Legends.

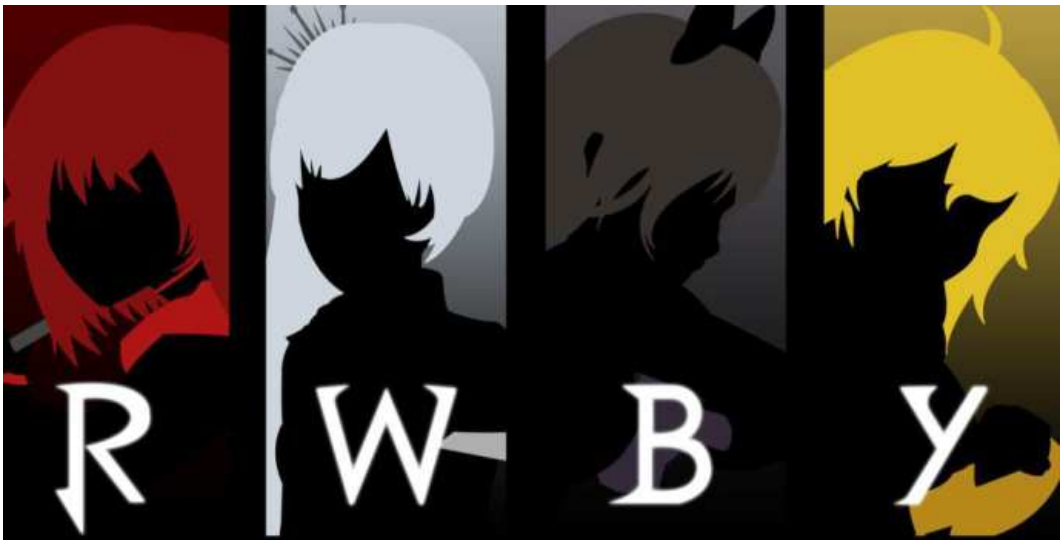
Stories scattered through time. Mankind has grown quite fond of recounting the exploits of heroes and villains, forgetting so easily that we are remnants, byproducts, of a forgotten past.

Man, born from dust, was strong, wise and resourceful. But he was born into an unforgiving world. An inevitable darkness, creatures of destruction. The creatures of Grimm set their sights on man and all of his creations. These forces clashed, and it seemed the darkness was intent on returning man's brief existence into the void.

However, even the smallest spark of hope is enough to ignite change and in time, man's passion, resourcefulness and ingenuity led them to the tools that would help even the odds. This power was appropriately named "Dust". Nature's wrath in hand, man lit their way through the darkness and in the shadow's absence came strength, civilization and most importantly, life.

But even the most brilliant lights eventually flicker and die. And when they are gone, darkness will return. So you may prepare your guardians, build your monuments to a so-called free world but take heed… there will be no victory in strength.

But perhaps victory lies in simpler things. Welcome to Remnant, honest soul.



By Clover

Remnant, a world where people wield the light of their souls, *Aura*, and nature's wrath, *Dust*, to fight back against the encroaching darkness of the soulless *Grimm*, twisted monsters resembling bone armored animals. Four Kingdoms stand strong, points of light against the night, but so very easily snuffed out should the forces of destruction overwhelm them. Human and Faunus live in a world, broken and beautiful, yet so torn by danger from without and from within. You enter a year before the events of RWBY Season 1.

Here's an ID and **1000CP** to see you on your way.

=LOCATIONS=

Roll 1d8 or pay 50CP to choose your starting location.

1 *Kingdom of Vale*, the central country, home to Signal Combat Academy and Beacon Hunter Academy. Grimm presence is contained to the Emerald Forest, Forever Fall and Mountain Glen. Patch Island is west of here.

2 *Kingdom of Vacuo*, in the far West. A land of harsh, desert-like conditions, Shade Hunter Academy is more casual, reflected in their lack of a uniform code. Flavoured after Asia, probably.

3 *Kingdom of Atlas*, in the far North. Schnee Dust Company HQ resides here, and their Atlas Academy is woven with their military and government, as influenced in their uniforms. Their military is highly cyberized, focusing on robotic infantry and support.

4 *Kingdom of Mistral*, in the far East, home to Sanctum Combat Academy and Haven Hunter Academy. Flavoured after Mediterranean empires, and their attitude is more upper-class, seen in their speech and uniforms.

5 *Menagerie*, the country to the South-East, where the Faunus were forced to live before their Rights Revolution. A high concentration of Faunus live here, and humans are looked on with suspicion and distrust. High White Fang presence and recruitment here.

6: *The North-Western landmass*, shaped like a dragon. There is very little civilisation here apart from the occasional nomad, outpost or hideaway. Grimm presence here is ***extremely*** high.

7 *The Middle of the Ocean*, hope you can swim. Any aquatic and aerial Grimm you may encounter here attack the trade ships and pirates that are crazy enough to sail into deep waters.

8 Free Choice, anywhere on Remnant. Anywhere except the Moon.

=BACKGROUNDS=

Same gender as the last jump, roll 15 + 1d8/4 for age or 50CP to choose both.

Drop-In, *Free*: You know the drill, new jump, new world, new problems.
Student, *100CP*: A current student of a Combat school, preparing for a Hunter academy.
Criminal, *100CP*: You've had a nasty past, running the streets or the alleys of some city or other, but have turned over a new leaf. That’s the story you’re sticking with.
Military, *100CP*: Coming from a military family, you've pushed yourself to get where you are, and shown progress. Just don’t miss a beat.
BONUS Faunus, *+100CP*: You're a little bit beastly, aren't you? Gain free nightvision, a cosmetic trait & quirk of some animal, and a lifetime of derision and suspicion. Can take with any background. Take White Fang Woes for no CP (does not count to drawback count).

=PERKS=

Skills and abilities to prepare you for a world of bloody revolution.

Landing Strategy, *100CP, Drop-In Discount*: You now have a plan to survive any fall that takes longer than five seconds to hit the ground. Three seconds in a pinch.
Intellectual, *100CP, Free Student*: Studies and research come to you easily, turning the efforts of what would be normally take allnighters into coffee breaks.
Light-Fingered, *100CP, Free Criminal*: Picking pockets is as easy as sneezing, and you can also protect yourself from these attempts. Useful for planting objects without detection, too!
Abs, *100CP, Free Military*: You are more aerobic, physically fit and dextrous than before. You also favor midriff bearing outfits and puns.

Stubborn, *300CP, Drop-In Discount*: You refuse to die that easily, not only holding on when lesser men would fall but also inspiring others to do the same. Ignores mortal damage once.
Tinkerer, *300CP, Student Discount*: You're a whiz at maintaining, modifying and making things. Everything from Sniper Scyfles to Toaster Ovens, as long as you made it yourself or had the blueprints on hand. Unlock the secret of Variable Weapon Crafting.
Silver Tongued Devil, *300CP, Criminal Discount*: Making crime look good and lowering sentences is the least is easy as pie. Your charm is increased for wrongdoing, which helps a bit even when you're not. Even works against people who hate you.
Strategist, *300CP, Military Discount*: You think a battle five times before it starts, have a weapon on you at all times and know half a dozen ways to break into strongholds. Increased tactical planning and combat preparation.

I Should Be Dead by Now, *600CP, Drop-In Discount*: Light of the Soul, son. It hardens the vitals in response to bodily trauma. Not only regenerating, but also repairing it to its natural state! Your Aura pool is uncommonly large at double capacity.
Remnant Arcana*, 600CP, Student Discount*: As a side effect of your studies, you have become a master codebreaker, mystery finder and translator. You learn dead arts twice as fast, and cast magic or Dust arts better for it too.
Commence Phase Two, *600CP, Criminal Discount*: Disguise, infiltration, computer hacking and manipulation is your game. With work and resources you could overthrow nations in less than a year and leave another as your patsy.
Combat Ready, *600CP, Military Discount*: Hundreds of thousands of simulations, scores of attack patterns, dozens of weapons variations. If this doesn't see you through a fight, then I don't know what will.

=SEMBLANCES=

Unique to your soul and half the reason you're here, you have unlocked its true power. Purchase to gain activation and three years of training. You can only have one.

JAM, *600CP, Drop-In Discount*: The light of your soul has given you the ability to say that is not so. You can interfere with the powers of others, starting by making Aura users stumble and Grimm trip over their own weight, and can eventually dispel their supernatural properties. Works on objects and places, too. Does not work as well on scientific or technological trickery.

HIGHLIGHTER*, 600CP, Student Discount*: The light of your soul has given you the ability to manipulate light, oddly enough. It starts off weak, only capable of changing colours, but with time can warp visions, create or redirect blinding lasers and create hard light structures and augments. As a bonus, you are also immune to your own light, and not just the visible spectrum.

MIASMA*, 600CP, Criminal Discount*: The light of your soul has given you the ability to alter other's senses. You start only muffling one sense at a time, granting yourself transparency, quiet or stillness, and may eventually drive them to schizophrenic madness as they become blind, deafened, paralysed berserkers. Works best on intelligent opponents. Even effects supernatural senses.

PAYBACK, *600CP, Military Discount*: The light of your soul has given you the ability to avenge yourself in conflict. By taking in enemy damage or attacks, you can convert and keep it as a sort of damage multiplier, which will return the damage back up to tenfold to those that hurt you. Starts off with kinetic energy in touch range, but time and training will expand its range and energy type. Could even store and return status effects in time. Wears off once you feel 'safe'.

ABYSSAL, *600CP*: The light of your soul has allowed you to overthrow the darkness. You can now tame Grimm, with little initial success, and in time can create or discover the secret to making your own, no longer restricting them to animal form, command them and fix their anger issues. They might even be able to borrow your Aura. Cannot be unlocked normally.

REPRESENT, 0CP: The light of your soul has touched others through your life. Should you not buy a Semblance now, or awaken the one unique to your background by ten years, you will instead gain the ability to mimic a small fraction of other Semblances. You will need to meet them, though, and harmonise with them. Even includes Semblances not from Remnant natives.

=WEAPONS=

The other half of why you're here:

Variable Weapon, *Free*: It's a thing that turns into another thing! One gun and one melee weapon, together at last. For 25CP you can import weapons, at no decrease to performance! 50CP to purchase another variable weapon.

Alt-Alt Mode, *25CP*: Now your weapon has another mode! Can be bought twice per variable weapon. Does not need to be considered a weapon, but does need to be man-portable.

Heavy, *25CP*: Now it's bigger than you are! And a lot stronger than you remember. Sturdier, too. Can not be taken with Streamlined.

Streamlined, *25CP*: You've made it lighter, smaller, and no less delicate. Improves speed and balance of weapon. Can not be taken with Heavy.

Explosions, *25CP*: If it couldn't before, it can now! Adds grenades, mines or spewing death of one kind! Comes with six free reloads.

Dust Chamber, *50CP*: You can now charge your attacks with premium energy propellant. Comes with six free reloads.

Concealed, *50CP*: This weapon of yours can now be snuck in through detectors and is small enough to pass off as a toy or container.

Aura Focus, *75CP*: Channel your soul through your weapon into the very essence of hurt!

Dust Focus, *75CP*: Your weapon works better with Dust effects, stacks with Dust Chamber.

=SPECIAL WEAPONS=

Premade and premium weapons, unlike anything on Remnant.

The Four-Chain, *300CP, Drop-In Discount*: This chaingun is also a chainsaw, whose chainbelt is a chainwhip you can wear like chainmail! What should be horribly impractical fits like a glove in your hands, confusing many, killing most. You feel braver and luckier, but reloading is tricky.

Grimmoire, *300CP, Student Discount*: Seemingly made of Beowulf hide, this dusty tome and bookstand is both spellbook of unspeakable horror and leathery mallet. With spells that mimic the attacks of Grimm, it grows with each kill. Promises not to whisper at night.

Murasamune, *300CP, Criminal Discount*: This deadly blade is Dust Folded, never dulling or breaking when wielded with Aura, cutting through the soulless with ease. Can reflect anything it stands up to, such as bullets, but its full strength is when unfolded. Then, it can remotely control any Dust in the area, especially on targets it strikes.

Gai Barrett, *300CP, Military Discount*: This AMR pulls double duty as a spear, punching holes straight through most things, but has a hell of a kick and is quite long. Can also fire 'homing flechettes' on a tagged target, but the main spear needs retrieval. Great for kids! Tendency to induce tunnel vision. Comes with shoulder stock and brace port.

The Ahab Special, *400CP, Drop-In Discount*: This repurposed ship's anchor cannon fires sturdy grappling harpoons from the shaft, with strong pinning chains. With pitons in the shaft, transforming it into a formidable turret bunker. Embodied with the spirit of a hunter-tracker, it grants you uncanny tracking abilities. Excel at capturing and hobbling great beasts! Also works on vehicles. Urge to SPLIT YOUR LUNGS sold separately.

Seville Shears, *400CP, Student Discount*: A pair of sabers that conjoin at the guard to form a terrifying Grimm-Rending scissor. Each saber is also a lever action shotgun that can be reloaded by spinning the grip. Can also 'cut' the Aura of opponents away, reducing their defenses and will.

Punk and Poetry, *400CP, Criminal Discount*: This set of feathery warfans can fold into a pair of magnums, and can fold out and combine into a makeshift shield. While not as powerful a punch, they truly embody the ideal of 'death of a thousand cuts', making you so agile and light in motion, you'd weigh less than feathers. Perfect for formal evenings or detective work.

Xanthine, *400CP, Military Discount*: What looks to be a big thermos, this set of expanding exoskeletal armor links into your bloodstream, cutting Aura costs at least twofold. While active you can wade through bombardment, suplex train carriages, mould steel, project shields, etcetera. Chance of addiction. Keeps drinks at perfect temperatures. Comes with carrying case for extra plating and weapon points.

=ITEMS=

Iconic Outfit, *Free*: One set of personalized casual wear with a symbol representing you.
Iconic Theme, *Free*: You first hear this song when you do something amazing, then everytime things get serious. Others can hear this if you wish, but won't find it strange. How bizarre.
Scroll, *Free*: Think a smartphone, with terrible wilderness reception, video camera, messaging and more! Practically a passport for civilized society.
Name Palette: It is a significant part of Remnant to name people for colours. Keep that in mind.
Cash, *25CP, Free Drop-Ins*: Cold hard Lien. 100,000. Enough to rent for two months or eat out for six. Drop-Ins automatically get twice this amount for free once.
Comics, *25CP*: A box of assorted hardbacks and collections. Popular for trading among boys.
Novels, *25CP*: A box of assorted paperbacks and volumes. Popular for trading among girls.
Dust Kit, *50CP*: A box of assorted energy propellants, Dust crystals, Dust laced rounds, Dust dust. Enough for six months of regular use. Refills once emptied.
Cookies and Coffee, *50CP*: Delicious! Comes with a ten year supply and recipes.
Team Tag, *50CP*: Arrangements have been made to make you the silent letter member of a four-man team. Carries over in future jumps, allowing one to access social circles easier!
Sweet Ride, *200CP*: Gain a Dust-powered vehicle. Yes, you can import an old vehicle for free, No, it can't be something like a VTOL. Cars, motorcycles, that's what you're licensed for. On the plus side, the vehicle can also channel Aura and Dust.
Auracle Goggles, *200CP*: Stylish headgear that can detect Aura, identify Dust, Grimm signs and catalogue them. Solar/Aura powered. One minute of power for five minutes recharging.
Aura Armor, *200CP*: Armor that far defies its material, when worn by an Aura user, becomes lightweight, generates a small forcefield and a small amount of spidersense. Protects against Dust attacks and the weather equally well.
Awakened Animal, *200CP, Discount Drop-In*: A domesticated animal, way out of the league of regular animals, capable of fighting Grimm by your side and crazy combo attacks. Free import for animal companions.
Aurorium, *200CP, Discount Student*: A single bar of an interesting, rare, experimental material that conducts Aura extremely well, amplifying its effect by a lot. Hope you can craft it though, or its a paperweight. Worth a kingdom’s ransom.
Grimm Bait, *200CP, Discount Criminal*: Box of a dozen Grimm baits, good for a half mile radius, with instructions on making more. Good for all sorts of fear sniffing beasties.
Combat Droid, *200CP, Discount Military*: Training robot, guard robot, attack robot. It looks like a metal mannequin, but has attack algorithms, anti-Grimm countermeasures and can serve tea.

=SKILL BOOKS!=

Books for everybody. Limited while stocks last!

Bigger on the Inside, *100CP, Drop-In Discount*: A book teaching miniaturization techniques. Starts with Bazookas into bottles, leads into Cars into cupholders. They still weigh the same, unfortunately. A master of this knows how to miniaturize around living things! It's very uncomfortable for them, so they won't stay like that.

Dust for Dummies Pro, *100CP, Free Student*: A book teaching the manufacture, refinement and applications for energy propellant. Not only do you become a more proficient Dust user, mixing your own, upon mastery you discover how to make substitutes!
Aura for Everybody, *100CP, Free Criminal*: A book about manipulating aura for fun and profit. Synergizing with your other powers becomes child's play, as well as augmenting yourself physically, beyond peak human prowess. Mastering this, you may discover the secret to grafting Aura into non-living things, like robots.
A Guide to Grimm, *100CP, Free Military*: Teaches you how to punch monsters to death. Also grants a bonus to punching other monsters to death in future jumps. Master this and you punch so good, they explode! They might not die, but they will be in pain!

=COMPANIONS=

Nice, Quirky Girl/Tall, Dark and Scraggly, *100/200/300CP*: You soon meet a Companion of your chosen age, sex, and (non-drop-in) background and hit it off well. They decide to join you for your misadventures. They gain 200CP to spend here per 100CP spent. Can be bought three times.

Friends Unforgotten, *300CP*: Your old Companions get more than just a scroll and an ID. Import up to 8 with 400CP to spend, of any background. Free human and faunus forms with no extra cost or drawback gain.

A Simple Soul, *200CP*: Did you bump into each other in the street? Vomit on their shoes? Walk in on a bank robbery? Whether you find yourself rivals, enemies, friends or more, should they survive ten years a canon character becomes your Companion.

=PREMIUM ITEMS=

These things are unlike any other.

Aura Booster, *600CP, Discount Drop-In*: A machine that unlocks the Auras of the uninitiated, and grants an unbelievable (temporary) boost to those with Aura. Illegal to own and risky to operate, most without large Aura tend not to survive. Temporarily supercharges Semblances, too.
Catalytic Converter, *600CP, Discount Student*: Turns other fuel sources into energy efficient, versatile, Dust. Converts at a five to one energy ratio, with a dial for the four basic dust groups. Comes with instruction manual and free installation. Top Secret.
Aura Eater, *600CP, Discount Criminal*: Plans stolen from an ancient vault, they hold clues and blueprints for devices not only capable of draining Aura for storage, but also allowing one to use the Aura as their own. Incapable of severing a persons Aura. Participants for the process are far and few, its fatigue is worse than donating blood. Overuse is bad for health and sanity.
Prototype Fastforge, *600CP, Discount Military*: With the success of Polendina's pet project, the Atlesian military adopted Quality over Quantity. That's why this combat droid auto-assembler came so cheap. While it currently has the designs for the most basic of robots, the speed at which they produce them makes an army only an hour away. You can upload new designs.

=AUGMENTS=

Aura, Semblances and Dust not enough? Would you like to be even more than go further?

Dust Grafts, *800CP, Discount Student & Criminal*: Painful surgery and months of post-op have successfully bonded a basic Dust type to your meaty body. Provided your blood doesn't run dry you can form Dust-glass weaponry, substitute your blood for fuel, limitlessly spam elemental attacks and perhaps even embody the element. Overuse and overheating will strain and crack the body. Also become immune to most poisons.

Aura Implants, *800CP, Discount Drop-In & Military*: Experimental Aura 'Cores' implanted in major joints and nerve clusters, allowing you to leech and store excess Aura. You can also do Aura intensive actions such as enlarged astral projection, wirelessly wield weapons and fire concentrated Aura 'bolts'. Hard limit of five times aura exists to prevent aneurysms and cardiac arrest. Also become hardier to disease.

=DRAWBACKS=

Take up to two for a maximum of 600 points. Extra drawbacks will not grant extra points.

+100 Motion Sickness: Anything faster than a brisk run or bumpier than a bus will have you looking for the nearest bathroom. Incurable and annoying, as many feats of acrobatics will leave you nauseous. And no weaponising your illness.
+100 Smooooth: Any attempts to charm or impress yourself upon others will be met with disinterest at least and revulsion at worst. What's more, anyone you don't want using the same lines as you after the fact will have twice as much success.
+100 Marked: The Grimm smell the strength of your soul, and target you above others when it comes to battle. Be prepared to pull in more than your weight in petty scalps.
+100 White Fang Woes: Whether by your past or your reputation, you have been tainted by the image of the White Fang faunus group. How will you act in a world that hates and fears you.

+200 Dust Allergy: You now become itchy in the presence of dust, and should you become exposed to it, by contact or proximity, require immediate medical attention. If you ingest it, prepare for a prolonged hospital stay.
+200 Bigot: No matter what you do, every other word and action seems to paint you in the worst light. People will shun you at first, but may later be able to look over your shortcomings. Don't expect many party invites.
+200 Ranked: Somehow, the Grimm have recognised your soul, and have become stronger for it. Expect to see tactics, ambushes and training among them, making them as dangerous as they can be with natural weapons. They are even capable of using human creations…
+200 Cinder's List: A great criminal conspiracy has information that even you don't know about yourself. Expect to be meddled with, and should you wipe them out, others will replace them for the rest of your stay. They have your strengths, and weaknesses even you didn't know you had.

+300 Aura, Aura, Aura: You are now a complete incompetent at wielding Aura (Remnant's Aura, specifically), never able to fully control the strength or frequency of it. Even the Grimm seem ashamed by you.
+300 Activist: How dare those humans abuse those poor misunderstood Grimm! Whenever you see a Grimm being mistreated, you feel like stepping in and saving it from harm. And then relocate it to a nature reserve, of course.
+300 Evolved: These Grimm just keep getting weirder, having learnt tool-using, communication and strategy. What's worse, it appears to be spreading from your location, making them a greater threat the world-over. You could swear some show signs of Dust usage…
+300 A Maiden's Heart: There were complications. We managed to stabilize you, but it seems that a good half of your powers are gone. They are now in the possession of a complete stranger. Should they die, the powers will transfer to another, and another, until ten years pass.

+600 I May Fall (takes both drawbacks): It's five years to the Grimmpocalypse, you've got no other powers, a half amnesiac, it's dark... and you're wearing sunglasses. The fragments of Remnant's moon will collide with the planet, creating Uber-Grimm, capable of commanding humans and wielding Aura. And the Dust is running out. And robots are no longer your friend.

=EPILOGUE=

Ten years have passed, you've done your time, made your dues, now what?

This Will Be the Day

You realise how much you miss home now. Take all skills, items, companions with you.

All Our Days

Maybe Remnant's not so bad. You could stay here... just a bit longer.

Time to Say Goodbye

Move on, you've had your fun. Take all skills, items, companions with you.

=NOTES=

You start off with an unlocked aura, an ID, and entry into a Combat School. Any companions you import will have their auras also unlocked, but otherwise will need them unlocked.

You can start a team with your companions without importing them. They'll need to have their Auras unlocked, but they come with free IDs.

Companions cannot benefit from drawbacks or the Faunus penalty. Jumpers can only have a maximum of 1600CP to use in this Jump.

Dust comes in four basic types: red fire, blue ice, green wind and yellow energy. They can be combined to make new variations.

After this jump, small amounts of Dust will appear in the Warehouse weeekly. Enough for a firefight or two at once. Dust augmentation is found to increase the effectiveness of weaponry and ammunition.

Aura is a feature unique to living things. The light of their souls, an unlocked Aura protects from bodily harm, increases speed, strength and dexterity, and begins a path toward greater abilities. Come in colours unique to the user.

You may unlock the Aura of others IF you know how, from either a master or skill book. Semblances will need to be developed on their own, yours was the exception either unlocking through intense training or point buy. Dust will interact with Semblances by 'adding' extra elemental based effects to their abilities, such as the sensation of flames, freezing masers or electrifying counterattacks.

Special Weapons are also customizable, merely unique and expensive with special properties.

All items bought here can be used by companions or people you allow.

Grimm are known to be very resistant to conventional arms and arts, so for most practical purposes the killing blow must be dealt with either Aura or Dust. Their bodies dissolve upon death and they tend to die in captivity. They have no souls, so soul based skills do not work on them. They also have this annoying tendency of getting stronger whenever you show them up, like a level scaling system, so try and keep it less flashy, or others can't keep up with the levelled Grimm.

Dust-glass weaponry has no moving parts, and though temporary can stand up to military grade equipment. They are very easy to make, once you get the hang of it.

Mastery of a skill-book, as you stretch beyond what the public can accomplish, will take at least three years of independent study and practice, with the appropriate resources.

RWBY Jumpchain v1.5C TriSeasonal Edition
by CleverPenguin AKA Clover
Updated 18/12/2015
Recommended for Jumpers 10 and over! Season 3 compliant.

Added companion options. THAT'S THE LAST OF THAT.
Buffed up some weapons, and made customization cheaper. Everybody gets a Variable Weapon!
Added drawback based on new information.
New cap perk for criminal background.