Bevillia Presents…

In the Kingdom's Service

A RWBY Fanfiction Jumpchain Document based on the Story by Coeur Al'Aran

Welcome, Jumper, to the World of Remnant. High above, a shattered moon fills the sky, casting light upon a world filled with nightmarish creatures of Grimm. Humanity (and the Faunus) are pressed back by these creatures, tiny holdouts representing the only surviving bastions of life in the world.

These nations are defended by massive fortifications, advanced technology, and superhumans known as 'Hunters'. These Hunters, using the power of *Aura*, are able to fight the creatures of Grimm on their own terms, wielding extravagant weapons with superhuman strength and speed to the noble defence of the kingdoms. Hunters are seen as the pinnacle of heroism; vibrant and selfless.

Not all are like that though. Even as the Kingdoms teeter ever on the edge of disaster, there are those who work against them in a myriad of ways. Petty criminals, terrorists, conspiracies, and everything in between work in the shadows, the dark underbelly of the Kingdoms.

That is where the VSS comes in. Vale's Secret Service is an ancient institution, layered behind massive secrecy and engaged in an ever-ongoing campaign against those who would wish to harm the Kingdom of Vale. The other kingdoms have their own organisations, of course, operating within (and on occasion outside of) their own borders, but it is the Kingdom of Vale our adventure here begins with.

Congratulations, Jumper, for you have touched the side of Vale that most never see. Exactly how will be decided below, but you have entered a shadow world. Take care, lest its darkness overcome your own light.

Take **1000 Choice Points** with you, and use them well. You start within the City of Vale at a location determined by your background. It is one month before the Initiation that would see the canon cast arrive at Beacon.

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= BACKGROUNDS =

Age and Gender: You can choose to remain the same gender as your last jump, and roll 2d4+14 to choose your age. Or you can pay 50CP to choose both.

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Frontier Villager (Free): You arrive within a hotel room in Vale, with nothing more than a new set of clothes and a wallet containing a small amount of cash. This does **not** include more than a very basic identification, and your lack of detailed records can be *interesting* to some parties. As this is the Drop-In option, you may choose whether or not this comes with a set of jump memories.

Student (Free): You arrive within a house in Vale, with a set of memories appropriate to a graduate of a Combat School who is preparing for the Beacon entry exam. The house belongs to a family friend, who has allowed you to stay until the start of term. By default, this comes with a few sets of casual clothing, a Combat Uniform appropriate to your fighting style and personality, and a wallet containing some petty cash and ID cards.

Agent (Free): You arrive within a small apartment in Vale, with a set of memories placing you somewhere within the VSS. By default, this places you as an informant or contact, someone with useful skills that the VSS can contact as needed. With perks below, you may instead become a full-blown agent. The apartment you start in is rented in your name (even if you are too young otherwise), and comes stocked with the basic furnishings needed for daily life. This also comes with access to a bank account with enough to cover your expenses for a month, and appropriate ID documents for your position.

Criminal (Free): Make a choice between The White Fang and Roman Torchwick's Organisation. By default, you arrive in a warehouse in the shadier parts of Vale owned by the one of these you chose, with a set of memories placing you as a low-ranking member of the faction. With perks below, you may instead become a mid-ranking member. This comes with access to a squalid apartment and a basic set of clothing and furniture, as well as some petty cash and ID cards. (Warning, choosing to join the White Fang and not taking the Faunus perk will result in massive suspicion and discrimination).

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= PERKS =

All 100CP perks are free for their appropriate origin. All Discounted perks are 50% off for their appropriate origin. General Perks are not discounted for any origin.

= General Perks =

Unlocked Aura (Free): The power of the soul, your Aura acts as a force field to protect you from blows, and acts to multiply your strength and speed. It drains as it protects you from blows, and requires some focus to properly defend you from an impact, but just having an unlocked Aura brings you to the realm of the superhuman.

Faunus (100CP): You are now a member of the Faunus race, humanoids with animal features. You gain night vision, an animal trait that appears visibly on your form but grants you a bonus (cat ears would grant improved hearing, for example), and a general level of suspicion and discrimination from the human population of Remnant.

Promotion (200CP): Congratulations Jumper, looks like you're not starting from the bottom. If you chose the Agent background, you are now a fully-accredited Agent of the VSS. If you chose the Criminal background, you are now a mid-ranking member of your chosen organisation. In addition, in future Jumps you will never have to join an organisation at the bottom rung of the ladder unless you want to - you will always be offered a mid-ranked position where possible.

Sanitised Records (400CP): Your records are squeaky clean, and utterly lacking in (truthful) negative information about yourself. Whenever a group that is hostile to you attempts to gather information that could be used to harm or incriminate you, fate itself will seem to work to remove those records. Whether its corrupted downloads, accidental server fires, paperwork filed in the 'shredding' pile by mistake, at some point after gathering the information (and before it can be used against you) something will happen to remove that information from their records. This will never happen in a way that draws attention to you, merely seeming like incredibly bad luck. This only works on records though, and does not affect information already known by people.

Semblance (Free/400CP): Each person with Aura has a Semblance, a unique representation of their soul that grants them an ability unlike any other (barring a few rare examples). By default, you have a semblance that is based on your personality and soul, and do not get to decide the specific details of your Semblance. By paying 400CP, you may instead fully customise your semblance, granting yourself an ability of your choice of around the same power level as that of the student cast[1]. When the Jump starts (or your Aura is unlocked, should you take the drawback), you gain this semblance and the knowledge worth several years of training with it.

= Frontier Villager Perks =

New Guy in Town (100CP): You're new here, and it shows. Not in a bad way though - people are inclined to assume you do not have conflicting loyalties, and will more easily accept you into the ranks of their organisations.

Quick Learner (200CP): Sure, you're not from around here, but you pick things up fast. You learn at an accelerated rate, learning around five times as fast as most people. It's not going to make you an expert overnight, but it can go a long way to make up for a lack of real training.

Extra Sessions (200CP): You are well behind, and you know it. With this perk though, you will always be able to find a teacher willing to give you extra sessions of training to catch you up to where you should be, so long as you are willing to put in the effort.

Massive Aura Reserves (400CP): There's no two ways about it; you have absolutely massive Aura Reserves. Capable of taking twice as much punishment as the average hunter of your skill level, you can utilise tactics that would otherwise be quite risky, like tanking enemy blows to stick them with your dagger or the like.

Uncanny Infiltrator (600CP): You are incredibly good at infiltrating organisations, able to say the right words and make the right moves to 'prove your loyalty'. Unless given proof that you are an enemy agent or making moves against them, members of these organisations will not believe you could be a traitor, and if you are successful as a member of these organisations then promotion paths will open up for you, allowing you to rise rapidly to the inner circles of the leaders.

= Student Perks =

Ready for Initiation (100CP): The Beacon Entry Exam? Who needs it? You have a guaranteed spot at initiation, where you will have the chance to show your skills and make it into Beacon proper. Additionally, this perk also means you will always get an honest chance to show your skills in future, so long as you honestly want what you will get if you succeed. This perk does not grant you any additional level of skills beyond what you already have from your experiences, perks, and backgrounds.

Immune to Homework (200CP): You never have to worry about any homework or other similar minor tasks that you do. While you are away doing more important tasks, things like homework, routine maintenance, and other minor annoyances will find themselves completed as though you had done them yourself.

Extra Studying (200CP): Turns out *not* spending years learning to become a secret agent or super criminal leaves you with a lot of free time to study other pursuits. Choose one area of knowledge or skill that a student would reasonably have access to[2]. Gain knowledge in this area at a level as though you had spent several years casually studying it[3]. This can be purchased several times, though the discount only applies to the first purchase.

Mecha-Shift Prodigy (400CP): Students at the Combat Schools learn how to craft and maintain their own Mecha-Shift weapon, and yours was no different. Indeed, you proved to be a veritable prodigy at this, capable of turning metal and parts into some of the most complex handheld weaponry in the setting, so long as you have the tools. With additional training and experience, your skill can even branch out to non-weaponry uses of Mecha-Shift technology.

Silver-Eyed Warrior (600CP): You are one of a line of silver-eyed warriors. Known as simply a fairytale to most of Remnant, and not even a particularly well-known one, these powers are an incredibly powerful force against the creatures of Grimm, as well as other supernatural powers. Properly mastered, these can be used to outright kill weaker creatures of Grimm at a look, or petrify larger creatures. Even a short exposure can cause injury to those with supernatural powers. It does create a rather *visible* display upon use though, and does not come with any level of experience by default.

= Agent Perks =

Cover Story (100CP): You wouldn't be much of an Agent if it was obvious, and you have been taught this well. Choose one profession that would make sense for a typical Vale resident, and gain an expert level of knowledge in that profession. If you are a VSS informant or contact, they will contact you regarding this skill.

Divided Identity (200CP): Having a full-time identity and also being involved in VSS work can be tiring, and it can be far too easy for you to slip up. With this perk, you are capable of partitioning your life into different 'identities'. Without your honest, informed consent you will be incapable of 'slipping up', using information or skills learned in one identity in another.

Advanced Training (200CP): You gain the skills and training of an experienced VSS agent, including advanced combat skills, skills with any gadgets or equipment a VSS field agent is assigned, and the various rules and procedures the VSS is expected to adhere to. This places you in the upper tier of combat capability in this setting, capable of going toe-to-toe with even highly experienced Hunters when properly equipped.

RASCLS (400CP): Reciprocation, Authority, Scarcity, Consistency, Liking it, Social proof. The six tenets of loyalty and recruitment for the VSS. Properly applied, these six tenets can turn almost anyone from apathetic to an eager member of an organisation, and you know how to properly apply them. You have an uncanny ability to identify what you'd need to do or provide to bring a person into your organisation. While the cost *may* be expensive, so long as someone is not actively hostile you will almost always be able to bring someone to your side if you are willing to pay it.

Contacting HQ (600CP): An agent does not work without support, and neither do you. You have a method of contacting 'HQ' from any electronic device that requires a login. When you do, they can provide you with information on almost anyone, collecting electronic records and summarising them for your ease of access. In this setting, it tracelessly takes these records from the VSS archives at a clearance level appropriate to your VSS rank, or that of an experienced Agent (whichever is higher). In future jumps, this takes information from whichever intelligence agency's records are best for your query, or from the general internet, whichever is more informed.

= Criminal Perks =

Thuggish Personality (100CP): There's something about you that screams "Trouble". When you are are undertaking less than legal activities, those around you will tend to look to you as a leader and follow your directions. This does not override existing chains of command, but works on those of equal or lower rank than yourself. This does not affect your personality in any way, nor does it affect how others view you outside of less than legal activities.

One person you could trust (200CP): Or at least, that's true for most people. You have a knack for finding those who will actually remain loyal even when things go sour when you go recruiting, and even those who are not particularly loyal will tend to stick around longer. This does not grant loyalty in itself though - you have to earn it.

Bad Camera Angle (200CP): When something big happens, it can plaster your name and face all over the news and make it pretty awkward to move around afterwards. Not so much for you though. With this Perk recordings will find that your image is blurred, or obscured, or otherwise incapable of getting a good enough image that someone could identify you from looking at it. This does not affect live recordings, or robots that use cameras to 'see'.

Just a Minor Setback (400CP): Plans fail, things go wrong, and enemy action means things get wrecked. These things happen. However, your plans never seem to be particularly damaged by these setbacks - the small details will fail, but things will line up so that your master plan can still move on anyway. Sufficient damage can still cause your plans to come crashing down, but exactly what counts as sufficient is much higher for you.

Against the System (600CP): What's a criminal got to do these days to succeed? Not only do the heroes have entire armies of super-soldiers, but there are entire organisations that seem dedicated solely to taking you down. With this perk, when you are outnumbered by enemies that are specifically targeting you, you become *better*. You are faster, stronger, and luckier so long as you are working against these enemies, and the greater the disparity the bigger of a boost you get. It's never enough to guarantee a victory, but it is enough to give you the chance to survive.

= ITEMS =

All items are 50% off for their appropriate origin. General items are not discounted for any origin.

= General Items =

Really Good Hair Dye (50CP): A set of hair dye bottles in a range of natural hair colours[4]. A quick application of this dye will turn your hair from its existing colour to a colour of your choice, applying so well it makes your hair look like it is that colour naturally. This dye lasts for up to a week without a new application, and will not wash out unless you deliberately try to remove it. The bottles refill automatically when empty.

Comprehensive Identification (100CP): A comprehensive set of 'clean' identification documents for an identity of your choice, with appropriate records to match the capabilities you describe. They are detailed enough that they do not draw scrutiny for lack of detail, but particularly outstanding records or capabilities may draw attention should someone go looking. In future Jumps, you can choose to have these records update once per Jump to match a new identity of your choice.

The Story (100CP): A copy of the story 'In the Kingdom's Service' in both a physical book and as an electronic document. These will be disguised from anyone you do not give permission to read them, appearing as a generic appropriate book.

Dust (200CP): A padded suitcase loaded with high-grade dust of various commonly-available types, suitable for use in weapons or explosives. This contains enough dust to cover a student Hunter's average yearly usage, and will refill once per year for free. For an additional 200CP, this can be upgraded to a crate of dust, enough for an entire team of students' usage.

Robots (200CP): A handful of older-model Atlas robots, or a set of automated turrets[5] that would be used to defend an outlying settlement from the creatures of Grimm. Comes with the programming knowledge to adjust the IFF to your preferred targets (though they are not smart enough to distinguish between different humans/faunus on their own).

Bullhead (400CP): Your very own VTOL aircraft, along with the skills to use it. Unarmed by default, this aircraft can take a lot of damage without going down, and can fly far and fast enough for international travel. Comes with certification for in-Vale travel. It also comes with the mechanical skills to repair it if damaged.

Atlesian Paladin (600CP): A giant mech, pilotable by a single person, built from technology that is a decade beyond the average technology of Remnant. A trained user piloting this can easily fight off hordes of the creatures of Grimm, and it has the speed and endurance to travel across a continent in a reasonable timeframe. This also comes with training to pilot and perform basic maintenance on the mech.

= Frontier Villager Items =

Useful Mecha-Shift (100CP): By default, this item is a single utility item of reasonable cost, with the ability to utilise Mecha-Shift to shrink to around a third of its in-use size. However, you may instead choose to import one carryable non-weapon item that you already own, giving it Mecha-Shift capability and allowing it to shrink when not in use[6].

Camping Equipment (100CP): A backpack containing a tent, bedroll, dust-fuelled portable stove and water purifier, and all the other various equipment needed for an extended, reasonably comfortable trip into a hostile wilderness.

Parachute (200CP): A small parachute, great for those without a landing strategy. When wearing this parachute, it will automatically deploy if you are in a harmful fall, and it is steerable to allow for a targeted landing. It's even self-packing!

Forged Transcripts (200CP): A set of documents that establish your (unearned) skills in a particular area. You may or may not have the skills these documents state you have, but as far as anyone who reads the documents is concerned, you have them. These transcripts will not stand up to extensive scrutiny, but it would take someone with access to a lot of records to disprove them. In future jumps, these Transcripts will update themselves to match your new identities, for a set of skills of your choice.

Book of Fairytales (400CP): This is an elaborately-decorated, ancient-looking book of many of the ancient fairytales of Remnant. Contained within this book is true and accurate information regarding these ‘myths’, including the Maidens, the Wizard, and the Silver Eyes. In future jumps, this book will gain additional entries wherever the local setting has similarly true myths, giving you information on the presence and abilities of the local myths[7].

Coffee Shop (600CP): Just what it says on the tin. This is a modern artisanal coffee shop with all the machines and supplies needed to create a high-quality brew for your customers. It will probably require a lot of work to keep afloat, but I'm sure you can rapidly become a well-known name amongst the coffee fans of Vale… You do know how to make coffee, right?[8]

= Student Items =

Beacon Scroll (100CP): A high-tech tablet computer. Capable of tracking the Aura levels of yourself and up to three teammates and interfacing with most of the technology the average student Hunter would have access to.

Armoured Combat Uniform (100CP): Most hunters focus on looking good first, and wearing practical armour second, relying on their Aura to protect them. You realise that this might not be the best idea though, and have a Combat Uniform that incorporates a decently protective amount of armour without sacrificing style. This will generally make you more resistant to damage, though it is still a very bad idea to fight while low on Aura. You can import an existing set of armour into this, which will cause it to become a lot more stylish without sacrificing it's defensive capabilities.

Dustbike (200CP): You are the proud owner of a dust-powered motorcycle or Quad Bike (ATV). It is at least as capable as a high-powered motorcycle/ATV from modern earth, but a lot more rugged and generally capable of shrugging off a lot of damage. You can import an existing road vehicle into this.

Mecha-shift Weapon (200CP): Your very own form-shifting weapon that combines a melee weapon, a gun, and looking cool. This is made from either a pair of one-handed weapons or a two-handed weapon, combined with a handheld firearm that shoots dust ammunition. If you have an existing handheld melee or ranged weapon, you can import it into this weapon, where it gains the ability to shoot dust ammunition if appropriate. For an additional 200CP (100CP with discount), you can add a number of dust chambers, allowing the wielder to freely use large quantities of dust on the battlefield. While expensive to run, this allows the weapon unparalleled battlefield control and a wide variety of effects.

Teacher's Notes (400CP): A complete set of lesson plans and notes for all four years of Beacon. With this, you could learn everything that is taught at beacon (aside from the combat) at your own pace. This also includes instructions on how to unlock people's Aura, though you will need practice to be able to do so reliably. In addition, this updates once per jump to include the non-combat curriculum of a single school or educational setting of your choice.

Atlesian Contacts (600CP): A established group that will approach you if you are ever looking to start up a large enterprise. They will offer advanced technology, very low-interest loans, expertise, and their own services to help you get your enterprise up off the ground, and will support you until you are fully capable of standing on your own two feet (so long as you are also putting in effort). Even beyond this, they will be a friendly competitor so long as you remain on at least neutral terms. The level of help they will offer will adjust based on the setting, but it will always be at least enough to turn a group of (skilled and informed) teenagers into a major intelligence agency.

= Agent Items =

VSS Sunglasses (100CP): A set of unassuming sunglasses that, when worn, allow the wearer to 'zoom in' to several times magnification, as well as to activate night vision and thermal views.

Encrypted Lapscroll (100CP): A high-tech laptop, suitable for playing games and such. However if you enter a particular 'wrong' set of login details three times, it loads to a hidden OS that grants access to the VSS network (and any other secure network you have access to) according to your clearance level. This laptop is defended by unhackable security, so any files on this laptop cannot be accessed without your permission.

VSS Helmet (200CP): An armoured black helmet that fully encloses the head. In addition to its armour, it also has night vision and thermal capability, is made of materials that mean no sound the wearer makes (from the covered area) can be heard, and contains communications equipment to allow the wearer to stay in contact with others who wear the same helmets as well as HQ from across a city. Additionally, the helmet includes a self-destruct that will only activate on your command, completely destroying the helmet and the immediate environment. If the helmet is destroyed, by the self-destruct or otherwise, it will respawn in a safe location within a week.

VSS Uniform (200CP): An armoured black suit that totally covers the body of the wearer. In addition to its armour, it is made from sound-dampening materials that muffle the movement of the wearer, and it also has wrist-mounted pitons that can be fired with great force to allow the user to scale mountains and tall buildings. It is advised not to use the latter while low on Aura. Additionally, the uniform includes a self-destruct that will only activate on your command, completely destroying the uniform and the immediate environment. If the uniform is destroyed, by the self-destruct or otherwise, it will respawn in a safe location within a week.

Gadgets (400CP): A set of six gadget-holding pouches that can be attached to a belt, jacket, or similar clothing item. Each contains a high-tech gadget of some sort, like tiny cameras or microphones you can plant to remotely surveil a location, long-distance earpieces that can connect with VSS radios and with the tiny microphones, small smoke grenades that can flood a room with vision-impairing smoke, and other such disposable items. Each pouch contains a different item, and when you use the items they respawn each day. Additionally, you can reshuffle these items each Jump, selecting a new 'loadout' as appropriate for each world.

Safehouse (600CP): A location, somewhere in or near the City of Vale, that used to be a VSS safehouse. Comes with a hidden floor containing all the provisions needed to lie low for a month, as well as a set of (slightly outdated) VSS equipment and armour. This location starts the Jump unknown to anyone but you and your companions, but is not immune to discovery once you make use of it. In future jumps, this safehouse will appear somewhere it could be of use to you, stocked with new equipment appropriate to the tech level of the Jump[9].

= Criminal Items =

Disposable Knives (100CP): A set of generic-looking knives. Made from decent-quality steel, but not particularly expensive, these knives are designed to be used then disposed of. Once per week, any of these knives you have discarded will be replaced.

Criminal Uniform (100CP): The uniform of either the White Fang or Torchwick's Organisation. This is self-cleaning and self-repairing, and comes with a free cheap handheld melee weapon.

Turncoat (200CP): Choose one faction that you are not aligned with. You have a contact within that faction who will alert you of moves against you that they are aware of. This does not provide advanced warning of sufficiently secret movements, but if an organisation as a whole places you on the priority list you will get advanced notice. In future jumps, you will often find a turncoat in the main faction that is working against you in a particular setting.

Transporter Truck (200CP): A large truck or lorry, capable of carrying a large load in a concealed manner, while being fast enough to sustain a police chase and tough enough to be the location of a major fight. Comes with the training required to drive and maintain the truck.

Abandoned Warehouse (400CP): A seemingly abandoned warehouse near the docks, this can serve as a distribution centre for all things nefarious. This warehouse will never be discovered by the lawful authorities unless they are shown it by you or your companions. In future jumps, this warehouse will establish itself in a similarly run-down area with the same immunity to being discovered by law enforcement.

Calling in the Fang (600CP): You have a contact in your scroll/phone. Once per year, you can use this contact to call in a large group of terrorists (or other fanatical group as makes sense in the setting) to create a massive distraction. This distraction is guaranteed to capture the attention of the vast majority of the local police/military forces, and will occupy their attention for at least 24 hours[10] (at which point the terrorists will flee or all be killed/captured, the result does not affect your ability to further make use of this item). This distraction is guaranteed to be highly destructive and will almost certainly result in mass loss of life, but unless you are discovered taking advantage of the distraction (or someone sees you calling in the distraction) it will not be linked to you.

= COMPANIONS =

Companion Import (100CP): Bring a single companion to this setting with you. Companions get **600CP** to spend, and a free background of their choice. You can buy this multiple times to import multiple companions. However, if you have a lot, you might want to consider...

Multiple Import (400CP): Bring up to 8 companions to this setting with you. Companions get **600CP** each to spend, and a free background of their choice. Of course, if an entire team of hunters appear out of nowhere with no background to speak of, who knows what might happen?

Canon Companion (200CP): Select a single character from within the setting, who is alive at the end date and who is not hostile to you. They will now be your companion on this journey.

Custom Companion (100CP): What, canon characters not good enough for you? Spend **600CP** to design your custom companion. Shortly after you arrive here, you will bump into this character and they will be inclined to follow you. At the end of the Jump, they will join you on this journey.

Animal Companion (50CP): Shortly after arriving here, you will gain ownership of an animal native to Remnant that has its Aura unlocked. Incredibly smart (by animal standards, about the level of a dolphin), this animal will follow you loyally. Whether they survive the jump or not, once this jump ends you will find them waiting for you in your warehouse. This is a follower/pet, and does not take a companion slot so long as they have animal-level intelligence.

= DRAWBACKS =

You may take any number of drawbacks, but may not gain more than **+1000CP** from doing so. If you take drawbacks worth more than **+1000CP**, you will have the full downsides without any additional reward.

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Bad Nickname (+50CP, Agent Only): You have an absolutely awful codename. It is the worst thing you can think of, it is demeaning, and for some reason everyone else loves it. For your time here, anyone who knows your connection to VSS will address you with the awful name at every opportunity, completely ignoring your wishes otherwise (though they will not risk your cover identity if someone not in the know is present).

Allergies (+50CP): Choose one reasonably common substance. Exposure to this substance makes you sneeze loudly. Loudly enough that even sound-dampening equipment cannot muffle the noise. Try to avoid this substance if you need to be stealthy.

Motion Sickness (+100CP): Vehicular travel does not agree with you. An extended journey by vehicle will leave you nauseous, and likely to vomit at the worst of times. You can suppress this for short journeys, but longer trips will leave you kissing the ground when you arrive.

HQ, how do I make friends? (+100CP): You make bad first impressions when you are attempting to be friendly, usually coming off as either overly flirty or overly serious. You can overcome this first impression with repeated exposure, but people will keep reminding you of how badly the first impression went.

Known Face (+100CP): Your face is known, either as a criminal or as someone with direct connections to law enforcement. As such, you will find it much harder to do undercover work or to switch sides. Additionally, good luck attending Beacon if you are a known criminal.

Inactive Aura (+100CP): You start the jump without an active Aura or Semblance. This does not stop people from wanting to send you into dangerous situations anyway. Additionally, once you unlock your Aura and Semblance, you must train them from the ground up.

Effective White Fang (+200CP, Cannot take with Criminal Background): The Vale branch of the White Fang, contrary to their reputation, actually seems to be competent. Expect any White Fang members to be better trained and disciplined, and to actually perform security measures against infiltration.

Ineffective White Fang (+200CP, Criminal Only): The White Fang are completely and utterly inept, and you're stuck with them. Expect your White Fang allies to be completely undisciplined, fanatical in the most irritating ways, and unfortunately present on any operation it would make vague sense for them to be a part of.

Grimm-Bait (+200CP): The Creatures of Grimm find you *interesting*. Those you face will be tougher and smarter, utilising more than basic tactics. They also focus heavily on you where possible, which may be a benefit or not.

Soulless (+300CP): You have no Aura. You have no capability of using Aura, or chance at unlocking a Semblance. In fact, all abilities that are reliant on your soul are disabled for this jump. Unfortunately for you, this doesn't make the creatures of Grimm any less likely to target you - just more likely to kill you if you land a hit.

Techbane (+300CP): Your presence is actively harmful to technology. Technology in your general vicinity will begin to glitch and break down, with them failing at the worst possible moment for you. Anything reliant on electronics, mecha-shift, or similar technology will utterly fail should you try to make use of it. Only technology protected by (other people's) Aura is not affected.

Cinder the Informed (+300CP): At some point in the first month from your arrival, Cinder will be informed about the existence of Vale's Secret Service, and it's work against her. The same information will also paint you as a key part of the work against her. She will immediately begin aiming to eliminate both the VSS and you, delaying or accelerating her other plans as necessary to do so.

Watt could have been (+300CP): This story is actually the AU where Watts replaced Cinder in Vale. With a completely changed set of antagonists, and completely changed goals, you better not have been relying on that meta-knowledge! If you take this with 'Cinder the Informed', Watts replaces Cinder in that drawback as well.

Powerless (+400CP): All the powers and items you gained prior to this jump have been locked away, to the level they would be if you were taking a Gauntlet. Only powers and items you purchase in this document (or earn during your jump) are unaffected by this.

= MOVING ON =

So, you have managed to survive a decade in this land. Maybe you have reforged the VSS in your image. Maybe you have torn it down and salted the ground it stood on. Maybe everything went wrong and you're huddling in a dark cave with the last remnants of humanity as the creatures of Grimm dominate the last few areas of the world. Whatever the result, you are now able to make your choice on how to move forwards.

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Move On: Taking yourself, your companions, and your possessions with you, you strike forwards into the multiverse towards your next jump.

Stay Here: I get it, you've done so much here and you don't want to let it go. You can keep all your powers and abilities gathered so far, and end your chain here. Indeed, if you want I'll even respawn any of the canon cast that failed to survive to this point.

Go Home: Has this been one step too far on the chain? I understand. Take all your skills, companions, and possessions with you, and I will return you to your starting universe.

= NOTES =

1) Personalised Semblance - If you have to ask if the semblance you are wanting is too powerful, it probably is. Semblances grow and mature through time and training, so if you want a Semblance in the same power bracket as one of the more powerful adults in the setting (or stronger), pick a weaker version of that Semblance and train it.
2) Extra Studying - This is not just limited to things you would learn inside a classroom or school. If you can justify a reason why a student of your in-jump age would have reasonable access to a particular area of learning, you can boost it with this perk.
3) Extra Studying - This learning uses the Jumper's own learning level, including any learning speed boosters that they may have. If the 'Quick Learner' perk is also chosen, the 5x learning speed boost does apply, making Extra Studying grant the equivalent of a decade of casual studying in a particular area.
4) Really Good Hair Dye - Yes, in future jumps with 'natural' hair that is every colour of the rainbow this does give you extra bottles in those colours.
5) Robots - The automated turrets are large, and not particularly portable, but are powerful enough to be able to defend against a major Grimm attack and come with unlimited ammunition, do not need an external power source, and are self-maintaining. These properties carry over should the Jumper upgrade the weapons of the turrets.
6) Useful Mecha-Shift - The item you import must be able to be picked up and carried by the average Remnant Hunter. No cheesing this requirement with super-strength or a massive alt-form. It gains the ability to shrink to between a third and two-thirds of its 'in use' size, with more complex items less able to shrink. Cannot use on items that are already capable of Mecha-Shifting.
7) Book of Fairytales - This book updates to the local myths wherever they are both a) seen as myths by the general public, and b) actually exist in-setting in a non-mythological manner. For the Percy Jackson jump, where the existence of mythological beings is hidden from the public, this would include a general breakdown of the powers, abilities, general weaknesses, and general locations of the various monsters and divine beings. For the Greek Myth jump, where the entire world knows (and is) about the 'mythology', the book would not gain additional pages. If the existence/truth about a particular myth is not certain in a particular setting, fanwank responsibly.
8) Coffee Shop - No, this does not come with additional ability to brew coffee or run a business, nor does it run itself. It's a bit of a joke item. Jump-Chan will throw in a free '#1 Jumper' mug if you buy this though.
9) Safehouse - The automatic adjustment to the local tech level only affects the equipment and armour that comes for free with the Safehouse, as well as (optionally) the decor. This does not affect any existing equipment granted by the Safehouse, merely the new set given each Jump.
10) Calling in the Fang - This guarantees they will be distracted for 24 hours, but it does not guarantee your terrorists the ability to engage the police/military in combat for 24 hours. The distraction can take many forms, from airdropped creatures of Grimm through to a series of bombs going off, and will be appropriate to the setting.

= Versioning =

(2018-11-27) Version 0.1;
- *Released for initial feedback.*

(2018-11-28) Version 0.2;
- *Adjusted costing on the perks; 'Unlocked Aura', 'Faunus', and 'Personalised Semblance'.*
- *Adjusted wording on the perks; 'Personalised Semblance' (now just 'Semblance'), 'Quick Learner', 'Massive Aura Reserves', 'Ready for Initiation', 'Mecha-Shift Prodigy', 'Thuggish Personality'.*
- *Added notes to the perk; 'Extra Studying'.*
- *Adjusted costing on the items; 'Mecha-Shift Weapon', 'Teacher's Notes'*
- *Adjusted wording on the items; 'Comprehensive Identification', 'Book of Fairytales', 'Mecha-Shift Weapon', 'Teacher's Notes', 'Safehouse'.*
- *Added notes to the items; 'Book of Fairytales', 'Coffee Shop', 'Safehouse', 'Calling in the Fang'.*
- *Replaced item 'Simple Weapon' with 'Useful Mecha-Shift'.*
- *Replaced item 'Dust Weapon' with 'Atlesian Contacts'.*
- *Replaced item 'Armed Bullhead' with 'Calling in the Fang'*
- *Adjusted costing on companion options; 'Companion Import', 'Multiple Import', 'Custom Companion', 'Animal Companion'.*
- *Adjusted wording on companion options 'Custom Companion', 'Animal Companion'.*
- *Added the 'Inactive Aura' drawback.*
- *Added the 'Powerless' drawback.*
- *Added page count.*

(2018-11-29) Version 0.3;
- *Adjusted wording on the perk; 'Immune to Homework'*
- *Added item; 'Really Good Hair Dye'*
- *Adjusted wording on the item; 'Encrypted Lapscroll'*
- *Added notes to the items; 'Robots', 'Really Good Hair Dye'*

(2018-11-30) Version 1.0;
- *First Version Official Release.*

(2018-11-30) Version 1.1;
- *Adjusting costing on the origins; 'Student', 'Agent', 'Criminal'.*