



The Familiar of Zero Jumpchain Rewrite Version 1.0

Welcome to the continent of Halkeginia, Jumper. This magical European fantasy realm is split into the five human nations of Tristain, Albion, Germania, Gallia, and Romalia, and with few exceptions the law of the land is that mages form the nobility and commoners get by as best as they can.

All is not well, however. In Albion a revolution has recently overthrown the royal family and declared Reconquista upon the holy lands of the elven empire far to the east. In Tristain the young princess Henrietta is preparing for a political marriage to Germania's emperor, her people seeing her as unready to rule in the absence of her parents. In Gallia a madman has taken the throne and plots dark deeds for the rest of the continent. And at Tristain's Academy of Magic a young noble named Louise Valliere is about to perform the Springtime Familiar Summoning ritual and form a lifelong bond that will shape not only the rest of her life but the future of Halkeginia itself.

Whether that has anything to do with you or not is still up in the air. For now, take this **+1000 CP**. You know the drill.

Age

Student mages must be between 15 and 18 years old and nobles must be 20 years or older. All other choices are free choice with proper justification.

Gender

Choose male or female freely.

Origin

Choose one of the following options:

Drop-In - You're a stranger from a strange land, bound to nothing and free to go where you wish. You can also choose to be summoned as a mage's familiar with a certain perk.

Void Familiar (100 CP) - My but you're a special one aren't you? You've been summoned not as any ordinary familiar but as one of the four void familiars. You retain your human form but gain a powerful magical ability with which to protect your master. Take care though, unlike an ordinary familiar there's no way you'll be able to avoid being caught up in the plot if you take this option.

Student Mage - You're a student at Tristain Academy, taking classes alongside the other cast members. Like Kirche and Tabitha you're one of the elites of the next generation, blessed with power and talent that outstrips most of your peers. You can expect to make quite a name for yourself if you participate in the plot.

Commoner - You've been born and raised as a second-class citizen in your own homeland. Despite that, you've learned to get by in a world where the rules are skewed against you.

Noble - No longer a student, you're an adult mage and proper member of the nobility. Politics and courtly intrigue, not spellwork, is your bread and butter now.

Discount Rules

Perks and items associated with an origin get a 50% discount off the listed price and the associated 100 CP options are free for that origin.

Perks

General

Brimiric Magic (Free/100 CP)

You're a mage, Jumper! This perk grants the ability to perform this world's most common form of magic, the elemental arts of earth, water, wind, fire, and sometimes ice and lightning and others if you start mixing them together. Nobles and Student Mages receive this ability as part of their origin backstories, but other origins can buy this ability, which is ordinarily genetic and determined at birth, for 100 CP.

This perk can be purchased up to four times at the 100 CP price, with repeat purchases granting greater inherent talent with the magical arts such that you can start off with the power of a Line, Triangle, or Square Mage right off the bat. Student Mages get the first two purchases for free while Nobles only get one.

Arcane Aesthetics (100 CP)

Maybe it's all the magic flying around or maybe it's something in the water but people in this world tend to be either unreasonably attractive or at least eye-catching in some way. With this perk you can take advantage of this, gaining a complete makeover of your current body within the limits of your race or bodymod. While you can use this perk as a generic appearance booster, you can also opt to sculpt your features toward some other goal. Deliberately making yourself uglier (or at least giving yourself a more intimidating face) gives a small bonus to being intimidating, while being plainfaced (i.e. Saito) helps you fade into the background a little more easily, and so on.

Spirit Magic (400 CP)

You're able to use the magic of the Firstborn races, calling upon the spirits of the world just as the elves and other non-humans do. Backed by the strength of the land, this magic outclasses even the strongest manifestations of human willpower, such that a single combat-trained elven mage can break an army of thousands. It has two critical weaknesses, however. First, Spirit Magic is strongest on the ground, and grows weaker as your distance from the land increases. The other weakness is Void Magic, which disrupts Spirit Magic and can kill the spirits that power it, rendering it unusable in the local area for millennia to come - which has dire consequences.

Under most circumstances humans can't use spirit magic, so if you take this perk you'll have to take a mandatory drawback, **Fantastic Racism**, for no CP. Characters who aren't human, such as characters with the **Familiar** perk, do not suffer this drawback.

Void Mage (400 CP)

The legendary fifth element wielded only by Brimir and a handful of his heirs, Void magic is unlike the four other primary elements. Not only can it only be wielded by void mages, but those void mages cannot use any other element. In exchange for this limitation however Void Magic offers unique powers that no other element is capable of, such as the crafting of illusions and gates between worlds and immensely powerful explosions capable of selectively targeting or sparing particular targets within their blast radius. It is also the only form of magic native to Halkeginia which is capable of directly combating elven mages and their spirit magic, as it is capable of killing the spirits that those mages rely on.

Void Mages also get to summon one of the four Void Familiars, the details of which can be found in the Companion section.

Taking this perk will allow you to begin with your void magic “unlocked”, so you will not face the same difficulties in using it that Louise does. However in exchange for this immense power this perk will saddle you with several complications. For one, you cannot wield any of the traditional Brimiric elements regardless of what perks or origins you have taken, though magic from previous and future jumps is not affected by this and this drawback is removed post-Jump. Secondly, you will be sought after by powerful figures across Halkeginia and cannot avoid being caught up in the plot in one way or another.

Depending on your preference you can either replace one of the four existing void mages or be a previously-unknown fifth void mage. Replacing characters will have ripple effects on those characters: replacing Louise, for instance, will cause her to have grown up as a successful student rather than the infamous Zero.

Lastly, a character who purchases the Noble capstone perk **Of Royal Blood** can purchase this perk at a discount.

Drop-In

Polyglot (100 CP)

Whether by some quirk of the jump or by having a botched translation spell cast on you or some other means, you have gained the ability to learn new languages very quickly. Just by purchasing this perk you gain knowledge of all of Halkeginia's languages for free, and in future jumps you can pick up new languages after only a few minutes of conversation. This applies to both spoken and nonverbal languages, such as sign language.

Sincerely Ignorant (200 CP)

As an outsider you have no stake in this realm's ongoing conflicts and have an easier time convincing people to overlook their prejudices towards you, whether you're a human trying to make friends with elves or a commoner challenging a noble to rethink his ways. This doesn't make those characters stop being racist or classist or whatever, they're just willing to make an exception for you because you're useful or amusing or whatever their internal justification for such things is.

Familiar (400 CP)

Instead of spontaneously appearing in Halkeginia or acquiring the background of your chosen origin you've been summoned by a user of Brimiric magic such as Kirche or Tabitha, and your body takes the form of a powerful magical beast that matches your summoner's element in some manner. Choose a fantasy creature native to Halkeginia, such as a griffon or dragon. You can transform back and forth between this form and your base form at will, gaining any magical powers inherent to that form, and can use **Spirit Magic** without taking a drawback if you also purchase that perk.

Although traditional familiars are expected to be subservient to their summoners this perk doesn't give your summoner any particular control over you as a special privilege of being a Jumper. You can even leave right after the summoning without giving them a chance to cast the binding spell if you wish. But if you do stay with your summoner and forge a good relationship with them you can take them as a companion for free at the end of this jump.

Spellbreaker (600 CP)

It seems like everyone in this world who isn't a commoner is very reliant on magic. Whether it's the elves with their spirits or the nobles with their wands and titles and such, everything in this world revolves around magic to some extent. So it's pretty appropriate that a fish out of water like you would be able to disrupt that order. This perk grants you a form of anti-magic that disrupts spells directed at you. It won't make you invincible against magically-conjured effects, but spells that would be fatal to a normal person like rock spears and fireballs will do greatly reduced damage to you, and more ethereal spells like curses and bindings seem to almost have no effect at all. Curiously, beneficial spells cast on you suffer no such drawbacks, nor does any magic that you deliberately cast on yourself.

Void Familiar

Chosen by the Void (Free, mandatory, Void Familiar only)

As one who has been summoned by the void you have gained one of the four powers of the void familiars; Gandalf, Vindalf, Lifdrasil, and Myoznitnir. The details of these four are outlined in the Notes section. Choose one for yourself and choose one of the four canon void mages to be your summoner. You replace the familiar who occupied that role in canon. If you import a companion with the Void Mage perk you can choose to be their familiar instead. As a special privilege of being a Jumper your chosen void power need not correlate to its canon summoner, so if you want to be Louise's familiar but be something other than the Gandalf then go right ahead.

Summoned Hero (100 CP)

The potential for heroism exists in everyone, even spoiled noble brats and ordinary high school students. It needs only the right opportunity to rise to the occasion, and when that time comes you will not be found wanting. Where a normal person's response to danger or other high-pressure situations might be to freeze or panic, you can set your emotions aside and act decisively.

Chicks Dig Heroes (200 CP)

It might be a lot of work but it can't be denied that there's some great perks to this whole hero business, not least of which are all the cute girls you get to meet. Fate seems to conspire to make people of your preferred gender develop a romantic interest in you, whether because you saved their life or supported them when nobody else would or even just because they had a passing interest in you that grew more ardent with time. If you don't share their interest you can turn them down gently and be assured of no hard feelings or broken hearts, but if you do you'll find that their love is both genuine and surprisingly flexible, able to adapt even to sharing you with other lovers. It's still up to you to make that relationship work, but with this perk a relationship with a half-dozen girls is no more difficult than a relationship with one.

Familiar's Arsenal (400 CP)

Brimir once cast a great ritual, summoning weapons from other worlds to arm his Gandalf with the best that could be had. Centuries later that ritual is still going strong, but why should the Gandalf be the only one to receive Brimir's blessings? This perk grants you an additional benefit based on which of the four void runes you received from **Chosen by the Void**. Other origins can purchase this perk but gain no benefit from it unless they somehow acquire a set of void familiar runes.

The Gandalf gains knowledge of how to service and repair any weapons or military vehicles to which his runes apply, as well as the crafting of ammunition and spare parts even with suboptimal resources. The Vindalf gains knowledge of the beasts he tames, learning their behaviors, needs, strengths and weaknesses, and so on. He also gains an instinct for locating any beasts to which his runes would apply within roughly one mile of himself.

To Lifdrasil goes the power to wield the magic they are gifted, granting them access to a second magic pool composed of the Lifdrasil's willpower in addition to whatever spellcasting abilities they may already possess. Finally, Myoznitnirn gains the ability to seize possession of any artifact to which their powers would apply by laying hands on it, even those which choose their bearers, and ignoring any special requirements that would normally be needed to unlock the device's power.

Champion of the Void (600/800 CP)

Though you may have been called to this world to protect your summoner you are much more than a mere servant. You and your summoner click together like yin and yang. More than master and servant, you are *partners*, and each of you a hero in your own right. This perk allows you to feel whenever your partner is in danger or about to be in danger and guides you to her current location at the best possible speed, ensuring that you will arrive in time to do something about that danger. In the heat of battle this danger sense becomes much more specific, warning you against hidden foes and helping you to quickly prioritize those threats which most immediately endanger your partner.

Post-Jump you can choose to transfer this perk's benefits to another individual if you so choose. However if you also purchased the **Chicks Dig Heroes** perk you can instead choose to pay an extra 200 CP to extend this benefit to any of your companions.

In addition to this, once per jump when you are faced with truly impossible odds, you can surpass your limits and snatch victory from the jaws of certain defeat using a single field with which you have skill. With this perk an army of 70,000 men may be halted by a single Gandalf, or a doomsday spell may be diverted by a student mage's countermagic. The cost of using this power is severe and will always leave you exhausted if not crippled in some way, requiring several days of rest to return to your normal performance. Apart from this cost, the one limitation of this power is that you must have some way of plausibly affecting the situation, even if the chances of success are astronomically low.

Student Mage

Bookworm (100 CP)

Learning to be a mage is a lot more than waving wands around; there's study and practice involved just like learning any other skill, and you didn't get to where you are without forming good habits. Hitting the books (or the gym or whatever) to learn new magic or train new skills is no burden to you, and time spent doing so seems to fly by leaving you with only the results and none of the frustration or boredom it might otherwise cause.

Elemental Affinity (200 CP)

Though all magic students receive a grounding in all four of the primary elements, most tend to gravitate to one or at most two elements that best match their temperament and become specialists with spells of that element. The same is true for you: pick one of the four primary elements (Air, Earth, Fire, or Water) or a hybrid element such as ice or lightning. This is the element for which you have the strongest natural affinity. You learn spells affiliated with this element in about half the time another mage would require, cast them with twice as much power as that mage, and expend half the cost in Willpower. You're still able to learn and cast spells from the other elements, you just do so at the normal rates and costs.

These benefits apply to other magic systems, as long as the spell(s) in question fit your chosen element. This cost reduction only applies to your personal energy reserves - mana, prana, MP, etc. - not to any material costs.

Wandslinger (400 CP)

Duels between mages might be outlawed but that doesn't mean they don't still happen, or that you're not well-prepared to fight other mages if you have to. On top of the native speed and efficiency boost that you get from being a line, triangle or square mage you are about half-again as fast with a wand or other spellcasting tool as a normal mage of your rank and can cast spells in a fraction of the time it would normally take. What's more, you can intuit what sort of spell another mage is going to use as they're casting it and prepare a counter-spell reflexively as long as you know one. Use wind to scatter a blast of flame or send it back at your foe, or parry a lance of wind with a shield of earth and stone.

Archmage-in-Training (600 CP)

You may be young and untested compared to older and more experienced mages but they would be fools to dismiss you as a threat, for your mind is sharp and your potential immense. You have a natural knack for combining elements, skills both magical and mundane, and other factors such as your environment to create situations where your spells can punch above the limits of your abilities. For instance a line-class fire mage might combine a spark of flame with a flask of alchemical oil to create a triangle or even square-class napalm spell, or with a wind-element spell of similar strength to create a raging firestorm. If you are a square mage with this perk then even the dreaded elven mages would be wise to be wary of you.

Commoner

Serve with a Cheerful Smile! (100 CP)

It's not easy being a commoner in this world, but you have the skills to survive. Pick one job appropriate to the era and your social station; whether due to past experience or simple aptitude, you're now able to make a living in that line of work. If you're a Drop-In then you'll still need to find someone willing to hire you, but it shouldn't take too long once they see what you can do. All other Origins can start off employed, if you so wish.

In addition to the above, hard work never gets you down. You'll always be able to smile for the customers, if only for the sake of their tips~! You may purchase this perk multiple times, gaining natural talent and/or prior experience in a different field of work. In future worlds, gainful employment will be easier to obtain, should you have need of it.

Be Seen, Not Heard (200 CP)

Sometimes the real reward for your work isn't the cash, it's the things you see and hear while on the job. Whether you're actually a commoner or just slumming it, it's easy for those of higher social stations to overlook their perceived lessers as they go about their business. Thanks to this perk you're an expert at taking advantage of these selective perceptions, granting you a competence boost to stealth and information gathering tasks as long as you're acting in some manner of servile role. What's more, you can easily filter out unwanted distractions and focus on listening in on one particular conversation even in the middle of a noisy tavern.

Receive Lots of Tips! (400 CP)

While proper nobles would consider it disgraceful, there are those who use their rank and privilege to avoid paying their dues. And that simply won't do. This perk ensures that you always receive some form of fair compensation for your labors, even if your clients would normally be unwilling or unable to pay. While this could be in the form of local currency, you might also acquire goods or services in trade, or information that you could use to turn a tidy profit. The payoff will always be suitable to the job you're actually doing at the time: if you're just a serving girl then you'll rake in the tips, but if you're an undercover agent of the Crown then the real reward will be what you overhear.

The benefits of this perk are proportionate to the amount of time you put into your work. A few minutes serving dinner to a band of suspected traitors isn't going to get them to admit their crimes, but if you ply them with good wine and pretty girls for a few hours, they'll slip up.

Mi Mademoiselle (600 CP)

Tre bien~! Even among commoners some manage to rise to the top thanks to their hard work and talents, and now you are one of those talented few. You possess all that is needed to succeed in a management position in a mundane business venture. Financial planning, employee management, handling legal contracts, all that stuff is now easy enough for you that you can practically do it in your sleep. So long as you are at the head of this business, nothing short of physical destruction of all of your assets will drive you out of business, and maybe not even then!

What's more, you can make a business succeed no matter how anachronistic or counter-culture it is for the current setting. This won't protect your business if you are doing something outright *illegal*, but otherwise feel free to open a maid cafe or fast food franchise in a European fantasy setting, the locals will eat it up just for the novelty of the experience.

Noble

Noble-Born (100 CP)

"Mages achieve nobility through magic," as the local saying goes. However, in a world where as many as one in ten citizens possess magic, relatively few carry titles of consequence. You are now one of those few, entering this world as a Baron, the lowest rank of titled nobility.

Student Mages and Nobles inherit this status by right of blood, while all other origins instead gain the rank of Chevalier, being assumed to have earned it for some great service to crown and country. Student Mages are also restricted in that they have to grow into their titles and inherit them from their parents, though they can still earn the rank of Chevalier. In either case, the rank and the according recognition are all you gain from this perk. Your title will follow you into future jumps, making a good impression on those who properly honor nobility.

You may purchase this perk multiple times. Nobles get the first rank for free and pay 50 CP for each additional rank-up, while Student Mages get a free rank but no discount for additional ranks. Mages and Nobles increase in rank as follows: Baron; Viscount; Count; Marquis; then Duke. other Origins remain at the status of Chevalier, but receive additional recognition in the form of medals and special citations.

Civilized Discussion (200 CP)

What would this world be like if people could just sit down and talk to each other like reasonable human beings instead of breaking out the magical punishments whenever someone steps out of line? A lot less irritating, probably.

This perk gives you a knack for diplomacy and engaging other parties in civil conversation, finding openings, avoiding triggers, and phrasing your arguments more advantageously. Why, you could very well talk a certain pink-haired tsundere noble on her very last nerve into NOT blowing up her servant again! At least temporarily!

This perk only works if you and your target(s) are in a relatively peaceful setting, and have no hostile intentions towards one another. Its effectiveness tends to diminish if you've had the same argument with the same person before.

Cloak & Dagger (400 CP)

Nobles are, ironically, rarely noble; selfish, arrogant, greedy, power-hungry, and worse, all of which manifests in constant bickering, byzantine politicking, and all manner of shady dealings. To truly succeed as a noble it is not enough to have the blood, the money, or the power, though it all certainly helps; one must be willing to, if not stoop to their level, then at least recognise the levels others may fall to.

You now have an innate sense for how much goes on beneath the surface when dealing with politics and societies, and a knack for espionage to help them uncover it, though you must still

put in the effort. More importantly, you excel at keeping such efforts hidden. Which, incidentally, extends to the next logical step, from thieves and spies, to saboteurs and assassins...

Of Royal Blood (600 CP)

You are a direct descendant of the Holy Founder himself, through the royal line of Albion, Gallia, or Tristain, or the bloodline of the Gravekeeper, Brimir's student, who became the First Pope. This conveys several benefits.

First, if you are not worried about getting involved in politics and changing this world's status quo, you can choose to be a known member of one of these four families, or to be part of a known branch family - the Vallieres, for example, are descended from the royal family of Tristain. If you would prefer to stay under the radar, you may instead choose to be an unrecognized descendant. You can carry this royal heritage into future worlds, improving interactions with people who appreciate such status.

Second, you have a natural talent for all aspects of government, from open political debate and navigating the bureaucracy to backroom dealings and battlefield command. You work best amidst the trappings of 17th Century European monarchy, but your skills will always apply to some extent.

Third, you receive a 50% discount to purchasing the **Void Mage** perk, as the void mages have traditionally been descended from those of royal lineage.

Finally, you've been taught the secret of Royal Magic, which allows mages to combine their magic with far greater effectiveness. Where lesser nobles can only add their power together, two royal mages can multiply it. In the former case, two Triangle Mages casting together would only create a stronger Triangle-class spell, while in the latter, the magic would exceed the power of a Square-class spell. In your case you have even taken this skill a step further, and are able to fuse your magic with any other mage.

Equipment

Drop-In

Letter of Introduction (100 CP)

Having no friends or family in a pre-modern setting can be really rough, so here's a little something to make the first steps a little easier. This letter is addressed to a single person of your choice and vouches for your skill in a single trade. This will ensure that you can acquire a job even if there wasn't previously an opening for it, such as being a personal maid or butler for a young heiress. You receive a new one at the start of each jump.

Pocket Encyclopedia (200 CP)

Many nerds have fantasized about visiting fantasy worlds and uplifting them with modern concepts and technology but very few actually have the required knowledge to implement those changes. This handy pocket encyclopedia contains all of that knowledge, complete with blueprints and schematics of many devices necessary to lay the groundwork for more advanced creations. The book's contents are current up to around 2012 or so.

The Staff of Destruction (400 CP)

The legendary staff that slew a dragon in one shot. In actuality it's an anti-tank rocket launcher, specifically an M72 LAW, but this CP-backed version has a little something extra packed in. First, while it only packs a single shot before running out of ammo, that one shot will replenish itself once per week. Secondly, it straight up ignores magical defenses that don't have some kind of physical component. A wall of conjured earth will tank a shot from this thing with no problem for example, but that snooty elf hiding behind his supposedly-invincible shields is about to have a very bad day.

Shrine of the Dragon's Raiment (600 CP)

This humble country shrine is the home of the (locally) legendary Dragon's Raiment, a magical flying device that no longer has the power to fly. In actuality it's a World War II-era fighter, snatched out of the sky by ancient Void Magic. The machine couldn't fly because it ran out of gas and the pilot has long since died, but it was placed under a preservation spell and is in perfect working order. Once refueled it's a devastating weapon in this world, able to outfly and outfight entire wings of Wind dragons and their mage-knight riders, and do some pretty serious damage to airships. The Shrine can easily be modified into a hangar and runway. As long as the shrine proper is tended respectfully, the hangar will always stock just enough gas and ammo to fully refuel and rearm the plane. Parts for necessary repairs will also turn up once per week, and if the fighter is destroyed a replacement will appear after a month.

In canon, the Dragon's Raiment is a Mitsubishi A6M "Zero" fighter of the Imperial Japanese Navy, previously flown by Sasaki Takeo, and has a significant role in the plot. If you wish, you may choose for this Item to be that plane and its shrine; alternately, you may have it be a different Zero (perhaps flown by Takeo's wingman?), or any other one- or two-man fighter from WWII. In future jumps the Zero may also be replaced by any CP-backed aircraft you have access to.

Void Familiar

Laptop and Cell Phone (100 CP)

The basic equipment set of the 21st-century teenager, these two essential electronic devices come with an assortment of games, apps, music, and so on to help you maintain your sanity in a world without any forms of modern entertainment. They also never run out of juice. The only thing you're missing now is a wireless signal.

The Boomstick (200 CP)

Hail to the king, baby! Whether you brought it with you or found it shortly after you arrived, this semi-automatic gun is a devastating weapon in the hands of a skilled marksman, having much greater range and stopping power than the muskets of this era. It's otherwise a totally ordinary weapon (you can specify a particular make and model if you like, but stick to real world 20th century tech), though it does come with a seemingly-infinite supply of ammo.

The Cape (400 CP)

A perfect duplicate of the cape Saito was given after being knighted, though you can adjust its appearance if you prefer a different design. This badass-looking cape billows dramatically in the wind and helps you cut a heroic appearance even if you're just some normal kid from Japan. Beyond just looking nice, this helps you make good first impressions: people will generally assume that you're some kind of hero or otherwise noteworthy personage and treat you accordingly unless you do something to dissuade them of the idea.

Derflinger (600 CP)

This rusty old spirit sword is the sentient blade of Sasha, the original Gandalf, though he's so rusted over that he's forgotten all about those days. Derf isn't hard to find in canon so if you take this CP-backed version you'll find him in pristine condition with all the power and knowledge he had in his prime, including his ability to control his wielder's body in emergencies, absorb and redirect spells, and jump between physical shells if his current shell is broken. If you wish you can also fuse Derflinger with any weapon in your possession, including any combat vehicles such as tanks or fighter jets. If the weapon is destroyed he returns to your possession as a formless sword spirit, and after a day or two to rest he'll be ready to possess the next weapon you lay hands on.

Student Mage

Magical Focus (100 CP)

This item is a wand, staff, athame, spellblade, or some other item designed to cast magical spells, and one of exceptionally high quality at that. If used with a system that doesn't require a focus it gives a small boost to spellcasting. Alternatively you can import an item of similar nature to gain the benefits of this item for no additional charge. In addition to Student Mages, Nobles also receive one of these for free.

Allowance (200 CP)

A small amount of money (for a noble, which means it's enough to live off of if you stick to only buying essentials) given to your character every month. For a student mage this comes from their family, but for other Backgrounds this is obtained in a way that seems logical and normal for people paying attention to the Jumper. In future jumps this will be an extra dose of cash that happens to find its way into your hands on a monthly basis.

Magic Library (400 CP)

A well-stocked library containing hundreds of books of every conceivable subject, both mundane and magical, up to at least a college level and with some texts delving into cutting-edge theoretical theses. This library expands in each jump to cover new topics native to those settings, be it local history and geography or local forms of magical or equivalent powers. This library will not contain lost or extremely rare lore such as unique or innately magical tomes, but if you track those down yourself you can add them to your collection. Any books or other media included in this collection cannot be lost, stolen, or destroyed. If you lose track of anything here you'll find it back on the shelf where it's supposed to be as soon as you go looking for it.

Academy of Magic (600 CP)

A school dedicated to teaching magical arts, perhaps even Tristain Academy itself. It's something of a mystery how you came to possess the deed to this place, especially as a student or commoner, but the locals will respect your ownership as legitimate whether they like it or not.

The Academy of Magic allows for both magical and mundane subjects to be taught to any of its attending students. It's staffed by a number of non-companion teacher followers who specialize in different fields of education ranging from social sciences to alchemy. In their spare time these followers will brush up on new fields of knowledge that you encounter as you progress through your chain, eventually becoming able to teach those subjects as well.

By default the Academy attracts only high-class students from wealthy or influential families to learn your arts, though as the owner you can waive this restriction at will, as well as set rules for grading scales, student demographics, and so on. Students can be taught any kind of magic that they are physically capable of performing.

Commoner

Work Clothes (100 CP)

This outfit changes to match whatever is most appropriate for your current occupation, be it tough leathers suitable for hunting or farm work or a maid or butler outfit for serving the nobility. When worn you pass perfectly for a stereotypical member of said occupation and people will tend to pay you less mind than they would otherwise, though the effect is cancelled if you break character somehow.

Humble Lodgings (200 CP)

Everybody needs somewhere to rest their weary head after a hard day's work. This is yours.

Humble Lodgings can take a variety of forms, ranging from single-room apartments and small suites to houses and manor homes. The size is determined by your Origin: single-room apartments are typical for Drop-Ins, Void Familiars, and Commoners employed as servants to the nobility (this also covers the necessary living arrangements for larger familiars, such as griffons and dragons); larger apartments of up to four rooms are reserved for Student Mages; a Commoner might instead own a family home with half a dozen rooms spread across ground floor, loft, and cellar, or a similarly-sized shop with a small apartment on the upper level; and Nobles get the largest houses, lavish mansions with rooms spread across as many as three entire floors plus loft and basement.

Regardless of their size, all Humble Lodgings are completely if modestly furnished (by the standards of your social background), and magically guaranteed to be vermin-free, comfortably heated, and always have some form of clean and hassle-free plumbing available nearby, if not necessarily in the building. Commoners might have to make do with public baths or forest springs, for example.

You can choose the location of your Humble Lodgings, within reason; familiars and servants must be near their masters, and Student Mages must be at school. If you lose your Humble Lodgings for some reason, you can select new ones appropriate to your Origin after at least one month has passed.

In future Jumps, the Humble Lodgings will take on new forms appropriate to your chosen Origins.

Charming Fairies Inn (400 CP)

For reasons probably better left unexplored, Mi Mademoiselle has agreed to take you on as a junior partner. Tres bien!

This famous establishment is staffed by a roster of lovely young ladies who provide food, drinks, and service with a smile~. Left to its own devices, the Inn will turn enough of a profit to stay in business, and stay out of legal trouble. It draws a regular crowd of bored, moderately wealthy sorts - mostly merchants and minor nobles - who might talk about all kinds of interesting things

while distracted by the charms of the servers. The girls know better than to talk about what they overhear, so if you want to exploit any of that information, or just make the place more profitable, you'll have to get directly involved.

Post-Jump, you'll find that the Charming Fairies Inn has become a franchise, with a new location opening in each new world you visit. A new staff will be waiting to greet you whenever you feel like dropping by, Mi Mademoiselle~!

Writ of Authority (600 CP)

You didn't really think all of these stealth and information gathering perks and items weren't leading up to some kind of plot twist, did you? This royal seal reveals your true identity as an agent of the crown or some other local authority and grants you the authority to punish those far above your alleged station by calling down the hammer of governmental authority. The use of this item immediately summons a squad of law enforcement officers, be they police officers or Henrietta's musketeers or whatever is most appropriate, who will collect any information you have acquired about an individual or group's wrongdoings and take whatever legal action is appropriate.

Exactly what crimes can be charged with this item depends on the laws of the government you have chosen to represent, so don't try to have people arrested for things that aren't punishable crimes. Any charges pressed in this way will move swiftly through whatever legal system exists and justice carried out accordingly with no opportunity for corruption to interfere in the process. Should you misuse this authority three times in a single jump you will lose it for the remainder of that jump and will be investigated by your government for potential abuse of power, so watch out for that.

Noble

Honors (100 CP)

While it's a relatively simple matter in this world to prove that one has noble blood, proving your noble rights is a more difficult prospect. That's where this collection of documents comes in. Bearing the seals of the Crown and the Church, as well as the signatures of witnesses beyond reproach, your Honors constitute binding legal proof of your true rank, as well as the rights and responsibilities accorded to you because of it.

Your Honors reflect the title you hold for being Noble-Born (and Of Royal Blood, if you took that Perk) as well as similar Perks or Items from this and other Jumps - the deed of ownership to any CP-backed properties you might own would be part of them, for example. If your Honors are ever damaged, lost, or destroyed, a new copy will be issued within the week.

Regalia (200 CP)

If you want to be taken seriously as a noble then it's not enough merely to have the blood, the titles, and the honors - you need to look the part.

This Item grants you a luxurious wardrobe befitting your station in life: clothing for all seasons and social occasions; footwear to match; a selection of tasteful jewelry; cosmetics to touch up any... minor imperfections; and various other accessories, like a gentleman's cane or a lady's fan (both useful for concealing a wand or a hold-out weapon). There's also a riding crop, for... reasons. None of it is magical, but it's all quality work, and will help you to make the right impression with any audience. And if the worst should happen, you can sell off the various pieces for good prices.

Of course, what's appropriate for a humble chevalier or baron would never do for the likes of a duke's daughter, so your Regalia's quality and variety will always reflect the rank you hold from being Noble-Born. It gains another boost if you're **Of Royal Blood**, resulting in things like a crown and scepter joining the "wardrobe." Don't try to sell those, though; it's unlikely to end well.

The Regalia is self-updating, keeping current with the latest fashions, cleaning and repairing its contents as needed, and replacing any items lost to thieves or mischance. Anything you deliberately sell or give away won't be replaced until your next Jump.

Elemental Ring (400 CP)

Among the various items left behind by Brimir is a set of four magical rings, which have ever been in the keeping of the royal families of the Brimiric Nations: the Water Ruby to Tristain; the Wind Ruby to Albion; the Earth Ruby to Gallia; and the Fire Ruby to the papal line of Romalia. And now to complete the set, you have this, the previously-unknown Void Ruby.

When two or more Rings are brought together, they produce a minor magic effect that reflects their respective elements; the Rubies of Wind and Water, for example, create a rainbow. This acts as an unmistakable proof that the Ring is legitimate, and its holder is either a trusted agent or a member of the appropriate royal family. Additionally, the Rings prompt a reaction from the Founder's four Artifacts, each of which reveals a specific spell of Void Magic according to which Ring is nearby, and what the circumstances of its awakening are. This is the only known way for Void Mages to unlock their magic and learn Void spells. The Void Ruby can unlock any single artifact in lieu of the canon equivalent.

In future worlds, the Elemental Ring continues to act as a proof of royal authority and/or legitimacy, which few will question, as well as a "skeleton key" for various user-locked items of power. The access it grants to such things is limited at first, but with time and experimentation, you can naturally work out how to properly use them - provided you don't blow yourself up or end the world in the process.

If you would prefer, the Elemental Ring can instead be one of the canon Founder's Rings. Be advised that taking one of those will have a serious impact on the plot, and also make you a thief in the eyes of at least one of the royal families. Unless of course, you're a member thereof...?

The Crown (600 CP)

...well now. You're either a member of one of Halkeginia's royal families or there's about to be one *hell* of a succession crisis. The crown is the ultimate symbol of authority and kingship. All of Halkeginia pays fealty to their rulers to some extent: even brigands and rebels know to respect the crown for the power its bearers can bring to bear against them, if for no other reason.

Possessing this crown marks you as the rightful ruler of any single country in Halkeginia regardless of whether you're a Noble by origin or not. If you bought **Of Royal Blood** you might be a member of a royal family but with this item you're the one who's supposed to be sitting on the throne and calling the shots. Buying this item together with **Of Royal Blood** is the path of least resistance to being king of one of these nations, but if you have The Crown but not the royal heritage to go with it then you're going to have to overthrow whoever is in power.

In future jumps this item causes most other people, excepting those who would lay their own claim to the throne or disregard authority altogether, to see you as their ideal leader (by whatever measurement that entails for them) so long as you wear it at least once a week.

Companions

Import (50 CP)

This is the standard companion import option. Imports gain a free origin and 600 CP to spend on perks and items.

Use common sense in regards to masters and familiars. A jumper who takes the Student Mage origin can import one of his companions to be his familiar provided that the import purchases the Familiar drop-in perk. A jumper with the Void Mage perk can likewise import a companion to be his familiar provided that they take the Void Familiar origin. Likewise, a jumper who wants to be a Familiar or Void Familiar can import one of his companions to be his master provided that the logical requirements are met.

Familiar (Free, requires Brimiric Magic or Void Magic)

All characters with Brimiric or Void magic gain a free companion to fill the role of their familiar. Brimiric mages gain some manner of magical beast that matches their strongest element, such as a salamander or rhyme dragon, while Void Mages gain a human with the effects of Chosen by the Void. As noted above, jumpers can opt to import a single companion into this role. Familiars gain 600 CP to spend on perks and items.

Master (Free for Familiar perk and Void Familiar origin)

As above, Jumpers may choose to import a companion into this role. The Master must be of the Student Mage or Noble origins, while the master of a Void Familiar must have the Void Mage perk. Masters gain 600 CP to spend on perks and items. Alternatively, you can choose to take one of the canon characters as your master, replacing whoever their original familiar was.

Having a master for the duration of the jump is mandatory for familiars and void familiars. Taking them as a companion, however, is entirely optional.

Canon Companion (50 CP)

So did you pick up a harem while you were here? Did the pink menace grow on you after all? Well feel free to take them along with you.

Drawbacks

The Hill of Fanfics (+0 CP)

Founder above is there a lot of this stuff! This toggle is fanfic mode and allows you to play around with the details of the setting. Maybe you'd prefer Henrietta to be the void mage instead of Louise?

Anime Canon (+0 CP)

...look, that's a lot of books to read in order to research a jump and the last one wasn't even written by the original author. If you'd rather spend the jump in the version of Halkeginia shown in the anime adaptation then go right ahead.

There's No Way Those Are Real (+100 CP)

Much like a certain half-elf, there is something about you that other people find difficult to accept as genuine. And while they might have had those doubts regardless, now they're going to act on them.

The focus of this Drawback doesn't have to be your physical appearance; after all, a lot of people didn't believe that Tiffania was a nice girl, even though she really was. Either way, you can expect to be the subject of staring, rumor-mongering, open accusations, and attempts to "unmask" you. This is always going to be awkward and uncomfortable for you - it wouldn't be a Drawback, otherwise - but the good news is that people can get over their suspicions with time, association, and exposure to the real you.

Know Your Place! (+100 CP/+200 CP)

For reasons known only to the gods, Halkeginia bears a great many similarities to early 17th Century Europe (as viewed by early 21st Century Japan). Normally, the first stirrings of the Enlightenment would be taking place, but in a world where the rule of nobility is legitimized and enforced by magic, things may prove considerably harder to change. Taking this Drawback ensures that.

For +100 CP, the social, political, religious, and intellectual mores of the day are as entrenched as they would be in real life. In any public venue, you will be expected to behave in a manner appropriate to your station by all those around you, with failure to do so resulting in penalties ranging from social isolation to imprisonment to charges of heresy. Fortunately, such punishments will always be proportionate to your offense, and you may act and speak more or less freely in private. You can also still convince individuals to look past the blinders of their culture and upbringing, but it will require more time and one-on-one effort than would normally be the case. Enacting major social changes will be considerably harder.

For +200 CP, all of the above is still true, but you'll face increased levels of retribution for your trespasses. Expect everything from whippings and starvation for failing to show due respect, to being the guest of honor at a witch-burning for suggesting that the Church might be wrong about something.

“Stupid Dog!” (+100 CP/+200 CP)

Uh oh, you set her off again. This jump's version of Louise epitomizes the worst qualities of the type-2 tsundere, *especially* the tendency to fly off the handle and break out the riding crop at the drop of a hat. Don't think you're getting off the hook if you just avoid Louise entirely though, because if you try to cheese it this drawback will follow you around and find someone you interact with regularly and infect *them* with the same attitude. This drawback is worth 200 CP if you choose to be Louise's familiar. You poor sap.

Fantastic Racism (+200 CP)

You're either a half-elf or some other manner of abnormal creature such as magically-modified humans, hated by both humans, elves, and the other Firstborn races. Unless you keep your ears and other inhuman features hidden you'll face either scorn or fear most places you go. While some enlightened souls might be willing to judge you for your character rather than your race and you *can* overcome this drawback's effects if you really work at it, you're looking at a major uphill battle to gain widespread acceptance (but if you also took **Know Your Place** then you can forget about even getting that much). Worse, unless you take the **Spirit Magic** perk you won't even gain any magical benefits from your mixed heritage.

Harem Comedy (+300 CP)

You're in for a rough time jumper. The universe now conforms to the cliches of a badly-written harem comedy and you're the poor sap that the harem happens to. Lest you think this is some kind of blessing in disguise, be warned that this will make a harem route impossible: Your love interests all want you all to themselves and cannot be persuaded to share or give up on you, and they will resort to no end of spiteful and dubiously-humorous antics towards their rivals and sometimes towards you with the goal of winning your heart. Pursuing a romance with any one of these girls is possible, but will be a herculean task with all the other would-be waifus interrupting you at every turn. Obviously this means that the benefits of the **Chicks Dig Heroes** perk are overruled by drawback fiat until this jump is over.

Devoted Bodyguard (+300 CP) (Void Familiar origin only)

Those runes aren't just for show. Your familiar runes have an insidious brainwashing effect that will help to make you more suitable for the role of a bodyguard. While you won't notice anything different at first, over time your priorities will shift, seemingly due to natural causes and character development, to supporting your summoner rather than pursuing your own objectives, and you'll never notice it's happening. You also lose knowledge of having taken this drawback when the jump begins if you ever had it in the first place.

This drawback can be negated if the familiar contract is broken by some means, such as death, but obviously that's not a great solution unless you're ready to end your chain. Tiffania has the knowledge of how to break the spell without dying first but you'll have to find her and convince her to do it for you without knowing that the spell needs to be broken.

Jumper the Zero (+300 CP)

Just like Louise you appear to have zero talent for the magical arts - and quite a few other things besides. Taking this Drawback seals all of your out-of-Jump Perks, Items, and Warehouse access, leaving you with only your Body Mod and whatever you purchase here. You also cannot use any of this world's magic, with the exception of Void Magic. You must still pay the regular price to acquire Void Magic, and if you do, you start with that magic locked, requiring you to discover how to access it on your own.

Taking this drawback, the Student Mage origin, and the Void Magic perk will allow you to self-insert into this jump as Louise if you so wish.

Windstone Apocalypse (+600 CP)

In canon, the people of Halkegenia would have a few more years before the inaccessibly-deep masses of Windstone buried underground started ripping the continent asunder. By taking this Drawback, you've condemned them to face the apocalypse early - as in, right now.

Catastrophic earthquakes will level the Brimiric nations and rip the land to pieces, as clumps of earth and stone the size of mountains are dragged skywards. Some will shatter and fall back to earth with devastating consequences, while others form new flying islands akin to Albion - and perhaps smash it and their other neighbors from the sky. Weather will change, whole species will be wiped out, and everywhere, man and Firstborn will wage a desperate battle of survival, turning on their own kind as easily as their ancient enemies, while the Elves bend all their power to containing the damage.

You must survive ten years of this madness. I hope those extra points were worth the annihilation of an entire continent.

Ending

And so another jump comes to a close and it's time to make that big decision once more.

Stay - Ready to settle down? There are certainly worse settings you could choose out there.

Go Home - Was dealing with Louise really *that* much of a headache?

Move On - As if you're really going to choose anything else.

Notes:

Void Familiar

- **Gandalfr** - These runes grant you greatly-increased physical abilities and the skill to wield any weapon you lay your hands on, including some military vehicles. They are on the Left Hand of the Familiar.
- **Vindalfr** - These runes allow you to command any beast. They are on the Right Hand of the Familiar.
- **Lifdrasil** - These runes make you a massive font of magical energy and allow you to recharge your master's mana reserves. They are over the Heart of the Familiar.
- **Myoznitnirn** - These runes give you knowledge and ability to use any magical artifact that you can lay your hands on as well as a substantial innate knowledge of the workings of magic. They are on the Forehead of the Familiar.

Willpower translates into MP or magic power, and any perks that affect one will affect similar energy sources.

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