NO GAME NO LIFE Jumpchain v 1.3 Made by Eyebrows

Long ago in the very distant past, The Gods, along with their families and creations, waged an eternal war for the right to rule the world: the right to be the One True God. The long, brutal battle came to a swift end without a victor with the death of the sky, the sea, the land, and the stars. The single deity who had not participated in the battle won by default and assumed the title of One True God.

His name was Tet. He was once known as the "God of Play".

"You creatures who have fought with strength, violence, blood and death, who built a tower of corpses that rises to the sky and call yourselves wise, tell me this: what is the difference between you and the dumb beasts?"

In the face of their shattered world, excuses were meaningless. And then, God spoke.

"All murder and robbery in this realm is forbidden," he said. "You sixteen races who call yourselves wise: Use your wisdom and wit, your fortune and wealth, to build a tower of wisdom, and prove to me that you have wisdom at all!"

This is why in this world, the fate of everything is determined by games: People's lives, the borders of nations, everything. By the mandate of Tet, the One True God, the world follows the following ten pledges:

1. All murder, war, and robbery is forbidden in this world.
2. All conflict in this world will be resolved through games.
3. In games, each player will bet something they agree is of equal value.
4. As long as it doesn't violate pledge three, anything may be bet, and any game may be played.
5. The challenged party has the right to decide the rules of the game.
6. Any bets made in accordance with the pledges must be upheld.
7. Conflicts between groups will be conducted by designated representatives with aboslute authority.
8. Being caught cheating during a game is grounds for instant loss.
9. In the name of god, the previous rules may never be changed.
10. Let's all have fun and play together!

To disobey these rules is an impossibilty. Physical combat simply cannot happen, unless both parties allow it. Any thought one would have of striking another sentient being or taking their belongings is simply erased from their mind. All of your combat prowess is useless here, Jumper. A sword that can cut anything, the strength to crush stone, the ability to breathe gouts of flame or shoot lightning from one's hands... Little better than parlor tricks, now. For these ten years, you must prove to Tet - and to Jump-chan - That you have wisdom at all.

... But fortunately, you have **1000 cp** to help you on your way.

Choose wisely, Jumper.

Location: You always start in the capital city of your race. Drop-Ins start in the middle of nowhere, a short distance from a small Elchean township.

Backgrounds: Roll 10+2d8 to determine age (Double this number if you take Elf or Warbeast, but you still look like you're half that age). Keep your current gender. Pay 100 cp to change either or both of these things.

Drop-in (Free): It would seem that Tet has taken a personal interest in your adventure. You find yourself literally dropped into the world of Disboard, at a height of around 10 km above sea level. Not to worry, Tet himself is there to explain the ten pledges to you as you drop out of the sky, and has the good grace to save you (and your companions) from a messy collision with the ground (But not without giving you a good scare first). From there, you're on your own. Drop-ins don't really have many discounts to help them out, so they can get two discounts- One discount on anything they want, and a discount on any one perk or item that costs 400 cp or less.

Imanity (Free): The sixteen races of Disboard are known collectively as the Exceed, and are ranked from 1 to 16 by their ability to use magic. As the 16th race of the Exceed, the Imanity are the weakest, owing to their complete inability to use magic at all, or even sense it due to the lack of Spirit Circuits, which are the things that let the other Exceed access magic. You start as a mere Imanity merchant, but this means you have a large network of contacts across several different kingdoms.

Warbeast (200 cp)- Despite being the 14th ranked Exceed, Warbeasts are the most physically formidable race of the mortal races- Exceed ranks 7 to 16. Because of this, they have carved out a large area of land for themselves, and are even the most technologically advanced race - Possessing television, radio, video games, and all manner of modern comforts. However, they keep their technology a secret from other nations, because Video Games are how they take the advantage against magic-users. Even though Warbeasts cannot use magic at all, they possess strength, speed and toughness beyond that of any other living being on Disboard, as well as greatly enhanced senses, the ability to detect magic, and greatly boosted longevity. Humanoid in appearance with animal ears and a tail, Warbeasts are indeed a feared race.

However, due to the irregular flow of magic within their bodies being used to enhance their physical capabilities, they are left with chronic discomfort. You know that feeling you get after your foot falls asleep, and then it's pins and needles? Imagine that feeling all over your body, all the time. The only respite offered from this is temporary, and comes from either very high-level magic, or a really good massage. You start as an Eastern Federation diplomat, affording you a large pool of contacts. You will have to play games between nations frequently, usually defensively. You're usually at an advantage due to the fact that nobody else knows what Video Games are.

Elf (200 cp) - Ranked as the 7th of the Exceed, Elves are the best living beings at using magic. Indeed, their abilities are various and formidable, and using this capability they have carved out the largest nation on Disboard. Their natural affinity for magic also gives them extremely long lives, and they are knowlegeable about nature. Their irises have cross-patterns on them and their ears are long. However, due to a complete devotion to magic, their bodies are relatively frail (not like this poses much of a problem on Disboard) and they mature very slowly. You start as an Elven Garde diplomat, affording you a large pool of contacts. You will have to play games between nations frequently, both offensively and defensively.

Perks:

Aschente (100 cp, Free Drop-in): On Disboard, all conflicts are resolved through Games - Not so elsewhere. However, you're a Jumper. You don't have to follow such rules. Indeed, if you find an opponent willing to play by your rules, you can swear by the ten pledges outside of Disboard. This does not work on an opponent who does not know the 10 Pledges - Your opponent has to know what they're getting into.

Weapons of the Weak (100 cp, Free Imanity): Where other races have had superhuman capability or magic, the Imanity have always had Wisdom and Wit as their primary weapons. You learn quickly, and you're able to improvise and adapt in nearly any situation.

Enhanced Senses (100 cp, Free Warbeast- see text): Your sensory capabilities are extremely presice. You no longer need glasses if you ever needed them in the first place - In fact, your vision is so good, you can see somebody in a window clearly from miles away. Repeated purchases allow upgrading an another of the five senses to this level, one with each purchase, or the ability to sense magic. Warbeasts have all five of their senses enhanced to this level of precision for free, and they're also capable of Infrared vision and sensing magic.

Cold Reading (200 cp, Discount Warbeast): You're a living lie detector. By using leading questions and watching carefully for involuntary tics and body language, you can detect lies and intentions easily. Those with amplified senses, such as Warbeasts, can use this ability with such proficiency that it could be called a sixth sense.

Encyclopedic Knowledge (200 cp, Discount Elf): Hours and hours of studying have given you knowledge on a broad series of subjects. You know enough about Physics, Biology, and Chemistry to get a bachelor's degree on all three subjects. You also absorb knowledge very quickly from sources such as books.

Double Triple Backwards Bluff (300 cp, Discount Imanity): You're really good at reading others, and even better at making other people read you wrong. Your ability to manipulate people borders on sociopathic. With this skill, almost nobody will ever be able to catch on to what you're really thinking, and even mind-readers will be confused as to what you're really after.

Nerves of Steel (300 cp, Discount Warbeast): Maybe it's because nothing can actually hurt you in this world, but you no longer have any fear. Even someone lunging right in your face won't make you flinch, and no matter how tense the situation is, you can always keep your cool.

Human Calculator (300 cp, Discount Elf): Your brain's processing speed is so fast, you can make complex mathematical equations in the blink of an eye - Assuming you possess the required understanding of what you're calculating. Your reaction speed is also increased.

Seeing the Future (400 cp, Discount Imanity): Your ability to plan reaches so far into the future that people say that you can see it as clearly as day. Given enough time and planning, you could arrange even the most ridiculous series of coincidences to happen, all to your advantage. Combined with Weapons of the Weak, this gives you uncanny improvisory abilities that would impress even Indiana Jones.

Omnidextrous (400 cp, Discount Warbeast): You have supreme control over your own body. Your

kinesthetic sense is improved to the point where you move with exacting precision. You have no trouble hitting a target even from otherwise impossible distances, assuming your eyesight is good enough. You can even move your hands and feet independently while multitasking without getting confused - You could control 4 MMO characters with 4 mice using both hands and both feet, though it'd take quite a bit of concentration.

Blood Devastation (400 cp, Requires Warbeast): A supremely deadly ability possessed only by a select few Warbeasts, Blood Devastation is spoken of only in rumor- An ability that breaks the limits of one's physical capability, and perhaps even the laws of physics. When a Warbeast activates Blood Devastation their hair, eyes, and fur all turn blood-red, with a red tattoo-like pattern unique to each individual appearing on their skin. The Warbeast's already formidable physical prowess is increased immesurably, allowing them to move faster than the speed of sound from a standstill, run up the sides of buildings, concentrate magic at their hands or feet to propel themselves off of the air, or slow their perception of time to a crawl - And the toughness to do all this without getting hurt.

However, this massive increase in power is not without a price. Blood Devastation puts such an enormous strain on the body that it can cause muscle tears, bone fractures, nerve damage, and even fatal heart damage if overused. Warbeasts with this ability usually limit its use to brief bursts, and only in situations of dire need.

Magic (400 cp, free Elf): You possess the innate ability to use and detect magic. All Elves have this ability, although if you're Imanity or a Warbeast, taking this perk would make you an extreme anomaly. Do note that this is simply the ability to use magic at all, and the different schools of magic require purchasing all on their own - Though theoretically one could learn some or all of these with enough effort. Ten years, however, is hardly enough time to learn even one school of magic. Having magic makes you able to sense magic.

- Evocation (400 cp, Discount Elf) The magical ability to control the elements and summon fireballs, blasts of lightning, lasers, et cetera. The potential of this school of magic has become severely limited thanks to the Ten Pledges, but it presents some utility these days. You will not start with any attack magic, due to its uselessness on Disboard.
- Enchantment (400 cp, Discount Elf) The magical ability to affect the minds of others. Altering memories, manipulating emotions, and even outright mind-control falls under the purview of Enchantment - But obviously, due to the Ten Pledges, the usefulness of this has become limited, because several possible applications are classified as robbery (robbing someone of free will counts).
- Transmutation (500 cp, Discount Elf) The magical ability to change one thing into another. Turning lead into gold, a person into a frog, or a 3 of spades into a king of hearts are all under the purview of Transmutation. However, this often takes a lot of energy, and Illusion is usually much easier to cheat with.
- Summoning (500 cp, Discount Elf) The magical ability to summon beings from other places or other dimensions. This lets you summon any creature or person you know from your current jump or a previous jump. Any being you summon is also bound by the Ten Pledges, and keeping them present is very draining. You could keep a sentient being in this world for five minutes at most. All a summoned being can really do is offer you advice, and the summoned being is under no obligation to do as you say. However, the Ten Pledges restriction is lifted once you leave Disboard...
- Illusion (600 cp, Discount Elf) The magical ability to fool the senses of others. Creating

false images and sounds, obfuscating things from view, and simply creating patterns of light for entertainment or information are all within the purview of Illusion. Obviously, this presents an excellent oppertunity for cheating, and has become a highly sought-after school of magic.

- Divination (600 cp, Discount Elf) The magical ability to extend the senses beyond physical limits. Scrying, Telepathy, and such things belong in the realm of Divination. Obviously, this presents an excellent oppertunity for cheating, and has become a highly sought-after school of magic.

Medium (600 cp): You have a mental connection with one of the Old Deus, the #1 ranked Exceed, and can summon them once every two months. The Old Deus inhabits your body and takes over your conciousness, and it's extremely powerful - Its mere summoning causes a blast of magical energy, and that's at its minimum power. The Old Deus can answer questions asked by others (You cannot ask them, because you're too busy channeling it) or offer advice. It will refuse to engage in conflict, whether that means playing a game for you or winning a fight for you, and leave immediately if asked to do so for it expects its Medium to be capable of solving their own problems. However, you can (inderectly) ask it for favors in exchange for taking a great task similar in magnitude to one of the labors of Hercules upon yourself in order to please it. In order to keep the Old Deus' favor, you have to worship it daily, and devote yourself to a singular concept such as War or Nature. Summoning it leaves you very tired, and you can only contain its power for about five minutes at a time.

Equipment:

Lodesamone (50 cp): You have have a magic bag full of gold currency, equating to about $100,000 in modern money. The bag seems to have unlimited space, never weighs more than a pound, and cannot be torn - But all it can seem to hold is currency.

Nice clothes (50 cp): All important people on Disboard dress nicely, so why should you be any different? You get a nice, fancy set of clothes that never seem to fade, wear out, or get torn.

Game collection (50 cp): A collection of board games. All of the classics are here: Chess, Checkers, Go, the works. Also comes with a set of dice (1d20, 1d12, 2d10, 1d8, 4d6, 1d4) and a standard deck of cards.

Otherwordly Game collection (100 cp, Discount Drop-In): A selection of games from another world, unknown to Disboard. Choose 10 traditional games that you know of - Settlers of Catan, Ticket to Ride, Arkham Horror, whatever you can think of. If you want a card game like Magic the Gathering, 1 game = 2 copies of the same deck, one for you and another for your opponent. If you want a RPG like Dungeons and Dragons, 1 game = 2 rulebooks (Core rules, DM's Manual, etc). If you want a wargame like Warhammer 40k, 1 game = 1 850-point army (or equivalent). The army comes with paints, but you have to paint it yourself. These items have to have been published in some official capacity.

Device collection (200 cp, Discount Drop-in or Warbeast): You came into this world prepared. You possess a "DSP" game system, a smartphone, and a tablet, as well as battery packs and solar-powered chargers for all of them. You possess a library of 10 games for your DSP (any 10 PSP Vita or 3DS games you can think of, including games from previous systems that are backwards-compatible or available via download), your phone comes with a case to protect it from falls and

scratches, and your tablet comes with a library of over 40,000 e-books on varying subjects from astronomy to zoology. Obviously, your phone doesn't get a signal, but it's capable of broadcasting a signal that can connect to other electronic equipment you may have.

Library (300 cp, Discount Elf): You possess a huge flying library full of all kinds of books on all different kinds of subjects - Most importantly, history.

Materialization Shiritori (400 cp, discount Elf): A small, round table enchanted to facilitate a magical game based on Shiritori. In this game, the words used will summon or dismiss the things mentioned. The game cannot summon things that do not exist, but words that the other party does not know can be used.

Race Peice (700 cp): Somehow, you've come into possession of the Race Peice of the Exceed Race you represent. The Race Peice is an embodiment of everything your Race **is**. Race Peices are given only to the absolutely powerful representative of that race - meaning that you have the power of your entire nation at your disposal, for you have become the Representative of your race. Betting the Race Peice in a game with another race is tantamount to betting the lives of every member of your race, because if you lose, they will all be stripped of their rights. If this happens to your race, you return home as if you had died. There are sixteen Race Peices, one each corresponding to each of the Sixteen races of the Exceed. Curiously, they're all shaped like chess peices - It's thought by some that the secret to challenging Tet lies in collecting the Race Peices.

The Race Peices you collect, specifically, let you bestow anyone with a form of the corresponding race that they can change to and back from freely. This effect only occurs if you purchase this Race Peice. It should be noted that there has never been a game where any participant has bet a Race Peice- Such is the monumental importance of these items. A Race Peice cannot be stolen, for it simply materializes in the owner's hands when they will it so, and dematerialize whenever the owner wills it.

Drawbacks: You can have a maximum of two. Drawbacks ovveride perks.

No Name (+100 cp): At some point, you lost a bet where you wagered your name, causing everybody to forget it. Even though you can now use an alias to identify yourself, you lose all of the contacts you would have otherwise had (friends, family, business partners, etc) as they all forget your name. You have to start from scratch. Cannot be taken with Drop-in.

I've Got Needs (+100 cp): You're really, really into that whole sex thing.

Dependent (+200 cp): You've become so psychologically dependent on one of your companions that you are completely unable to function without them - And vice versa. Choose one of your companions. You can now no longer be more than 20 feet away from each other, or you both suffer a complete and total psychological breakdown. If they somehow die, then you go into a catatonic state, and wake up back on earth as if you had died yourself - If this happens, your jumping days are over.

Rule Six (+200 cp): At some point, you lost a bet where you wagered "a small favor". Due to the ambiguous nature of this bet, the victor was all too happy to exploit this chance... To make you fall in love with them. Indeed, whenever you think about this person, you cannot help but see them through rose-tinted lenses. You'll happily do anything they ask you to, despite any protests you

have to the contrary. Indeed, you're head-over-heels for them... Whether you like it or not. Obviously, if you were in any prior relationships, this will cause severe complications. Though, since they were sloppy and they simply made you fall in love with them instead of stay in love with them, perhaps eventually you'll be able to wrest yourself free from their control... If it weren't for the fact that they're really just such a nice person and they're just misunderstood, and they really do have a sweet si**GODDAMNIT**

Just a Steph (+300 cp): Let's face it: You suck at games. Your poker face is horrible. You have no ability to hide your emotions whatsoever. You can barely tell a lie while keeping a straight face, and even then people can immediately tell that you were lying. It's exceedingly easy for people to trick you into what they want you to do, and any composure you have rapidly falls into peices under pressure. It's the sad truth - no matter how intelligent you are, how competent you are in areas other than games, you're at a severe handicap in any contest of skill or wit you participate in. At best you're a scapegoat, at worst you're a liability. Because of this, you're likely to suffer constant humiliation from everyone around you. Even your companions.

[ ] (+300 cp): It would appear that you're not the only one brought onto Disboard: Tet took a shining to this pair of NEETs and brought them into the world alongside you. Sora, the older brother, is ridiculously good at bluffing and manipulation capable of spinning ludicrously complex schemes, whereas Shiro, the younger sister, is basically a human supercomputer that has memorized all 10^120 possible chess games and can calculate mathematics faster than any machine. The two work as one, and together they're (allegedly) unbeatable. The downside? They plan on uniting the world under one banner so they can challenge Tet, the One True God. They'd be doing this even if you didn't take this drawback, but now, you have to stop them. If they accomplish their goal (which they will unless you prevent them from doing so for ten years), your jumping days are over- You'll be stuck on Disboard for the rest of your life. Good luck, you'll need it.

I Fought The Law (+800 cp, takes both slots): Don't care much for games, do you? Fine, then. The Ten Pledges no longer apply to you or your companions, making you no better than the dumb animals- and as an added bonus, everything on Disboard now wants to kill you and your companions. They know your faces, and whenever you break one of the Ten Pledges everyone for miles will instantly know your locations. You see, having a superpowered being (or nine) capable of completely disregarding the Ten Pledges around isn't good for anyone's plans. I certainly hope you're capable of fighting off armies of Warbeasts who can break the laws of physics by moving, covens of elves capable of raining fire from the skies, and swarms of Flugel, god-killing angels capable of leveling cities with the blink of an eye. Even Tet seems to be out for your head, the One True God capable of rewriting the laws of reality itself. Oh, and remember [ ]?If they manage to beat Tet and become the One True Gods themselves, you're trapped on Disboard, just like their corresponding Drawback, but now everything else is trying to kill you on top of that. Not even luck will help you now.