

***Clevatess* jump**
v1
by PerfectlyNormalShard

Welcome Jumper, to the continent of **Edthea,** sadly much of the world is left hidden from the humanoid races, being confined by the four territories of the four Dark Beasts Lords in each cardinal direction, much of the secrets of the pasts are buried by time and fate, and the power of humanity is little more than ants in the face of legendary monsters capable of singlehandedly end their existences and scour them in a week, one of them, Clevatess, will soon face the latest attempt of the races attempt to expand their borders, 13 heroes who will die as easily as swiping dust.
Take 1000 Choice Points.

Starting Location

determine where you start, otherwise gain 100 CP to roll 1d6.

Hyden, Royal Capital
The soon to be destroyed capital by Clevatess, the royal family hold the secret to make the legendary Regalias

Boelate, Royal Capital
A powerful empire in the northeast, known for its military strength and expansionist policies, they seek to expand their might through magic

Eslinn, Royal Capital
Situated near Hyden and Boelate, bordered by a vast ice sheet to the north

Mineshaft of Elbe
Located at the southern border near Luna Mountain, this mineshaft is home to a group of bandits in the hope of recuperating a certain legendary sword.

Luna Mountain
Territory of the Dark Beast Lord of the South Clevatess, its is full of Dark beasts that are kin to him and is chockfull of resources.

Free Pick.
You are free to choose where you choose from the available options and beyond, so long as they stay withing the continent.

Age and Gender

You need to roll your age using a **2d10 + 8**.
By default, your gender is whatever you were previously, but you are free to choose a different one.

Origins

ALL origins can be taken as a Drop-in, for good or for ill.

Fate's Chosen [Free]
Fate, it seems is a much more active participant than we think, yet some have the unique to entangle themselves in their strands, you are one (perhaps the only one) of the humanoids who have that capacity.

Humanoid Hero [Free]
Much like the 13 Heroes chosen by the king of Hyden, you are a master of combat, one of the humanoid pinnacles of individual power, however, do not forget that the definition of heroes does not adhere universally.

Dark Beast [100 CP]
Rather than one of the humanoid races, you are one of the Dark beasts that roam the lands beyond, whether as kin to one of the Four lords or a unique creature is up to you, make no mistake all beasts can understand speech and are as intelligent as any human. And even the weakest are many times stronger too

Perks

Origins get their 100cp perks for free, and the rest are discounted 50%.

General [Undiscounted]

Ancient Mind [Free]
Fate is a funny thing here, civilization rise and fall, as if someone reset the progress any time they reach a sufficient level, the humanoid races memory as fickle as the wind, not with this, your memory Is perfect automatic and retroactive, meaning you remember everything even before gaining this perk, all the way back to your first life first breath.

Songs of Edthea [Free]
For those who wish for an appropriate song at the appropriate time to play to liven their adventures, contain the OST of this world and update with the OST of the future worlds you visit.

To feel the flow of time [100 CP] [Free for Dark beast]
Beasts, especially Beast lord, can sleep for centuries, and are completely ageless being, yet they all feel keenly aware of the passage of time, and now so do you, with a mental flex, you will get the date, the amount of time passes between activity, sleeping time and more, you will never lose track of time ever again.

Fate's chosen

Weaved strength [100 CP]
Some rely on their skills to fell their enemies, other their innate strength, you however have the favor of fate, your attacks always have a small bend in the rivers of fate,having higher chance to critically hit than normal, nothing crazy, but with this you could fight a stronger opponent and more likely to win.

Fateful encounter [200 CP]
Some beings need to explore the world to find companions others like you have the world deliver them to you, need a nursemaid? Well, I'm sure the nearest bandit camp has someone who doesn't mind doing it, provided you help them first.

A call to a King [400 CP]
Let them cry all they want, but a king must prove themselves above the common masses in certain ways, first is charisma, you exude the presence of someone born to lead, second is that you grow faster depending on the need of king, if a people is desperate need of you to become king you could turn years of growth into a few measly months.

Royal Blood [600 CP]
Congratulations, you have royal blood flowing through your vein, what do I mean by that? Well, this blood is a little special, first it makes you automatically qualified in fate's eyes, only the hero can lift the sword? You can, only the Hyden royal family can cast this magic? you can. No man can kill them? You can even as a man, don't ask how. Second is the ability to craft regalia, even without any supernatural resources or techniques, a single drop of your blood upon a weapon you forged is enough for some basic enhancements, adding Arcanacite and you can craft equivalent empty regalia, needing the soul and/or life force of something slain to gain their iconic powers, the more supernatural processes and resources the more powerful the Regalia and the ore evolved are the powers it will absorb.

Fate Breaker [600 CP]
Some are born favored by fate, and some like you are masters of fate, you might be the only one in this world, first fate cannot affect you in any negative way, you can break fate plan as you wish, second, no one can divine you or your actions, as if fate never account for you, thirdly those blessed by fate, find themselves with its blessing or any luck when facing you or acting against your interest, if they wish to triumph, its on their own strength. Paired with **True Human** or **Lord of Dark Beast** enhance the power even more and allow you to decide how exactly this luck manifests. This effect stacks.

Humanoid Hero

Grit and Guts [100 CP]

We call them heroes not because they win, but because they refuse to fall, with this you will be infused with the boldness found in heroes willing to put their lives on the line to close the gap they faced against superior opponent, along with the grit to survive and handle the pain of those crazy plans, be it exploiting one immortality to survive asphyxiation and handle all your bones being reconnected.

Sword Master Skill [200 CP]

To lessen the gap between men and dark beasts, weapon masters created techniques, such as the rising dragon that remove all thought but bloodshed to deliver a devasting attack. At their core, these techniques serve to remove the natural limitation of the human body as well as use 100% of your strength efficiently in combat, making them more advantageous against superior innate strength, and now these techniques are yours.

Gift of Magic [400 CP]

Magic is the ability to use arcanacite along with other ingredients and methods to subvert natural phenomena to your will, for those without the talent, arcanacite is but a shining red rock, not for you as your talent stands at the apex itself. There are three major schools, divided into ingredients, insertion and circles/symbols, you are proficient in all. But while normal wizards are limited by a single magic you aren't, sacrificing power for versatility, and as this magic belong to you only, it will respond to none but you, as opposed to other realm where spells are encoded upon reality, meaning the spells available are those you craft, ingredients are made by mixing living or once living ingredient with arcanacite, such as a parasitic pupa that confuse the sense of dark beast, insertion is the resonation between you and a living being, such as a turtle beast with a magnetized shell, giving you the power of polarity, lastly is symbols, drawing runes and channeling arcanacite to channel power into destructive natural form like fireballs.

Immortal Puppet [600 CP]

A curious happening occurred, you died but has been reborn as a living corpse by Dark Ichor, this ichor is for your exclusive use, meaning this blood will obey no master but you, and as long as it courses through your veins, it will repair your body back to its former state and enhancing it, thought it does nothing to pain for now. However, over many years, this blood will be infused with your very cells, turning you into living Dark ichor, meaning you revive so long as a cup of it survives, though it might take time for it to regenerate to its former amount, needing fresh blood to accelerate the process.

True Human [600 CP]

There are heroes, and there are heroes above heroes, you fall under the lateral category, first is a boost in physical power to just below Dark Beast Lord, second is the usage of Runes, also called skills, normal humanoid can only hold Two, but you have infinite slots, in fact you can copy all native skills in this world at a glance since they all originate from the first hero, and you can create more through repeated actions and feats, such as channeling damage into extra strength. You can bestow them if you wish to others, up to two per person, of course only one example of skill can exist at times. Skills exist in the soul, so switching bodies still allow access to them, and you can recall all your skills at a thought.

Dark Beast

Perfect Disguise [100 CP]
Some beasts, especially the servants of Dark Beasts Lords, have the ability to take a humanoid disguise perfectly to the mundane senses, save that they still retain access to their skill, they also can partially dispel it to better use their natural abilities like flight.

Eyes of Truth [200 CP]
The eyes of Beast are beyond the level of normal ones, piercing through disguises and illusions, even the divine level illusion of the lord of the west are incomplete, letting see the outline of the beast hidden behind the illusion, the stronger you are the more your eyes see through lies and deceptions.

Dark Ichor [400 CP]
You have gained the ability to hold and generate Dark ichor, it obeys no master but you, and is very flexible to your will, such as making a prison sphere of the stuff. Its most important function is when it is channeled into a corpse that has yet to rot fully, resurrecting the corpse as an eternal slave incapable of disobeying or attacking you, it enforce feelings of loyalty, let you sense your servant location and situation and allow for telepathic communication, you can channel a fraction of your power through it.

Tapping The Territory [600 CP]
Much like the Dark beast Lords you can claim an uncontested territory, as large as lunar mountains and more depending on your strength, in it your innate strengths and abilities are multiplied manyfold. Additionally, you have clairvoyance over its entirety, and over time, arcanacite will emerged from it, yielding more and higher quality with more bloodshed, and last but not least, your territory cannot be turned against you, manipulating its earth will have the ability fail or explode back, its weather will not turn without permission, and the air is dead to your enemies call, the spirits native to it will remain deaf to pleas and bargains.

Lord of Dark Beast [600 CP]
You have taken the mantle of a Dark Beast lord, giving you the physical prowess beyond any other living being, far above a giant ancient one in its native environment and more a kin to a living calamity along with a bunch of miscellaneous powers such as summoning/creating servant kin, choose the thematic powers of one of the four lords, or become the fifth one, alternatively if you have the **True Human** perk, take all four:
South: shadow manipulation, seven expanding and lengthening whip-like tails and lightning aura, power howl.
West: illusion and mental manipulation, four giant tornado crating wings, extra fast speed and agility.
East: water manipulation, hive mind parasites body, extreme regeneration, magic termite fast devouring.
North: Fire/lava manipulation, extra tough dragon scales, fire breath and giant draconic form and wings.

Items

You get 200 CP for this section only; all are undiscounted.

Traveling clothes [Free]
For those who need to pass off as travelers, a cloak, some leather armor and a good sword.
Cups of coffee [Free]
Reach behind you away from observation and you can take out a wooden cup full of coffee, you can decide how much sugar is added, to get rid of the cup, do the reverse movement.

Arms and armors [100 CP]
For those who seek to be heroes, excellent steel armor, along with a low-level enchanted weapon, for additional cutting power and durability, they can both regenerate.

Tome of Magic [100 CP]
For those who need an education in all types of magic along with all the known spells, update automatically with each discovery made in this world, in future worlds, it's with each discovery you and those you bestow magic on make.

Ingredient for magic [200 CP]
Parts and components of many creatures and plants that are found only in this world, along with a bottle of dust arcanacite. And an arcanacite crystal of the highest quality.

Uncomplete Regalia [200 CP]
An incomplete Regalia fresh out of the forge of the highest quality in this world, kill a being with its, and it will gain its powers along with a partial manifestation of its form, with time it might unlock new power from the slain beast and allow full manifestation.

Stream splitter [400 CP]
While a Regalia can boost the physical parameters, this one has two more abilities, strike vertically and even water is cut, strike horizontally and water move to propel you forward, note that most living creatures are mostly made of water, hint hint. Does not work on Dark beast Lords and its servants and kin. Alternatively gain any other Regalia.

Sword of the dragon slayer [600 CP]
Made by the Hyden king, gained the powers and the ability to call the corpse of a dragon kin of the lord of the North after killing it, it serves as a reservoir of ichor, allowing resurrections once every ten years, even from full body destruction, provided it is intact.

Tome of the forge [600CP]
Book that turn into a magic forge with heat intense even for a Dark beast Lord, essential for the forging of the highest level of weapon and regalia which already possessed many enchantments and a higher level of physical empowering even when incomplete.

Companions

Companions cannot purchase more companions.

Companion Import [200]
import a single companion into any origin and race for 200cp each. Each has 600 CP to play with

Canon Companion [100/400]
If you can convince someone to follow you on your adventures, then buying this makes them a companion, if you convince a true hero or a lord of Dark Beasts like Clevatess, then this cost 400 CP

Broken Hero [200] [Free with Dark Ichor perk]
This Lady may or may not be the Hero Alicia Glenfall, regardless, after a humiliating fight and death, as a virgin no less, she found herself bound and enslaved by your blood, seeking to expand the world of the people, she is loyal, brave and headstrong, if quite a bit of an oaf, dumb and naïve. Nevertheless, she can hold herself in combat, having all the perks of the Humanoid perk line save for the ones costing 600 CP, and a discount immortality like **Immortal Puppet,** save that it cannot evolve any further.

Scenarios

Resurection of the Prophecy

There exist in this world a prophecy, thought it has been distorted with time of a hero, that will expand the world of man, its prophecy is divided into Five part, each of which has a special power sealed in a golden book, your tasks is simple, collect them and ensure the hero's resurrection is stopped or stay dead at the end of it.

Reward
All five tomes, whatever companion who followed you on this journey, and 1000 CP.

Drawbacks

If you want to be one of the Named characters, you must take the appropriate origin, power and items as closely as possible, then you are free to go in as you would like, although the location you spawned will be fixed, such as Clevatess being in Luna Mountain.

Extended Stay [+100 CP]
For each purchase of this your time here is extended 10 years. For each 100 years, an event as important as the revival of the true Hero or the destruction of a nation can happen.

And the people? [+100]
Much like Clevatess, you have a hard time viewing humanoid save your servants as anything more than pests. In fact, looking and talking like one is deeply humiliating for you. Alternatively, like the Hyden king, you look down on Dark beasts as abominations.

Like a true villain [+100]
You have the tendency to monologue, a LOT, to the point where you underestimate your opponents. Even when you know you shouldn't.

Scared and broken [+200]
You have suffered a deeply traumatic event, pushing you into terror or desire for revanche, this left some physical scars you might heal from.

Bandit bait [+200]
You have the peculiar luck of attracting ambushes and bandits, the more powerful, the more numerous, ironically making the roads safer, more loot for you.

Missing eye [+400]
One of your eyes is missing, alternatively, you may lose half of one sense, like an ear.

Under new management [+400]
You have died and been revived through Dark ichor, your master expects nothing but obedience. Thought it will not destroy without just cause, like rebellion.

Fate and destiny [+400]
The world you live in is one of fate and destiny, its flow of events wishing for you to don a specific role and making certain choices, it will be hard for you to defy it, not due to strength, but because the events seem to align with your philosophy.

Turning of the wheel [+600]
The world you live in is one of cycles, civilization rising from the ashes of the old, its legacy forgotten, soon the wheel will turn again, sending humanoid civilization to the stone ages once again.

Child rearing [+600]
Much like Clevatess, you must take care of a child till adulthood, if it dies before, it a chain fail.

Lockdown [+600]
You have no **Out Of Context** items, powers, or warehouse.

Decisions

You have three choices …

Go to next Jump
Continue on to expand your world.

Stay
Stay and enjoy your current life.

Go back
Tired of your travels and want to rest back home, well then this is for you, grab this ticket back to your starting point and go see old friends.

Change Log

v1.0

Initial Template Creation