacity, it will continue to work until you're completely out of it, or when you turn it off. The most common type, letting the user just keep using it again and again.

Beyond the Grave (100ap)

Permanent and semi-permanent Arts, they keep working for years unless the user dispels them. The effects could last until the user's dead or perhaps even after that. Something rare for most, and most likely to be seen in Arts that create things.

[Cost]

The mana needed to use and maintain the Art active. Some people never get to use their natural Arts because they lack the mana to do so. Be reasonable. Choose one, but changes with each stage of your Art.

Heavy Tax (+100ap)

You can barely activate your Art and maintain it for little for the great amounts of mana that it takes. You will be fainting a lot if you don't pace yourself well. Some people aren't ever able to unlock their Art because of this kind of thing.

Normal (Free)

The average option, your Art takes quite a bit of mana, but nothing you can't deal with. Using it continuously or in quick repetitions would take a toll, but you won't get drained if you're careful. Most Arts enter in this category.

Free (200ap)

Whatever mana the Art uses is irrelevant to you, is either a minuscule amount or your mana recovers way faster than the Art can drain it while active. This is mostly seen in Arts with passive effects, but it can be shown in other types.

[Stages]

Each Art possess 3 stages, how it evolves depends on the user's personality, actions and desires. Despite this, it's a single Art, you just gain another two effects. On this choice will depend how different each stage of your Art can be. Choose one, once. It will affect the other stages, after all.

Special (+200ap)

You got some back luck. It seems your Art is a special one and only holds one stage. This kind of cases happen from time to time, although they usually have something else to make up for it.

Upgrade (100ap)

Your next stages are better versions of the first one. Either improved in their some of its parameters, giving greater boons, or giving you some extra. An Art that gives you a 2D map of your surroundings would later give a 3D map with better details and finally one that can be seen from all angles in real time.

Related (200ap)

The next stages of your Art are different than the first one, either in purview or having a different manifestation. Still, they share the same foundations. An Art based in slow hypnotism would advance later into a temporal brainwashing and then into creating realistic illusions.

New (300ap)

Lottery is here. Your Art's next stages are completely different from the first stage. They grant different abilities and possess distinct characteristics. You could start with something that raises your 'experience', then an effect to share senses with others and finally one for summoning.

[Conditions]

Prerequisites to use your Art or having someone being affected by it. In some cases, the drawbacks from using your Art.

None (100ap)

Your Art has no requisites for its use aside from the mana to fuel it and it has no consequence after use. You're free to call it forth as long as you have the mana for it. The standard fare.

Relative (Free)

A minor condition to use, like having the target being in your line of sight, having them recognize you as their friend, the user getting some minor ailments like headaches after use or such. Normally useful, but can be a problem in some situations.

Circumstantial (+100ap)

Your Art has heavy restrictions for its use. Like having to give certain materials to activate it, having to be wounded, only activating under difficult situations or losing the effect after its used once. Something that is best saved as a last resort.

Artifacts

100cp ones free to origin, rest is 50% discounted.

Drop In

Codex (100cp)

A book of songs and stories, made by a talented group of elves that got a hold in your past adventures and decided to make something out of it. N-no, I didn't give the information to them, you're crazy. Regardless, this book will update each jump you visit with new stories and songs about your exploits and adventures. Some may be more dramatized or slightly changed for the sake of a more interesting story, but is very faithful for the most part.

Ancient Blueprints (200cp)

This is a rare drop, maybe; it comes from some dungeon with too many floors to care. It's basically a long, boorish read in a different language, as far as it has been translated, it supposedly holds the blueprints for making, 'tanks', 'aircrafts', 'trains', 'robots' and such other nonsense. To be fair, if you manage to decipher the book and recreate those weapons then you could bring a great revolution to this world.

Automaton Maid (400cp)

Maybe a rare drop from a dungeon, maybe the legacy from a previous time. Whatever the case, it's a robot maid! She's a little... toxic, being a maid, she prefers to have a useless master to take care of, thus, her efforts shall be directed at helping you at everything you allow. Despite this, she's incredibly strong, durable and useful. Can use the mana of her master (You) to repair herself too. Also having records of 'martial arts', 'biology', 'engineering' and the likes in her databank. She may spurt out weird things from time to time, like 'tsundere', 'fantasy world' or 'soundtrack'. Feel free to decide on her looks.

The Art of Jewelry (600cp)

The Blue Gem passed down the heads of the Walt family was not the common version, but one created with the intention of 'evolving' into a special type of jewel once certain conditions were met. As one can expect, the final product is not something found anywhere else. Until now. I'm giving you a manual that details the creations and inner workings of the Gems and Jewels, as well as some scrapped ideas on how to improve or modify them. With some research and resourcefulness, something really extraordinary could be made.

Heir

Stipend (100cp)

Do you know the difference between a commoner and a noble when they start their journeys? Indeed, the answer is resources. Money makes the world go around, after all. This is a weekly allowance of 10,000 gold coins, which is a lot here. You can choose to get it in another currency if you want, and the amount changes with inflation. Go get some nice stuff with this.

Beloved Heirloom (200cp)

A piece of jewelry passed down in your family. Useful, despite not being a magic tool or Gem. The heirloom stands out by being a magic booster, increasing the potency of your spells tenfold, having their cost in mana and storing the same amount of mana you can hold in your body. For a noble magician like you, this may be all that's needed to win.

Guns of the Patriarch (400cp)

As expected of a noble. You possess a Magic Tool of the highest caliber, not only able to hold a powerful Art, but also capable of storing mana for it, thus taking away the worries about mana for the user. It can come as a piece of jewelry or fused with a weapon, also made of the most expensive materials. Feel free to import another item into this role. Can hold up to seven Arts.

Birthright (600cp)

Nobility is nobility, lands, wealth and soldiers notwithstanding - but having those makes things oh so much easier. These are your family claims in land, that will become a warehouse attachment post-jump or appear in any new world you visit. They will be as big as they get at the end of the jump, so feel free to start conquering a bit more land to annex into your holdings...

Fallen Noble

Diary (100cp)

This is a precious record of your family, or well, a copy of it. Nothing particularly interesting, it's a genealogical tree about your ancestors ever since the founding of your House. It has some useful information about ruins, their weapons, tactics they used in battle, monsters they fought with and other nobles they had problems or alliances with. Updates every jump.

Secondary Spare (200cp)

One of the few items you managed to get before getting out of your home. This is a weapon that suits you best and made with good quality materials. Not particularly noteworthy or interesting outside that. It will serve you well against monsters or bandits and you could probably upgrade it to a magic tool if you have the means.

Letter of introduction (400cp)

Fallen or not, you're still a member of a noble house (somewhat) and your family is influential, enough to grant this to someone like you. A Letter of introduction that you can show to local nobles and the likes to have them grant you a single favor or accept one reasonable request from you. Works once per jump, as long as the world has nobility or an equivalent.

Mine Of Memories (600cp)

Most curious, indeed. This here is a monthly supply of a very rare metal that works alongside mana. It's way scarcer than even magic mithril and at least a hundred times more useful. You see, this metal can work alongside mana to change its form, repair itself or bring out special abilities. It's the same metal that adorns the blue gem of the Walt family. You get a couple pounds each month. Be careful with it.

Adventurer

Basic Gear (100cp)

Like the name suggests, the basic gear for any adventurer and some more for your specific role in the party. A decent weapon, tools for its maintenance, some armor, potions, a couple of explosives, maps and other useful trinkets. Some may underestimate the usefulness of this, but any veteran can tell you that a prepared adventurer is an adventurer that doesn't die.

Discounted Luck (200cp)

Despite the earnings of adventurers, not many can outfit themselves with Magic Tools, it depends a lot on the location and luck. It took a while, but you finally managed to get the most basic of magic tools, nothing extravagant, but you could put it in a weapon for cheap. It can only hold a single Art, but that may be enough.

Porter (400cp)

This right is an... Armored vehicle? Really? From where this came from?! I guess we shouldn't think too hard about it. A relic from ages past, but mirroring the changes it could have in the future, this 'Porter' is a modified armored vehicle that can work with magic as fuel. It also has an outrageous amount of modifications, like arms, being somehow capable of flight and other weird things.

Academy (600cp)

Jumper must have a lot of knowledge to share, right? For that, this school may be useful. Appearing in any world you visit, the doors of the Academy will open according to your rules and teach whatever skills, subject or magic you want it to. It will hire staff automatically from the locals and keep working even if you don't manage it. You can choose what kind of students are allowed.

Comrades

Import (100cp/400cp/600cp)

Meeting new friends shouldn't make you forget about your old companions. For 100cp you can import a single companion into the fray, or get eight of them for 400cp. They get 800cp to use in purchases, but can get more by taking drawbacks. If you're feeling too lonely with that, use 600cp to import all your companions at once, same rules as before.

Create (100cp)

This world is filled to the brim with adventures to be had, mysteries to unravel and people to meet. For that, this option lets you create a single companion for 100cp, and you can use 800cp at the moment of giving them advantages from this doc. After all, meeting new friends is a full experience and story all on its own.

Canon (200cp)

Hoh, so you got attached to someone from canon? I can understand it, but I hope you know with who you're dealing with. For 200cp you can recruit anyone from canon as your companion, as long as they're still alive by the end and agree to follow you. I'll push things to you get enough opportunities to get in their good side, but you have to convince them yourself.

Amazing Stranger (100cp/Free Drop In)

Not long after starting your journey, you ended up meeting this young lady with a big rack, who decided you 'meet the criteria' and started following you ever since. A decent mage, fighter and strategist, she claims that all her actions have your best interests in mind, it's true, but you can see that she has some kind of hidden agenda. Demure, elegant, kind and submissive to your desires, she plays the part of perfect partner at first glance. However, your adventures have only been escalating ever since meeting her, and if you pay attention you will find that she has wormed her way into all parts of your daily routine, to the point of smothering you at times, and seems to be grooming you for some sort of greater purpose. Likewise, she uses her social skills to push other women into your arms, seemingly happy to do so. While she will obey your orders, she will refuse to ever leave your side for more than a few hours, in case you try pushing it, she will take measures to ensure her continuous presence by your side. Comes with "Full Vaults", "Courtly Fights" and "Post-War Arrangements."

Dangerous Games (100cp/Free Drop In)

Certain princess of a small nation that used to laze around, uncaring of her kingdom or political situation, often sneaking out of the castle to kill her boredom for a bit. Despite being talented at many things, beautiful and well-endowed, nothing ever interested her much. That's it, until she saw you. Something awoke inside her at that moment, love and perhaps obsession too. Since then, her attitude had a 180° change, evolving from lazy princess to efficient ruler, so much that the country became a power to be feared. Everything for you. Make no mistake, she would give you herself, her country, riches and even the world if you wanted, but she also seeks to have you for herself alone. Her approach will be slow, trying to give you favors and earn your

trust, before starting to get rid of other women in your life in secret and tempting you with power and riches so you can become hers. The best way to take control of her obsession would be to make her submit to your will, if you can do that. Has the “New King Abroad”, “One at the Time” and “Maker of Legacies” perks.

Mango Ice Cream (100cp/Free Heir)

The cute daughter of a house once allied with yours, she’s... a bit of a disappointment overall. Cultured but lazy, educated but unmotivated. She has class, good reflexes, great instincts and a tremendous talent for magic. None of that matters much, however, since she spends her days sleeping in her comfy bed and eating sweets, occasionally painting or composing, something she’s also good at. While she’s an apathetic and sarcastic blob, she does have a soft spot for you, the only person she seems to try to impress to some degree, trying to win your attention for herself. Her family has kind of given up on her, which doesn’t faze her much in truth. You could exert some effort to make her realize her inner talents, or could have her tag along as a ‘cute factor’, she won’t mind much either way, and is willing to share you as long as you pay enough attention to her. Which, in truth, isn’t all that much. Comes with “Wild Charm”, “Mystic Eyes” and “Inherited Legacy”.

Took A While (100cp/Free Heir)

One of your possible fiancées, a kind-hearted girl with lots of patience and an inclination for pampering you. While the marriage talks were never finished, you both spent a lot of time around each other as kids, normally with her ‘taking care’ of anyone you didn’t like. Good times. Not much of a mage, despite being decent with it, but excelling as a close combat fighter. One wouldn’t think so from her delicate frame and soft body, but she packs a mean punch. Her love for you is real and of the ‘heavy’ variety. Soft-spoken and a bit shy, she’s adept at homemaking and bakes especially good sweets. She’s not very fond of sharing, however, so if you start a romantic relationship with her and cheat, she will kill the girl and lock you up for a week, time in which she will gently teach you why she’s the best match for you and you shouldn’t be close to any other woman. Comes with “Weapon Proficiency”, “Self-Taught” and “Critical Shot”.

A Promise Unforgotten (100cp/Free Fallen Noble)

Your ex-fiancée, the arrangement kind of died around the time you stopped being favored by your family. Still, as you started your journey, she decided to leave everything behind and join. A classy lady with a plucky spirit and more rhythm than one would think at first glance. A total dork and fan for cheesy romantic clichés, the mere suggestion of a walk around the beach at night would make her weak in the knees. She discarded her status as noble to follow you because of love, and also a tiny bit because she couldn’t accept the idea of you fooling around with other women. Honest and straightforward, she always tries her best at everything she does, from menial work to managing large amounts of money. As expected, she won’t react well to your female acquaintances or particularly close male friends, she will work with them if its needed, but won’t get along outside that, and will act against them if she can get away with it. Has the “Ace of All trades”, “Actor & Spectator” and “Magic Emperor” perks.

Vanilla Cake (100cp/Free Fallen Noble)

This was one of your few friends in the noble's circle and the only person you ever talked about your true feelings, fears and dreams. She always listened to you and offered advice and assistance to the best of her ability. Despite being a noble, she's a low court one without a post and only has a small annual allowance from the crown, practically owning nothing and having no allies. Delicate, kind and so helpful it almost hurts to see, she considers you the most important person in her life. As soon as the news reached her, she searched for you, offering a room in her home and sharing her modest title and money with you. Refusing her won't deter her from still trying to help in any way she can or even follow you around on your journey, always trying her hardest for the sole reason of seeing you smiling and happy. Comes with "The mind is Sacred", "Easy Ranks" and "Give it to me!".

Woman-At-Arms (100cp/Free Adventurer)

Your honorary sis, preferred wingwoman, drinking buddy and all-around loyal party member. That's right, the companion that has been supporting you since you first started as an adventurer. She doesn't care or understand most feminine things, like ballrooms or such, instead preferring a good fight or some sports to pass the time. You both have spent a lot of time together, sometimes as the sole members of the group, fighting in dungeons or working menial jobs to pay the bills. Despite her tomboyish nature, she holds some degree of shyness and feminine charm that other female adventurers usually let go. She always has your back and is probably the most steadfast of friends. Even if you try to go alone somewhere, she'll follow you, saying that 'it doesn't feel right without you', prepared to lend a hand when you need it and kill whoever picks a fight with you. Comes with "Retirement Plans", "Adaptability of Mortals" and "Sticky Fingers"

White Chocolate (100cp/Free Adventurer)

From time to time, an adventurer gets the opportunity to shine and do something extraordinary. In one such times you ended up saving the life of an attractive noble, or ex-noble as it turned out. Her house got abolished and her parents were killed, she only barely escaping before encountering monsters and you saving her in the nick of time. Ever since, she has regarded you as her hero and as an ideal to strive for. A beacon of sunshine and optimism, she sees the bright side of everything, no matter how bleak or hopeless the situation may seem. She's surprisingly talented, although she doesn't have a focus she excels in, also having a great sense at judging people and situations. Acting as your assistant and companion, she believes in you, no matter how low you fall or how amoral your actions can get, she will still see the light inside of you, even when you yourself can't. Comes with "Unwritten Rules", "Good As Nature" and "Civilian Officer".

Scenario

The Ninth Generation Was A Jumper

The Walt House, a provincial noble house residing in the Bahnseim Kingdom: the country in the very center of the continent. As lords over land, their territory is quite vast, only second to the crown and their influence is quite a high one within the country. Located in Bahnseim's south-eastern remote regions, it began its development roughly two hundred and fifty years ago. One could describe it as proficient household that rose from knight to count status within eight generations, also as a bunch of warmongers that excel in military might, with their personal army rumored to be the strongest force in the Bahnseim Kingdom.

During the seventh generation, the head of the family married a descendant of the fallen Sentras kingdom that once dominated the continent, but more importantly, a descendant of Agrissa, and thus of Septem.

Skipping to the present, Lyle Walt, only male child and heir to the Walt House, has inherited some power from Septem, he's a prodigy almost a genius at everything he does and beloved by everyone he meets. In contrast, the second child and only daughter of the house, Celes Walt, hasn't inherited anything, and while cute, she feels envy towards her brother.

In such a situation, an old Jewel carrying Agrissa's memories, personality, will and power, took advantage to seduce Celes into taking the Jewel and inheriting her power. Soon after, Celes was corrupted by the Jewel and stole Lyle's power inherited from Septem. This time, also destroying his memories and advantages. At the same time, Celes will use her newfound abilities to sway people into her side while neglecting Lyle, letting him in a quite pitiful situation.

This is where you start, as Lyle Walt, as a ten-years-old child.

Basically, a normal child with some talents and a nice face, otherwise unremarkable. Still, while your memories will start alongside you, that's not the case with your powers and perks, similarly you aren't able to enter your warehouse. Although, you still have the perks from this world.

On that note, you will also start 'bonded' with the old Support-type Blue Gem that the previous head of the house passed down. This means you aren't able to use any magic tool from this world but this Gem-turned-Jewel.

Don't worry, the gem won't chip away your mana until it enters in contact with you.

And thus, the curtains rise to tell your story....

Goal:

It will take a little less than a year for the Blue Gem (Jewel) to have its expensive metalwork finished, at which point it will fall into the hands of the old gardener Zell, who has a small hut inside the Walt mansion. You should retrieve it first of all.

This Jewel holds a 'copy' of the past seven heads from the Walt family, likewise, it also holds all the powers from outside this jump you had. The family heads will grant you advise, knowledge and their Arts...if you can convince them to do so. Your powers as well, will slowly return as you prove yourself worthy of them.

Your goal here is clear, to recover your powers, convince the family heads to give you their blessing and to match or surpass Lyle's achievements in the original timeline. Have in mind that he managed to do quite a bit of things in his travels, finishing with defeating Celes and Agrissa at the height of their power.

I won't lie, it will be a long and arduous road, starting off as weak as you are. Time, effort and wits will be needed to pass this challenge.

As a side note, this must be cleared by your own power, not the advantages of perks, but the power you won yourself over your adventures. Any answer will be good, as long as it comes from your true self.

Reward:

No good deed should go unpaid. For all your troubles, there are some perks you will gain.

As you slowly regain your powers, you will find that some 'evolve' into a greater version after accepting you, while others gain an extra 'second form' as a silver weapon from the Jewel that holds several new advantages. Likewise, the Arts granted by your ancestors will become perks for yourself, letting call them forth without using the Jewel, and the silver weapons won after 'clearing' each of them, will also become items for you.

Lastly, when everything is said and done, you can take all your family, partners and allies as companions or followers into your travels. The land you own will also follow you through jumps, either as a warehouse attachment or appearing in new worlds you visit.

Godspeed, jumper. For the fate of the world may be resting in your hands now.

Complications

Gaiden (+0cp)

Ten years is a long time, but not enough to truly nurture your lands, legend and family. For those who want to stay a little longer, this will extend your stay in this world until nearing your natural lifespan. Around 80 years for average humans. Should be enough to see your kids grow up and even share some time with your grandkids.

Hen-Pecked Husbands (+0cp)

Lyle's Blue Gem (Jewel) had a copy of seven of the previous family heads, seven arts and 24 stages in total. It seems your arrival here changed things up a little bit. This won't really affect you, but now the Gem is also hosting the wives of the previous family heads. On one hand, he now has more Arts to help him out, on the other, things are going to play different.

Mr. Jumper (+100cp)

It seems your 'growth' is a little out of the norm. Your pre-growth state takes more time, even a whole day in some cases and your post-growth state is... well, let's just say that you're packing more confidence and ham than ever before. Enough to make any person embarrassed as all hell. The only person with a similar thing going on may be Lyle Walt, and even his isn't as pronounced as yours. This doesn't give you better gains from growth, however.

Please Take a Chill Pill (+100cp)

Well? You wanted to be popular with the ladies, right? This ensures you are seen as the perfect man and attract all kinds of beautiful women into your life... with just a minor issue. You see, all the girls you manage to attract during your stay here will be of the 'heavy love' variety, for not saying complete yanderes. They all want you, none will take a 'no' for an answer and they will probably end up fighting or killing each other for getting in the way. Have fun.

Hated (+100cp)

Just like Novem is like by all demi-humans and monsters, you are hated by all members of a certain race. Choose for humans, monsters or demi-humans are the people that hate your guts. You can take this up to three times to get the other races united in hating you.

Wanted (+200cp)

Maybe you slept with his wife, or daughters, or mother... or all the previous options. It was a crazy night. The thing, there's an influential noble out there that wants you dead. He truly hates your guts and will spend every penny of his riches (it's a lot, believe me) to pay for soldiers, mercenaries and adventurers to get you. He himself is an apt mage and fighter, and won't go down without putting a fight first.

Commoner (+300cp)

You got fucked up when you started this jump. Mana seems to dislike you; thus, you aren't able to hold any. This means no Art or Magic for the duration of the

jump. Feel free to look the handicapped idiot of the town, or try to find a way to survive here without magic. It shouldn't be that hard, I mean. Just do your best.

Walk of Shame (+300cp)

'Jumper, wanted man' is written across all the establishments around. You're a criminal, a wanted man, maybe even one falsely accused or perhaps you truly did a deed so inhumane and terrible that all governments want you either dead or in jail for life. Enjoy the life of a wanderer.

Level Up (+400cp)

It's like 'the little jumper that could' except that this one couldn't. Remember all your perks, items and warehouse? Well, they aren't a thing anymore. For the duration of the jump, you will have to do it with what's offered here and your natural skills. Furthermore, it seems that you tend to run into more powerful or advanced monsters than normal, making things a bit more difficult. Still, those who don't risk anything, don't gain anything.

Aggro (+400cp)

The poor jumper that got pounded by a thousand monsters. It's just like that, as if you had some sort of super aggro that attracts all kinds of monsters in a 10km radius, all hellbent into killing you. Even going as far as devising strategies and working together to bring you down. Sure, it will be dangerous from now on, but just think in the amount of sellable parts and magic cores you can get. It'll be a killing, one way or another.

Corruption (+600cp)

Something, something strange has found a way into your mind and soul. Each night, each day, more and more memories that don't belong to you start to appear, slowly erasing your sense of self, likewise, its like different wills and personalities are trying to shut you up and take control of your body. You will have to fight the influence back with everything you have, sans 'you' want to stop being 'you' and become someone else entirely.

End Choice

Go Back Home

Fuck this world, fuck these people and fuck this jumping business. You're too tired of it all. Go back home with everything you have gained until now.

Stay Here

This place ain't so bad after all. Cozy enough to call it home, even. Stop jumping and stay here, with all your things and powers too. Easy game, easy life.

Next jump, please!

World conquered, waifus collected, interesting items get. Everything in order, time to go to the next place.

Notes & Clarifications

Made by Ricrod

Fanwank helps, since the story is more plot-focused than anything else, and the world-building is a little sloppy at times.

The ten Goddesses are: Nihil, Unus, Duo, Tres, Quattuor, Quinque, Sex, Septem, Octo and Novem. Octo is still around and Novem killed Sex because she was interfering with the others.

Septem made the humans(?), Arts and Gems/Jewels. Novem made the monsters and demi-humans. I think Octo made the dungeons, but not really sure.

About Descendant of Madness: Basically, you have something close to the full power of some god here (god-like for the setting, they aren't real gods with divinity, I think). For Novem that would mean being able to make monsters, or even demi-humans. You don't start with the maddening memories, so you would have to master the power. Shouldn't take long. Still, it comes with a nifty regeneration factor and some increase in your stats.

Skills are called Arts in the Light Novel, I like the sound of it better, so I went with that.

About Agrissa: She was a descendant of Septem that inherited quite a bit of her power, great wars and problems raised from her actions. She had a Jewel in which she left her Arts, powers, skills, personality, will, etc. Basically, a copy of her to give to the next user, but also a tool to 'resurrect' herself in some form.

About Lyle and Celes: They also received Septem memories and powers, albeit Celes got shafted on only getting a wee bit of power and a bunch of shitty memories, while Lyle got a good deal of both, but managed to remain sane and maintain individuality, something that Novem couldn't do.

About Magic in this setting: It's the basic elemental magic you see in RPGs and the likes. Water Bullet, Firestorm, Ice Wall, and things like that. Fundamentally, everyone has mana in their bodies, to use their Arts, but only mages/nobles seem able to call it forth for spells. Eugenics are a thing here, by the way.

About Arts: Basically, a single, personalized magic in three stages. Some are really similar to others sans some minor details and such. Others, like Lyle's Sevens, are completely personal and strange. Thus, they range from a shitty copy of Fire Bullet to completely broken, like Cele's Steal.

Magic Tools only hold the first stage of any Art recorded there. Gems are like that too, sans some exceptions.

About the Scenario: Basically, you replace Lyle after he gets shafted, you don't get anything but his body, which is still a bit above average. I put that the weapons you gained as reward are 'silver' but that's only the aesthetic, they are made of some variety of magic metal.

The Art of Jewelry lets you create Gems and Jewels that hold Arts. Gem-makers are rare, and Septem herself made the Jewels, no one else knows how to make those. You should be able to modify them into being able to hold other kinds of powers or skills and the likes.

Some examples of Arts from the ancestors:

Crassel Walt

All: Lets others make use of your Skills.

Field: Lets any number of people in a designated area make use of your Skills.

Select: Avoids enemies, and allows your allies alone to use Skills. The reverse is also possible.

Sleight Walt

Mind: A Skill close to hypnotism. It demands quite a bit of ability from the user. What it makes a target see is closer to suggestion than physical reproduction.

Control: A Skill to manipulate its target to your will.

Dream: A Skill to showcase illusions.

Max Walt

Speed: Stably raises you and your companion's movement speed.

Up 'n Down: Raises you and your comrades' speed, while dropping the opponent's.

Full Drive: Increases you and other comrades' movement and thought processing speed by a large margin.

Fredricks Walt

Map: Lets you take in and see the surrounding terrain as a map.

Dimension: Lets you perceive the surroundings as a three-dimensional map.

Map Model: Lets you see a wide range as a real-time map.

Fiennes Walt

Search: A skill used to find the location of enemies.

Spec: A skill that allows one to obtain further information on the enemies and traps located by Search.

Real Spec: A skill to gain detailed information on the present state of an enemy or trap that updates in real time.

For Lyle:

Lyle Walt

Experience: Increases the amount of 'experience' the user gains.

Connection: Lets the user share senses (sight, hearing, etc) with others. Must have kissed them beforehand.

Sevens: Uses his Blue Jewel to summon the Ancestors, their direct family and all their troops for a battle. It only works once (probably because the Jewel goes back to be a gem).