Lunar Silver Star Story Jump

Version 1.0.0



Long ago a great conflict rendered the Blue Star uninhabitable. The goddess Althena took her chosen survivors to the Silver Star, and spread her mana throughout the world to make it livable, with the help of the four dragons and the first dragonmaster. Only the Frontier where her power could not reach to spread thick the life giving mana still remained as a reminder of how the Silver Star had been before Althena's blessing.

Many lifetimes have passed, and three people populate the Silver Star. The humans, the beast folk, and the Vile Tribe which were banished to the Frontier for misdeeds centuries ago. Althena is still remembered, her power still felt in everyday life, and her temple still intact where the current dragonmaster alone would be allowed to go and meet with the goddess. If there was a current dragonmaster. The last Dragonmaster, Dyne, died 15 years ago, the circumstances of his death unknown except maybe to some among the rest of the Four Heroes. The warrior Mel, a former pirate before he became a hero, rules over the large and prosperous port city of Meribia. The mage Lemina leads the Magic City of Vane where it floats around Althena's shrine and the mountains that separate the goddess from the world. The last member of the 4 Heroes, Ghaleon, works alongside Lemina as the 2nd greatest mage of the Magic City.

The four dragons still live however, and should they recognize a hero as worthy there could still be a new dragonmaster. You will be arriving in this world on the same day that Alex Noa, a brave youth who dreams of being the next dragonmaster, and his friend Ramuz are about to set out to try and find their way into the White Dragon's Cave in the hopes of meeting the white dragon and obtaining a valuable piece of dragon… diamond. Soon these events will have repercussions which could decide the fate of the Silver Star and all who live upon it.

You will be staying here for 10 years. Whether you will join in the adventure of this world, or find some other way to make your mark, you may need something. As such take these:

+1000 Choice Points

Good luck, and good jumping.

Origins:

Select a single origin. It will determine who you are in this world and where you fit, as well as providing you with discounts on perks and items. All discounts are 50%, except the 100 CP perk and first copy of the 100 CP item for your origin which are Free instead.

Cat(?): You're a cat? Or maybe you're not. Most cats don't have wings. But you certainly look rather like a cat. Probably. You may or may not be a winged cat, and you may or may not have a history and background in this world. You may take this as the Drop-In origin if you'd prefer, or have grown up in this world as a winged, intelligent, talking cat. Either way you'll have fewer people question it than probably should.

Prospective Dragonmaster: Well you might not be one yet, but you've definitely got some hope about you as to becoming one. You're an individual with hope in your heart, and a desire to be a hero. Whether you'll make it or not is another question.

Civilian: You're a person of the world. Maybe you're a gambler. Maybe you're a merchant. You could be an inventor, or a sage. You're a person of this world, not necessarily a hero or an adventurer, but someone with some other role in the world.

Village Singer: You're someone with a natural talent for singing. It seems to be a highly respected talent in this world. It might not seem to be the most glamorous and epic skill set, but the local goddess might like singing herself, so maybe you'll have something in common.

Mage of Vane: You are a mage trained in the Magic City of Vane. Besides getting access to a floating city full of magical knowledge, you can call upon the elements to do your bidding. Well at least if you've done well enough in your classes.

Priest(ess) of Althena: You have trained at the temple of the goddess Althena to be a proper priest(ess) and perform good in her name. You know how ~~threaten~~ ~~cajole~~ ~~browbeat~~ convince people to do things you ask, and if you're good you might even know some healing magic.

Thieving Swordsman: You steal from the rich and… you at least don't steal from the poor. Hopefully. Either way you're fairly good with a sword, and surprisingly good at bluffing. Hopefully you've got some strength behind you, and maybe you can pick up skills to be more than just fairly good.

Vile Tribe: You're a member of the Vile Tribe, exiled to the Frontier by the goddess for their evil deeds generations ago. It's a harsh existence, but perhaps you could retake a place in the Green Earth by force?

Location:

You will arrive in this jump somewhere appropriate to your origin. A mage might appear in Vane or maybe Vane on the Ground in Meribia, a priestess of Althena could appear at the shrine of Althena or anywhere across the world that priestesses go. A member of the Vile Tribe could be in any major town, or in the Frontier and so forth. A Drop-In will simply appear somewhere non-secured.

Age, Gender, and Species:

You may select an age and gender appropriate to your origin. Ghaleon is at least 150 years old, because the Vile Tribe is long lived, and who knows how old the dragons are, but the main cast is closer to 15 since that's when Althena incarnated herself as a mortal.

If you have the **Not a Cat** or **Dragon** perk you're a dragon. Though if you only have **Not a Cat** you'll never be a full grown dragon, merely a perpetual kitten.

If you do not and are part of the **Vile Tribe** you will be part of the vile tribe. You may either appear as a somewhat elf-like individual with pointed ears and red eyes, or a more goblin-like appearance.

Otherwise you may be a human, a beast folk, or a half-breed between them. Beast folk sometimes have animalistic features, but those shown in this game mostly just have larger, pointed ears, and sometimes facial markings or a horn on their forehead.

Perks:

The 100 CP perk associated with an origin is free if you have that origin, other perks associated with the origin are 50% if you have that origin. No discounts on general perks.

Combat Experience (Free): When you defeat enemies in combat, you will find yourself gaining XP. The more powerful and dangerous the enemy the more XP you will gain. As you gain XP you will find the skills and abilities of your origin in this jump and the perks you have purchased here improving. This will allow you to rise to 'level 99.' For most of the perks that grant you a set of special moves and techniques you'll stop automatically developing new spells and abilities by Lv 40 at the latest, though you can develop further ones not from level up with training and practice.

A Civilian, or Thieving Swordsman will find their Strength (Atk), Endurance (Def), and HP improving more quickly, while their Wisdom (Magic Power), Magic Endurance (Magic Defense), and MP improve more slowly. A Village Singer or Mage of Vane will find the opposite true. A Cat(?) or Priest(ess) of Althena will find themselves in the middle on all traits. A Prospective Dragonmaster or Vile Tribe may choose freely which path they want to set foot down but that choice cannot later be changed.

OST (Free): For how much of a focus this game puts on singing and music, it'd be a shame not to let you enjoy its. You now possess the game's entire soundtrack where, if you desire, you can hear it playing as if in the background. It'll pick appropriate tracks when possible.

Knock 'em Around (50 CP): In this world when an enemy is struck enough times in a single turn of combat the attacks will begin to move them around the battlefield. Combat won't always work in such a regimented turn by turn fashion, but you'll find if you strike an enemy enough times in quick succession you'll become able to knock them flying further with each of your blows, simple blows able to send grown men, or robotic tanks, staggering back around the battlefield.

Why Do Monsters Carry Silver (50 CP): Are they made out of it and turn into it when killed? It doesn't matter, though, because you'll find that even in future worlds whenever you kill a monster you'll receive cash, in local currencies. The stronger the monster the more cash you'll receive.

Just a Cat (200 CP): So what if you have wings, and can talk. You're just a winged, talking cat. People around here can be weirdly accepting of some odd things. And now it's not just those around here. You'll find people weirdly accepting of your weird traits, even without any real explanation. Yeah you're talking and have wings, but if you look like a cat people will treat you like one until you thoroughly disabuse that notion. They also seem to just roll with it when you break the fourth wall or reference media that doesn't exist in the world, almost seeming to just nod along and go with the joke.

Magic of an Emperor (400 CP): You possess the beginning of the knowledge of a unique set of magic. You'll begin with the spell Siphon Soul which drains life from all of your enemies to give it to yourself as a non-elemental magic attack. As you explore this magical knowledge, or gain levels from **Combat Experience**, you'll pick up more magic, including an AoE fire spell Inferno, an AoE ice spell Nitro Dagger, an AoE earth spell Rock 'n' Roll, an AoE wind spell Tornado which draws enemies together in a group, a spell that brings you forth, rising up from the ground beneath an enemy and striking all those close to them, a powerful AoE spell Hell Wave, a spell capable of causing 'instant death' by immediately putting an enemy into a Faint condition called Fate Storm, and Chaos Shield which summons a pair of orbs that produce a temporary force field around you protecting you from damage. These AoE spells are similar to those granted by **Elemental Magic** with Tornado and Rock 'n' Roll being at the lowest level of cost and power for AoEs, and Inferno and Nitro Dagger only somewhat higher, Worm Crush is roughly equal in power (though it will cost less) and Soul Siphon being noticeably weaker and more expensive but healing you; Hell Wave however is closer to the high level in both cost and damage. Unlike other magic power set options you'll be learning the same ones as Ghaleon uses and not your own custom set.

Cat(?) Perks

Not a Cat (100): You're a cat. Well ok. You look a lot like a cat, though your front legs, tail, head, and wings are all subtly different. But if it wasn't for the wings you could be mistaken as an odd looking cat. You're capable of flying around, talking, and despite having a tiny head and brain full human-level intellect and reason. While white, red, blue, and black are the traditional colors you can choose your color freely; it does, however, have to be the same color as chosen for **Dragon** if you selected that perk as well. This ~~baby dragon~~ cat-like form is an alt-form.

Come On! Get Back On Your Feet! (200): You are capable of granting your allies a second wind and restoring a portion of their vitality. This only works on those who have reached the very brink of exhaustion – too tired to keep going, too injured to fight, or in a Faint state – and it will only put them just barely able to keep going, but sometimes that's enough. Someone in a coma or in need of the ICU is probably past your ability to quickly get on their feet again, but if they were just knocked out it's probably fine. You do need to give people a bit of time between using this on them, though. Still it doesn't cost you any MP or anything.

Inventory (400): You can carry a lot. Like even if you were a winged housecat you could carry more than 5 people, probably more than 8. And you don't seem to put it anywhere so much as just keep it on your person. It can be a little hard to access it in the midst of battle, taking a bit to put anything in it or pull it out, but you can lug around a lot of stuff in this 'bag' of yours. And since it's some non-dimensional space tied to your being it's probably not easy to steal from.

Dragon (600): You are a dragon. As in a full fledged freakin' dragon. You're massive, able to fly, wield great strength, and have a fair deal of magical power as well. You're not impossible to defeat in this world, but you're pretty powerful, and have devastating elemental breath attacks. You are also able to astrally project to those at least somewhat nearby, and to materialize your power and favor in the form of a piece of powerful, magic equipment. Besides being a really good piece of armor (or maybe you'll go with a weapon), being granted this piece of equipment enables the wielder to invoke a powerful magical spell of this world. The exact details are up to you, but it should be something in line with those the other dragons granted, with a similarly extreme cost to use. Only someone you have granted it to can use the equipment given them, and you can only grant one copy of it at a time; though given your circumstances this is a limit to how many can be in a single jump; those left behind don't count. This dragon form is an alt-form, and while the colors are traditionally white, red, blue, and black you can select

another color, though if you took **Not a Cat** you must choose the same color for both. You will begin as a relatively small dragon like Nall at the end of the game, but even that makes you a very real physical and magical threat, and you can grow through **Combat Experience** or just time till you're a full, fledged boss with some serious power.

Prospective Dragonmaster Perks

For Love (100): Love is the greatest power in the world. And this won't give you some mystical power from it. But you will find that you're good at making relationships work, and maintaining the empathy to keep a nice, healthy relationship working with someone you care about. Unlike some oafs you have a pretty good idea what you need to do to maintain a romantic relationship, and how you should be treating your beloved if you want them happy, and are sensitive to their feelings.

You'll also find it easier to find the motivation and determination to do things for them. On its own this won't make you someone who could face down an angry goddess and a magic emperor, but it'll help you find that strength if it, or something close, was already inside of you, and you'll always be able to eke out a little more force of will when it comes protecting your beloved.

Hero's Luck (200): You're luckier than others. Oh it's not a huge deal luckier, but it's enough to be noticed. You have nice luck on a day to day basis, nothing too extraordinary so don't try and make your livelihood off of the lottery, and sometimes you'll have lucky breaks when it matters, though don't rely on this. You're maybe 10% luckier. This does especially seem to apply to combat, where you'll occasionally land a hit that does critical damage, and you're more likely to find nice loot after a fight.

Debts Repaid (400): People you help have a tendency to repay the favor at some point. It won't necessarily be everyone, but people have a way of remembering when you helped them in the past and when you really need the help, or the stakes are high, is when they become most likely to repay the favor. Maybe it's just a minor helping hand, or a bit of information, but they seem pretty lucky at being able to find a way to help you, even if it's just giving you a rare, and powerful, item they happened to find, or doing the unheard of and giving you a hero's discount when you're about to go fight in a battle to decide the fate of the world.

Althena's Champion (600): Only the Dragonmaster is allowed to gaze upon Althena, because he is the defender of Althena and her champion in the world of Lunar. At least that's what the books say. You might not be the Dragonmaster (yet), but deities seem to favor you as their chosen champion or servant. They like you better, grant you boons more readily, and are willing to put up with more backtalk and insubordination. You'll find that gods are willing to grant you privileges to listen to your opinion and actually consider it, and even accept you interacting with them as if you were something of their equal despite your mortal status or role as their subordinate; and if you're not a mortal,

you'll still find it easier to get them to accept a lack of respect, maybe even talking down to them if you're actually above them. This will have an effect on even arrogant and prideful gods, as well as deity-adjacent beings that are taking the role of a god, though if they're full blown brainwashed and crazy this will do a lot less, and it still works on a curve. An arrogant god will still be more likely to talk down to you than a humble one, they'll just still recognize something in you worthy of respect.

Oh, and the last dragonmaster and Luna's relationship being what it is, this is especially effective when it comes to romancing divine beings. There's just something about you that they find very attractive in a partner.

Civilian Perks

Swindler (100 CP): You might be an honest dealer, but if you are it's because you choose to be. You've got a good head for cons, swindles, and cheats, both in performing them and at recognizing them when they're performed and figuring out what the trick being used is.

Merchant (200 CP): You've got the makings of a savvy businessman and trader. You understand how to make money as a merchant, whether that's a traveling one or one who simply runs a shop in a town or city. You're good at understanding what goods to stock, how high you can actually price things in the market, and when giving the guy going off to save the world as many free samples as he can carry is a sound bit of marketing and pr. Anything needed to be a JRPG merchant, you're probably capable of.

Hermit (400 CP): Villains tend to leave you be, even when they know you and know you're a potential threat, as long as you don't make a move to declare a side in the conflict. Maybe they know you'd be pretty dangerous if you got involved, or maybe they just can't be bothered, but as long as you keep your aid to some advise, and maybe an item here or there, or providing them with an airship and don't actively join forces with the heroes or declare yourself in open opposition to a villain, they just… leave you be. Oh if you're sitting on something they want and refuse to give it up they might attack to take it, but they won't just try and kill you out of hand.

Inventor (600 CP): You possess the skills of a JRPG machinist. With seemingly medieval technology you could go about inventing electricity, submarines, robots, and most especially airships. This isn't magitech, but you're good at using (relatively) primitive tools and technological resources to create advanced technology and machines, and are great at devising new and impressive machines, your mind brimming with inspiration for new machines and inventions. You won't be creating the Grindery with just this – that is magitech – but you could match Myght's creations, and with **Arts of Vane** you could create something like the Grindery and will excel at the creation of magitech and even magitech beings and creations like some of the monsters that are as much tank as creature.

Village Singer Perks

Quite the Looker (100): You look good enough that it seems like nearly everyone you meet feels the need to comment on it. You've got proper proportions, beautiful complexion, symmetry, and so forth, looking good enough to turn heads everywhere, and that people will take notice. You'll find it easy to maintain this level of appearance as well, and that your voice is just as lovely whether talking or especially when singing.

Fortified Mana Pool (200): You seem to possess a deeper pool of magical energy. While this won't improve the power of your spells or your maximum magical output, you seem to have greater reserves of mana than you normally would, and your reserves of mana grow faster. This will apply to your MP pool here, and other forms of magical energy reserves you possess elsewhere.

Singing Princess (400): You are a truly magnificent singer, possibly the best in all of Lunar, though you might be too humble to admit that. Still your singing voice and skill with singing can feel like it could be literally divine. Though maybe that's just the side effects, as your singing seems to be able to produce an array of magical effects. The canon songs are: Healing Song, which heals 1 ally's hp; Purity Song, which cures a status effect; Temptation Song, which can put enemies to sleep; Cascade Song, which buffs an ally's attack and defense power; Tranquil Song, which heals all allies; and Escape Song, which can cause enemies to flee the battle. You don't have to get the exact same songs, and can possibly learn more with training and practice outside of simply **Combat Experience**, but can expect similar levels of power from them, and primarily healing, buffing, and status effects. Maybe you can get a full heal song instead of an AoE heal, or a song that inflicts another status instead of sleep.

Goddess Incarnation (600): All the mana on Lunar originally came from Althena. She spread out her power to create livable conditions across the Silver Star when the Blue Star was devastated by a battle between gods and rendered uninhabitable. By spreading it out further she was able to incarnate herself as a mortal. And now you can do something similar. You are capable of spreading out your power, imbuing the world with it, and allowing others throughout the world to use it. Mana turned the moon life-giving, creating plants and water across its surface (air and gravity already seemed to be here), who can say what other energy types you could spread may do. And individuals can cultivate and grow the powers you spread out, meaning that the overall power that is produced can be greater than you possessed to start. This isn't limited to just overt power systems like mana, ki, spiritual power, etc; you could spread out your luck, super powers, or even your perks spreading them through the world. These might be harder to cultivate

and grow than mana or ki, but you can spread your power through the world and share it. Of course you can expect a whole lot less of an effect than Althena produced unless you have power on the scale of a goddess or greater; an average mage spreading their mana through the world won't do much. Also this is spreading it out. You're sacrificing the power yourself to do it. You spread a perk out over the world and you'll lose it in proportion to how much you spread out. It is also geographically limited; Althena was only able to cover most of the moon, not all of it. The greater your power the further you could spread it, though.

It's possible to recover these energies and powers you spread out into the world, but without something speeding up the process expect this to be very slow. You'll get all your power you spread out back at the end of the jump, don't worry, and it'll not strip it from the world you're leaving either.

In addition, once per jump, if you choose, you can incarnate yourself as a mortal, sealing away any perks, powers, or memories you choose. They'll still exist inside of you if you want to unlock them – and unlike Althena you'll be able to set up emergency conditions to do this – and it might be possible for someone else to unlock them, but should you ever want to experience mortality again, perhaps with some of your favorite perks and benefits intact, you will have the option.

If you have **Singing Princess** you will find that by singing you can influence your power that has spread out in an ambient form. You won't be directly controlling minds, but if say the weather was based around your mana you could change it with a song.

Mage of Vane Perks

Studious (100): You are a studious individual with a mind that is inclined to academic pursuits and the accumulation of knowledge through study and book learning. You'll find that you learn more easily and quickly from books and study than before.

Summon Elemental Power (200): You seem to have really trained in magic. Choose an element. You will find yourself already knowing one attack spell of that element, and that you will pick up more as you level through **Combat Experience**. You will learn 1 single target spell, 1 spell that affects multiple enemies within a certain range of each other, and 1 spell that affects all enemies in battle, as well as one buff or status spell thematically related to your element. These will be the only ones you'll learn through **Combat Experience**, though you can learn them through training and study and it may be possible to learn more than these through training and study; you'll even find it easier to learn other magic – not from the Silver Star – dealing with the element.

The elements shown are Fire, Ice, Lightning, and more rarely Earth, Wind, and Water. Spells scale in power with their MP cost, with single target spells being more powerful for their cost than Enemy Zone ones which are more powerful for their cost than All Enemies spells. You may also choose status spells, gaining 4 status spells from **Combat Experience** and potentially learning more through training and practice. This would see a smaller, but still noticeable, effect on your learning similar 'status effect' magic from other sources.

You may take this perk multiple times. Additional purchases cost **100 CP** regardless of your origin.

One of the Wise (400): You possess the power to be a mighty mage. Your Wisdom, that is your power with magic, and Magic Resistance are significantly increased, and you will find it easier to increase them further by leveling up or other means. This doesn't apply just to your magic of this world, but other forms of magic you may possess, and your resistance to other forms of magic.

Arts of Vane (600): While most of the magic we see is, unsurprisingly, combat magic, it's not all the magic used and taught in Vane. We see doors sealed by magic – Mia dispels a few of these seals – not to mention the magic that lifts Vane into the sky, and we know wind spirits are summoned by mages to sail ships, and that there's a whole slew of non-combat uses of magic.

While **Elemental Magic** likely makes it possible to pick up some of this, now you're a true expert. Given time and motive you could replicate all sorts of magic effects in this world – such as the Grindery's force field or the Magic Spring used to transport to Vane or even lifting the island itself – and that you already possess an extensive knowledge of civilian magic.

If you took **Elemental Magic** you'll be especially skilled in the selected element(s) in their non-combat uses.

Priestess of Althena Perks

Convincing (100): People respond well to your attempts to browbeat, berate, or cajole them to do things or change their behavior. This won't always work, look at the amount of effort Jessica had to put in with Kyle, but people are more responsive to it from you and more likely to let you get away with making your requests in an aggressive manner.

Quick Thinking (200): You possess excellent response times and reaction speeds. While others might be sputtering in surprise, you're already responding. This gives you a greater Agility than others, making it easier for you to respond first in battle, and your Agility and thus reaction time seems to increase more easily for you. It also gives you a calm mind in a crisis and ability to quickly make up your mind as to a course of action when time is at a premium.

Power of the Human Spirit (400): Your spirit is strong. You have the determination to follow through with your goals, and to hold tight to your morality even in the face of overwhelming power. It almost feels like you've not got an ounce of quit. Sure the villain just beat you and all your allies down and left you for dead, only a miracle saving you, but where others might wallow in their inferiority and booze, and how doomed they are if they go back into the fight, hoping someone else will somehow save the world even though the dragonmaster – the world's one best hope – was already with them. You'll be back on your feet figuring out how to win, because no one else will. Your willpower is strong enough that in the right circumstances it just might cause miracles, and you could fight your way back out from the darkest despair and self-loathing, even if it was conjured by black magic. Your mind is stronger against such magics in general, as well, beyond just having heroic willpower.

Althena Lend Me Your Power (600): Oh yes, you're actually a priest. You know various magic spells for tending to wounds and the sick and injured – you can even cure the common cold – it can take time to bring people back from the edge of death, we see Alex get knocked out for more than a week once with the best mages available, but you've got the makings of one of the best. Though it will take study and training to learn it all. You'll also learn a variety of spells through leveling up with **Combat Experience**. The canon ones are: Heal Litany, a cheap spell to heal 1 ally; Escape Litany, an expensive spell to teleport to the entrance of a dungeon; Cleanse Litany, which cures status ailments (like the common cold) on 1 ally; Calm Litany, an expensive spell to heal all allies; Saint Litany, a spell to cause all allies to heal each round of combat till they Faint; Fear Litany, a cheap spell to make a single enemy run from battle; Althena Litany which fully heals 1 ally; and Miracle Litany which fully heals 1 ally that had Fainted. You might not learn the

exact same spells, but you can expect to learn a similar batch focused around healing – maybe you'll have an all allies status cure instead of a full heal – with some utility magic and you may be able to learn more with time, study, and effort.

You will also find that you take naturally to healing magic from this, and other, worlds, learning it faster and producing better results with it.

Swordsman Perks

Thespian (100): You're pretty good at bluffing, lying, and… cross dressing? Or maybe it's more your enemies are more gullible given how obvious all of these are from you. Either way, you have a way of deceiving people and disguising yourself. You could be a massive ape of a man, and somehow make people believe you're a beautiful singer just by putting on a dress, a wig, and some bad make-up.

Steal from the Rich (200): And give to the poor? Right? Well at least don't steal from the poor. As long as you only target the upper classes and the wealthy, the elite, and the like, and occasionally show kindness to the common people, you'll find that it's hard to garner popular support against you, and your reputation just doesn't suffer much. You don't have to go full Robin Hood, but criminal misdeeds against the fortunate elite as opposed to the average people are easily overlooked and forgotten, and even seem to garner you support from the lower classes.

Strongest in the Village (400): You're notably strong. You're stronger than others, able to lift and carry more, but you're especially able to hit harder, your physical attacks demonstrating more power and force behind them. And you'll find that your strength increases faster and more easily with training.

But it's not *just* raw strength here. You're fast in combat. Not fast to react, but you have a grace and speed with your attacks allowing you to make more blows in less time than others would. You're also scary quick at running (or walking) to maneuver in battle.

It might not be magic, but you could leave people thinking it was with the way you move like a flash and hit like a lightning bolt.

Sword 'Magic' (600): This is magic. But it's not magic like that learned at Vane, or invoking the goddess on your behalf. This is magic born of your sweat, effort, and iron-muscles. It's still magic. It uses mana, sacrificing your magical powers will sacrifice it, but it's not based on your Wisdom but instead your Strength and it is magic manifested through weapon techniques. As such this both counts and does not count as magic; it can deal heavy damage to enemies with abnormally high physical defense, and can even target an elemental weakness against attack techniques, but can pierce magic immunity and resistance because it's a physical attack. It's possible for enemies to specifically resist it, just like they can be weak to it, but in general it seems to have the advantages of magic while having the advantages of being a non-magical attack.

These techniques aren't fully weapon agnostic. Oh Alex could use a sword or an axe and use them, and so could you, but you're not using bow techniques with a sword, and a stabbing weapon might need some new skills compared to one used with a cleaving cut. You'll learn 4 techniques from leveling up with **Combat Experience** starting with a single target attack technique which deals superior damage to your normal attacks. Alex and Kyle both learned 2 area attacks and an ability that buffed their physical attacks, but Tempest knew one that could blow enemies away removing them from battle, so you're not stuck with that exact arrangement. Whatever you learn with **Combat Experience** you'll also be able to develop new techniques through study and dedicated training, possibly even learning new sets for different weapons such as learning bow techniques as well as sword ones, or even learning gun spells.

Vile Tribe Perks

Melodramatic (100): What's this about how each note they sing brings you one step closer to your eternal dominion? How do such hokey lines work? Well they certainly work coming from you. You have the proper air and self-declared grandeur to make the corniest villain dialogue come out as menacing, intimidating, and even epic. This will work for other overly melodramatic statements, just not as well as it does when it's what you'd expect from a stock villain.

To the Green Earth (200): It is the dream of the entire Vile Tribe, to go back and retake the Green Earth for themselves, casting out the humans and beast men who dwell there. And they would follow a madman for it, even knowing he desired his own personal glory and self-aggrandizement over their well-being. And you have a similar effect on others, able to gather them to your cause by promising them some sweet prize, even as they know that it'd at best be payment for their working under you and you seek your own power first and foremost. Still, those who are hungry for a better life, who are disenfranchised and downtrodden, can easily be gathered to your side as long as your plan would improve their personal lot in life, even if they know they're only trading one yoke for another, or that you're objectively kind of evil and crazy.

Frontier Living (400): Life on the Frontier is hard. Maybe that's why monsters have so much more HP than the heroes? Well some of that is gameplay-story segregation, and you won't have that much HP, but you're still hard to put down. Not only do you have a lot more HP than you would otherwise, you're just rather resistant to injury, blood loss, being trapped under stones, and anything else that would kill you. Even things like disease or working long hours in a mine under terribly brutal conditions in a place where the very mana that gives life is thin and weak and barely able to support it is something you could handle well. You're resistant to disease, poison, and injury, and have truly impressive stamina and resistance to exhaustion. You even survive better with less food, water, and air. You're like a pointy-eared cockroach. And you'll find that your HP and toughness increase more quickly and easily as well.

Magic Clan (600): Really is just another translation for the Vile Tribe used in other versions of the game, but it feels most appropriate for the likes of you. Like Royce, Xenobia, and Phacia you possess a knowledge of rather wicked magic. Memory manipulation, spells to attack people with their own self-doubt and inner darkness, and the like are yours. You also know magic to disguise yourself as a human, even specific humans though that seems somewhat more difficult. And there's teleportation, seemingly across vast distances, and not limited to escaping a building or moving you to a town

you've visited before, but straight in and out of rooms. You'll not start with all of this, but you'll learn it over time with **Combat Experience**. And you can learn more magic of this sort with time, study, and dedication.

Finally you can make your magic stick, taking it from a simple spell to a terrible curse. This takes too much power, time, and effort to use casually in combat, you have to prepare the spell for some time, but you could maybe use it as an alpha strike, or after building up over a long time in battle. This can prevent basic curing spells from lifting the effects – Jessica couldn't de-petrify her father, and the memory mask made by the Vile Tribe had to be broken to be removed and even then Mia's mother's magical skills were permanently lost by it – requiring a much more powerful magic to remove, or your death. This was used sparingly, so it seems couldn't be used freely; we'll assume it takes an investment of your magical power and energy to keep the curse in place and going, one that will last as long as the spell does and be slower to recoup than just MP afterwards. But you'll recoup anything used in spells that are left behind in older worlds when you jump onward, so you don't have to worry too much. This works best for amplifying status ailment inflicting magic you might already have, but unfortunately this perk won't directly be giving you status magic.

You can, however, buy status magic with **Summon Elemental Power** for **100 CP** instead of the normal 200 CP if you have this perk; or for free if you're a **Mage of Vane** with this perk.

Unlike other magic granting perks this won't improve your use of similar magic from other worlds, but your ability to turn magic into harder to remove effects can be used with other forms of magic, making them into curses difficult to lift.

Items:

The first copy of **Basic Gear** is free unless you're a **Cat(?)**. Items associated with the origin are 50% if you have that origin, except for **Fish** which **Cat(?)**s get a single copy of for free.

You may purchase multiple copies of items. Purchases of an item after the first are discounted (50%); this does not stack with other discounts. You may import similar items into those you purchase here merging them together, or even combine similar items purchased here.

Antidote (50 CP): This is an herbal antidote for poison. When used it will immediately lift the Poisoned status. It can also work as an antitoxin for any other poison you encounter; some may be too powerful to be fully cured by this, but no matter how powerful they are it will have some effect to mitigate or neutralize them. If used you'll get a new antidote in 24 hours.

Dragonfly Wing (50 CP): This is a small wing shaped like a dragon's but seemingly from an insect. By crushing it you'll be able to teleport yourself and those with you to the entrance of the building that you came in from. Can't be used in combat so you might have to wait a few minutes. It can also work to teleport you to the entrance of woods, or other 'dungeons' that aren't buildings. If used you'll get a new Dragonfly Wing in 24 hours.

Starlight (50 CP): This is a small, blue sphere which restores a small amount of magical power when used. It's enough for a mage to cast a single big spell, about half what would be needed to use Dragon Protect, and enough to use 5-7 particularly small spells. Though since you're paying CP for this it can be used to restore other forms of magical/mystical/spiritual/supernatural energy internalized in beings such as ki. It won't grow beyond this small amount, but it will restore some magical power when you need it. If used you'll get a new Starlight in 24 hours.

Basic Gear (100 CP, 1 set Free to non Cat(?)s): This is a basic set of gear, such as you might expect to find on a starting character. This means it has a low quality weapon, a basic shield or bracer, armor or (mildly magically reinforced) clothes, and a helmet or mildly magically reinforced headwear. The magical versions are lighter and more comfortable, but offer less protection. All of these items will repair, and maintain themselves over time. They will also grow with you while you're in this world. They'll never become better than what could be bought in stores here, never becoming some legendary or unique gear, but should you adventure and gain power through **Combat**

Experience you'll find they will grow with your **XP** to be the greatest silver could buy in this world.

If you're not a **Cat(?)** you'll gain the Basic Gear appropriate to your origin for free. That is to say if you're a Civilian or Thieving Swordsman you'll get heavy armor and a sword. If you're a Village Singer or a Mage of Vane you'll get light weight mage's gear and a ranged weapon or staff. If you're a Priest(ess) of Althena you'll get a medium set of armor closer to the light weight than heavier and a mace. If you're a Prospective Dragonmaster or part of the Vile Tribe you'll receive your choice. You can buy that for a different 'class' when buying additional copies.

Healing Nut (100 CP): This is a special nut that can be used to fully restore the hp of yourself or another when it's used. Doesn't seem to need to be eaten or fed to them, though, and doesn't cure faint. You'll get a new one after 24 hours if it's used.

Healing Ring (100 CP): This ring provides a continuous regeneration effect to its wearer while they're engaged in combat. It only works while fighting, but it will recover their stamina and close minor wounds allowing them to continue fighting on and on. It won't help once they've Fainted, though.

Holy Water (100 CP): This is a vial of blessed water. When used it lifts detrimental status effects from the target. It won't work on Faint, but you'll find it able to lift anything that would be considered a 'status ailment' in a JRPG from targets even in future worlds where they might not be caused by the same magic as here. Some effects can be far too rooted and hard to remove for this – Mel's petrification for example – but they should be far and few between. You'll get a refill after 24 hours if it's used.

Angel Tear (200 CP): This is a small vial of fluid which revives an individual from Faint when it is used on them. Their HP will be fully restored as well. You'll get a refill within 24 hours of using this item. This won't work on the dead, and some wounds are too much for it, but someone who'd just lost a fight to a Knock Out would be pretty much as fine as day.

Spirit Talisman (200 CP): This is an amulet which protects the wearer by giving them resistance to all elemental damage. It won't help against untyped magic damage, normal physical attacks, or magic infused physical attacks, but it should protect against non-magic elemental damage such as electrocution and lasers.

Ghaleon's Tear (300 CP): This is a small crystal or gem. When held you can use it to focus out energy that strikes at all your foes as if you had struck at them with a weapon you wield. It uses ammo and energy like a single attack with your weapon, and can only do basic attacks – no special techniques or magic sword spells – but it hits all your foes in battle with you. Unfortunately this does take time more akin to casting a spell than swinging a sword, so if you're a fast and expert swordsman you won't be making full use of your speed.

Angel Ring (400 CP): This is a ring which when worn revives the wearer from Faint at full HP once and is destroyed. Or it would be normally. Yours isn't destroyed when reviving you from the state where you couldn't really fight normally any longer; not a deep coma or ICU, but just too beaten to fight or a KO. It will only work to do so once per month. Yours is special because if the wearer would truly die, however, the wearer will be revived and fully healed. The ring will disappear until the start of the next jump after reviving a wearer.

Tri-Ring (400 CP): This ring protects the wearer from all status ailments in this world – that is poison, confusion, sleep, paralysis, petrification, and mute – as well as instant death effects. And since you're paying CP for this it'll protect you from all 'status ailments' even those you'd not see in this world, but would expect in other JRPGs, or from rather different sources, as well as all forms of 'instant death' effects including those that cause true death and not just force you to Faint.

Cat(?) Items

Fish (100 CP): This is a bucket of fish. It's enough to placate a hungry cat, even one that's a baby dragon, or feed a family. Replenishes daily.

Dragon Diamond (200): This is an immensely valuable gemstone created from a piece of dragon… It's a very valuable gemstone. Enough to buy a piece of end game gear with ease, and too valuable to even be sold at smaller shops. And it'll remain valuable in future worlds, even where gemstones or shit from dragons doesn't have any intrinsic value for that. For some reason people are willing to fork over a whole lot of cash for this. And even when there's no such thing as cash, they'll trade goods and services for it rather freely. It's irrationally valuable.

If you traded it, sold it, or lost it, you'll get a new one at the start of the next jump.

Dragon Wings (400): This is a rod, or staff, or wand, tipped with a pair of (white) dragon wings. It's small enough you can carry it in a hand that's got a large shield strapped to it, and it actually makes you walk or run substantially faster when held, almost as fast again as a normal athlete would walk or run. But the real purpose is that it can teleport you to the entrance of any town or city you have visited. It does take enough time to focus and use that it won't be useful for escaping fights, taking a few minutes to activate. Still it'll transport you, and even a few others, around the world at speed.

Colored Gear (600): Each dragon can bestow a legendary item to the Dragonmaster. This is a crystalization of their power and being, forming into a single piece of legendary equipment. If you're a **Dragon** you can already do that. This, though, is a piece of equipment which is a manifestation of your power as a Jumper. You cannot use it yourself, it will not function for you, and it will instead only function for one you bestow it upon. You can choose a piece of armor, an accessory such as a ring or pendant, or even a weapon. Whatever you choose, it seems to scale in its power as such with your power, becoming a better sword, better armor, or better magical defense jewelry as you grow in power. And it will allow the wielder to use their own internal mystical power to invoke a spell which harkens back to your power. This spell will grow and change as you do. As you grow more powerful than the dragons of this world the spell may grow more powerful as well. Based on its effect it will have a different mana cost, but that will not change as it grows in power, instead being based on its relative power within the range possible, and simply being weaker for the price of mana if you're weaker than one of the dragons and stronger as you grow stronger.

You can only have one piece of colored gear manifested at a time, but those left behind in past jumps do not count against this limit. The spell granted by this item can change in ways other than raw power as you move between jumps. The spell is a representation of yourself, your powers, and even your nature, not actually consciously chosen by you, and as your powers and personality change so to will its effects as it continues to harken to you. However its power and effects are determined when this colored gear is manifested, and that piece of gear does not change after that point.

You may choose the color of this gear each time you manifest it. It does not have to match that chosen for **Not a Cat** and/or **Dragon**.

Dragonmaster Items

Ocarina (200): This is an ocarina, or maybe a lap harp, that is particularly easy for you to play. You might not be able to match a literally divine singing voice without some real talent and skill of your own, but you won't be making a fool of yourself. Its music also seems to be able to resonate with the minds of those who you have strong emotional bonds with, even if those bonds have been suppressed or blocked by magic. This can help to restore memories, or break magic holding their wills, and even without magic being involved it will always seem to remind them of their time with you and why they feel the way they do about you.

Althena's Sword (400): This is a god tier sword. Literally in that it's the sword bestowed by Althena to her champion the dragonmaster. Besides being a sword of legendary prowess and cutting edge, fit for fighting monsters spawned by the power of a goddess directly and a legendary hero gone mad Magic Emperor who has enslaved her, the sword has some other benefits. First it increases the speed of your attacks, allowing you to make more strikes in the time it would take previously, each one coming a little faster than it would otherwise. Second it replenishes your stamina and mends wounds during battle, continuously providing the wielder with light healing magic applied to them.

Dragonmaster Armor (600): The red dragon helmet, blue dragon armor, black dragon shield, and the dragon's ring, the four items given to Alex by the four dragons. Shouldn't that last one be the White Dragon Wings? Well Quark didn't give that to Alex, Laike did, and besides this is already a steal at this price. Why is it a steal? Because those three pieces of armor are armor made for the champion of Althena, possessing unparalleled defensive power. The Insane Gear rivals them against physical attacks, but when worn together they provide resistance to all elemental damage. As for the dragon ring it provides a substantial boost to Magic Defense aiding in resistance to all magic in general.

Beyond that these items come with the four magic spells granted to the Dragonmaster by the dragons. Namely these are: White Dragon Protect, an exorbitantly expensive spell to cast – such that even a dragonmaster ready to face the Magic Emperor could only cast it perhaps twice before running low on mana, but which completely shields the caster and those who fight alongside them from a single attack in the same battle; Red Dragon Anger, a spell that drains as much power as the greatest spells of mages to unleash fire across the battlefield to burn your enemies while leaving allies unharmed but despite being only comparable in cost to their greatest spells it unleashes over twice the devastating power; Blue Dragon Healing which fully heals and cures status conditions from all your allies in the battle, though drains mana quickly albeit to a lesser extent than

the Dragon Protect; finally Black Dragon Grief which banishes weak enemies from you, teleporting them away with all they carry and without allowing you to learn from the battle, though it's relatively inexpensive to cast compared to the rest of these spells.

Normally these items would only have their effects for one chosen by the dragons to wield them as Dragonmaster, and until all four recognized the wielder they'd not provide their elemental resistance or magic defense even after a specific dragon had recognized the wielder. But since you're paying CP for this they don't rely on their connection to the dragons, and will grant these powers and benefits to you and only you.

Civilian Items

Prosperous Shop (200 CP): This is a large shop. By default it sells adventuring supplies like any good JRPG shop, but you can choose to sell something else. Either way you'll find it's in a good location, comes with a full staff of employees, and has some pre-existing contracts with suppliers. If left to its own devices it'll make you a tidy profit, and if you were to put your own sweat and effort into it, you could expect a larger one if for no other reason than saving on the salary of the manager.

This shop will insert into future jumps at an appropriate location with appropriate contracts with suppliers. The exact nature of what it sells and its staff will update to fit the local setting.

JRPG Airship (400 CP): This is an airship. It's good for carrying a small group, say yourself and 8 others, fairly easily; though you might be able to fit a good number more if you're willing to get cramped. It can fly over most mountains, and could even reach the magic city of Vane. It's not as fast to get around in as the dragon wings, but it has more style, and can take you to new places instead of just back where you've already been.

It will repair, refuel, and maintain itself when not in use, and comes with a spare engine for some reason.

Jumper's Spire (600 CP): This is a tower reminiscent of Damon's Spire. It won't have the magical defenses and puzzles, you'll have to supply them yourself if you want to keep thieves out. What it does have, however, is a rather impressive library. This library is full of obscure lore and history, as well as a scattering of, unfortunately somewhat enigmatic, prophecies. Still only the library of Vane might compare to it in knowledge about this world's history, metaphysics, and lore, and even it won't rival this one in its prophecies of the future.

This library will update with each new jump you visit, adding new books on its history, metaphysics, and secrets. This won't be an absolute storeroom of all knowledge in a setting, but it will be an impressive library, especially of knowledge that should have been lost to time. On Earth you might find works that should have been lost in the burning of the Library of Alexandria, historians' texts which we only know existed through references, or the direct writing of the apostles. In addition to this lost lore, you'll find that there are books of prophecies as well, that will foretell events in the future. They're still unfortunately vague, but they can still provide clues as to what to expect in the future.

Incarnated Goddess Items

Silver Light (200): This is a silver ball which resembles the Silver Star as it was before Althena gave it life, not that many now would realize that. When used it fully restores an individual's reserve of magical energy. Since you're paying CP for this it's not limited to mana, but any form of personal magical/mystical/spiritual/supernatural energy reserve, and will fully restore them even when they well surpass the supplies of even the heroes of this world. You'll get a new one after 24 hours if it's used.

Statue of Althena (400): This is a statue of Althena. When one prays at it they'll find their HP and MP fully restored as if they had taken a long and replenishing rest. This takes a few minutes so it can't really be done in combat, but you could maybe find the time between fights. This will work on other forms of magical/spiritual/mystical/supernatural energies as long as they recover over time with rest and normal nourishment; though it'll only restore about as much as a day's rest. It takes about an hour before an individual can receive this healing again, though any number of people can use this statue if you want to open it up to the public.

If you serve another goddess than Althena, or are a god(dess) yourself (or just want to present as one), you can choose to have this statue represent another divinity. Its effects won't change.

Fortress of Jumper (600): This is a giant, flying temple dedicated to you, the size of a major fortification. It is capable of flying so high even airships cannot reach it, able to fly higher than even the tallest of mountains. In general it's a match for the Fortress of Althena, though it won't come with its own force of monsters (simplistic teleportation puzzles are included however), and it won't be able to drain the mana from Lunar or other settings. It will, however, help you to recall your own power and energies if you move to the top of its tower. It will be able to drain off any power or energy originating from you, pulling it back to you. This could be power you spread out with **Goddess Incarnation**, or power someone forcibly drained from you. Either way it's fastest when the Fortress is directly over them, where it can drain all the power beneath it back into yourself almost instantly, and slower for those further afield. It's not really good for aiming at specific individuals, especially those inside of it, but if they're in the area it'll get your power back, though inside is slower than just nearby outside.

The fortress won't provide you with the power to directly send out your energy or spread it, but if you already did possess such an ability it will help you control or speed up the process.

Mage of Vane Items

Althena's Mirror (200): This is a hanging wall mirror, small enough to be carried in one hand, or presented in both hands, but large enough to not really be good as a hand mirror. Legend says it possesses the power to reveal the truth, and you'll find that it can reveal the true form of creatures reflected in it, unlike the canon one. It shares the canon one's true power, though, as just like it the mirror can shatter and break itself to lift a spell laying upon the mind of an individual. This can break such magic no matter how powerful it is, though it may still have after effects or lingering psychological damage; Lemina's magical abilities never recovered from the damage the prolonged mind-twisting magic had done to her mind. Still, since you're paying CP for this, it'll even work on similar effects that aren't magic, such as psychic mind control or even chemicals, though be careful when you use this as when shattered in this way the mirror will not be replaced till the start of the next jump.

Dragon Cane (400): This is a cane or rod topped with a large dragon. It's a surprisingly powerful weapon if you want to bludgeon someone with it, but you'd be better off with a legendary sword in that case. However, it serves as an excellent focus for directing magical energies or casting spells, and it provides you with a sizable boost to magical power when you wield it. Normally this would be about a 25% boost to 'Wisdom' of even the greatest a mage of this world could hope to become, but you'll find that it grows with you should you grow beyond this, always at least as much of a boost as it would provide in this world, and never less than a 25% boost to your raw magical power even if you grew to equal or surpass a goddess.

Floating Island (600): This is a large, floating island. It's large enough to build a city on though it doesn't come with one. It does come with a magical transport system consisting of a spring (of water) and a magical circle which teleports one to another magic circle on this island. There's actually 2 such magic circles, one on the surface, and one in a deep cave full of monsters. You can set up which one the magic spring transports people to, and even make it so that people can be designated as going to one or the other. There's a pair of towers built on it using ancient magitech. One is warded to prevent people from wielding weapons while within it, stopping even the most powerful mortals of this world from so much as drawing a sword, though I'd not expect it to hold Althena in anything close to her full power. The other contains another magical teleportation circle, this one requiring a specific spell you now possess to activate, which will take you to a control room built into this island. From this control room you are able to channel all of the magic power in this island into a single, terrifyingly powerful magical blast. Using it

might bring this island crashing down, though maybe you could prevent that if you're not under a serious attack at the same time. You can also channel your own magical power, and that of anyone else in the control room who cooperates, into this blast if you feel the need for even greater and more power.

This island normally will float through the sky on a fixed path at a fairly slow speed as far as flying machines go. It seems to be easy enough, however, to control this movement and slow it down, pause it in place, or speed it up. You'll even be able to change it from its fixed path through the control room, though you can expect it to move more slowly while doing this and require a fair bit of concentration until you create a new path for the city.

Priestess of Althena Items

Holy Mace (200): This is a magical bludgeon of the highest power. It's only a little shy of the might of Althena's sword, meant to be wielded by Althena's champion, and provides the same continuous flow of healing magic through the wielder, restoring their stamina and closing wounds to keep them in the fight. Unfortunately it is weaker as a weapon, even outside of the comparative differences of mace and sword, and doesn't provide you an improvement to the speed of your strikes and blows in combat.

Hell Ring (400): This is a magic ring which when worn reduces the MP cost of spells to ½ their normal cost. This won't just apply to magic from this world, but you'll find it applying to any magic you use, or mystical/supernatural/spiritual powers, which draws on an internalized source of energy from within you, such as ki, or spiritual power. It won't be able to increase your total output, so if something lets you pump more and more power into it for greater effect you'll still be limited at your maximum power and not twice it, but it will half what it actually costs you – so you could shoot off two spells that use all of your power in a row.

Temple of Jumper (600): This is a large temple. Smaller in scale than the Fortress of Jumper or Grindery and less magically impressive than either, it is still a large temple. What it has over them is that it comes with a trained group of priests and priestesses. They're able to wield healing magic – not at the top level of this world, but still enough to tend the wounded, curing illness and status ailments and the like – and are adept at spreading the word of… Althena? You? Another god? They're competent evangelists for whatever being you choose to dedicate this temple unto, or even a philosophy or other way of life if you choose to turn gods, as well as healers. These priests and priestesses will count as followers and are loyal to you as if you were the very incarnation of their deity even if you're not their goddess.

Swordsman Items

Thieves' Crest (200): This is a small stub of a skeleton key with a nice, thick keychain. The keychain includes the crest of the Thieves' Guild, marking you as a member and protected by the guild's rule that thieves don't steal from each other. In future worlds it will just help you identify yourself to other thieves as someone who has self-identified as a thief and has experience in the field.

More importantly it's a key that works to open any mechanical lock. It won't work on magic seals, but it can open any mechanical lock, and since you're paying for it it's not just those that use keys directly.

Insane Gear (400): This is a set of armor, including helmet and shield, just a touch below the level of that of the Dragonmaster in quality. It comes with a sword too, that is the closest thing in quality to Althena's own you'll find in this world. It's technically a touch shy of the Dragonmaster's equipment, but the difference is almost too little to notice, and doesn't provide elemental damage resistance or the spells, but it does provide an enhancement to your Magic Resistance comparable to the Dragon Ring. And unlike those picky items, it can be lent out if you can find someone who can wield such a powerful sword and deal with the mighty armor.

If you don't want heavy armor, you can replace this with enchanted clothes, bracers, and a crown, as well as a different, non-sword, weapon. These will be significantly lighter and probably more comfortable, but will also be noticeably less effective. The weapon will be roughly equivalent to the Holy Mace (without its healing effect), and the armor will be about 10% weaker.

Thieves' Fort (600 CP): This is a small fortress-town. It occupies an important crossroads situated on a trade route and you seem to have been given the authority to extract a toll over these routes and travelers passing through the region. To help you to do so, you seem to have a whole band of roughians, thugs, and brigands. They're nothing truly extraordinary, no great heroes among them, but they're skilled and capable warriors and thieves; they can pick pockets if they need to. If your fort starts causing too much trouble you might find local authorities telling you to tone it down, but as long as you only 'tax' travelers in moderation and perform a some light robbing and raiding of neighboring regions as opposed to wholesale destruction of the economy of the region, you'll find that local authorities are rather willing to let you carry on your activities; oh if you raid a town they'll fight back, but they won't go rooting you out unless you're really burning the towns down.

Oh and the fort includes entertainment and the sort of bars and places of distraction you'd expect from a fort-town built by brigands. They'll actually be surprisingly polite to the lady-folk involved, at least if you put your foot down and tell them to be, without you needing to watch over it like a hawk. Maybe that's because despite being brigands and bandits, they're extremely loyal to you, and will respect your word as law in general. You could turn them into honest men if you just told them not to steal from people.

This fort will insert into future jumps at an appropriate trade route, or intersection of major roads. You will be recognized as having at least pseudo-legal authority over the fort and the region as well. It will retain changes, good or bad, though you can reset it to its original default at the start of any jump. The thieves and brigands are followers not companions.

Vile Tribe Items

Cocoon (200): This is a bag, or sack (maybe sac would be more appropriate), made of flesh large enough to fit a human, or something somewhat larger. The walls of the sac absorb ambient magical energy, and use it to bolster the life force of the entity inside. These cocoons are used on the Frontier to help supplement the life force of the Vile Tribe living there to deal with the harsh, lifeless nature of the realm, and to keep the weaker members who can't survive outside in that harsh realm alive.

You'll find that yours can be used to replace the need for food and water, just by spending a few hours in it each day, and will provide a life force bolstering effect to those within. This can slow, or even prevent, death from injuries, illness, or chronic conditions of any sort, even those that healing magic might be unable to normally cure, and it will accelerate the rate at which anything inside of it recovers and recuperates with rest. It even seems to have a bolstering effect, temporarily reinforcing the life force for a time after leaving it; the longer something is in it the greater this boost is, and it could allow someone who normally would not be able to live – say due to a defective organ – to survive and even briefly leave this flesh cocoon to live their lives. Just remember it takes time inside to get this boost, and while the intensity scales the duration does not. Yours also doesn't need ambient mana to function (nor will its function vary between the Frontier and Green Earth).

Fairy Garden (400): This is a beautiful garden maintained by pixies. They'll keep it looking wonderful and pristine, tending the plants and ensuring that the flowers bloom into the height of beauty. It's a really beautiful garden, and it is resistant to outside climate and weather. Even somewhere as harsh and lifeless as the Frontier it could remain a thriving and beautiful garden as long as these pixies tend to it.

This garden seems to have an effect which soothes the soul. Just by resting here you'll find stress and trauma melting away, and the worries of the world lighter upon your shoulders. It can help keep you sane, and prevent you from breaking down due to the harshness of the world, or the difficulties in your path, and it doesn't just help you as it will work for others who rest in it too. As a warning, while it works to keep you sane, it won't stop your desires from necessarily being wrong; if you want infinite power, or to rule over others that's not always madness, it can just be greed and it won't fix a lust for power or a belief that humanity is too emotionally immature or immoral to be left to its own rule and needs guidance from a greater power that can impose its will by raw force.

Grindery (600): This is a copy of the Grindery. This is a massive, mobile, magitech fortress. Built on great treads that can roll over and destroy the walls of craters, and push through forests like they were nothing. This is a massive, towering fortress built on treads and tracks capable of rolling over most anything in this world in its path. Besides its mere size and massive tank treads larger than buildings, it possesses several weapons turrets, like the guns of a large battleship but presumably magical energy beams instead of massive physical projectiles, and a pair of truly massive main guns that can fire a devastating blast of black, magical energy. It'd be possible to shoot down Vane with this, even if the floating island wasn't using up all its magic in a single terrible shot, though it might take more than one or two shots in that case. The Grinder is also surrounded by a forcefield, besides pushing things out of its path, and aiding further in its ability to simply crush everything in its path, this forcefield is powerful enough to stop airships from approaching it, and even weaken something like the powerful blast of Vane with the effort to pierce it. Not that such an attack couldn't still stop this fortress in its tracks.

Your Grindery will repair, refuel, and maintain itself over time, so if it does get stopped in its tracks it will eventually be usable again if you leave it for a time. Normally this fortress would be powered by 4 captured and bound dragons, but your version has its own non-living energy source. It does not, however, come with an army of monsters, or a brainwashed goddess.

Companions:

Companion Import (50+ CP): For 50 CP you can import or create 1 companion with 600 CP; they gain a background as normal. For 100 CP you can import or create 3 companions with 600 CP. For 200 CP you can import or create up to 8 companions with 600 CP. If you want more than 8 companions you can pay an additional 50 CP per companion to give them 600 CP (and ability to get an origin). You may pay 150 CP to import 4 companions if needed.

If you desire to give a companion more CP you may transfer CP to a companion at a 1 to 1 ratio. Each companion is given CP this way separately.

Canon Companion (50+ CP): For every 50 CP you pay you may recruit 1 canon character. If you purchase a member of one of the three main couples (Alex/Luna, Mia/Nash, Kyle/Jessica) you may take the other member for free; it'd be wrong to break up love. While you can recruit Luna with this option, that will leave her permanently a mortal; the Goddess Althena is not available through this option. Neither are Lucia or Zophar; they don't even show up in this game.

Goddess (400 CP/1000 CP): This is… This is a bit of cheating isn't it? Fine with this you can recruit Althena in her full power as a goddess AFTER she'd spread out much of her power to make the moon habitable, but before she incarnated as a mortal. How powerful that leaves her is still up in the air, but it's powerful. Unfortunately she won't be joining you till the end of the jump when you leave. Fortunately you don't have to worry about her having to regather her powers from Lunar, or that this will separate Luna and Alex, this seems to be a copy of Althena from just before she became a mortal. And if you take after Ghaleon she can come brainwashed into your service. It's not clear how powerful she really is, but she's stronger than everything else in the game even in that reduced state.

If you really want to cheat, you can pay the higher price of 1000 CP to get Althena before she invested power into making the Silver Star habitable. You'll not be getting much else from this world, but her power planted the seeds for everything else there. Just remember while mana came from Althena, it was the human spirit that created many of the wonders from it.

Drawbacks:

Need more than 1000 CP, you may take drawbacks for additional CP. All drawbacks fade at the end of the jump.

Version (Toggle): Lunar has a lot of remakes and versions. There's even adaptations, and light novels. This jump is based on the Lunar Silver Star Story Complete the 1999 Playstation remake. There has been several other remakes and re-releases, not counting the original game. And sometimes they tweak the plot. One even had a playable prologue showing the 4 Heroes. You can choose to be in a different version of Lunar 1 if you want.

Calm and Collected (+100 CP): Perhaps a little too calm and collected. Your Agility sucks. That is to say you've got a particularly poor reaction time and reflexes, especially in combat.

Drunk (+100 CP): You're an alcoholic and you can't hold your liquor either. Expect to love booze with a passion to make Kyle ashamed, and to get drunk enough you don't really remember what happened afterwards often.

Hot Girl News (+100 CP): You might not be a hot girl, but you do have some rather creepy stalkers. These individuals want to take pictures of you in various states of undress, and seem to have an inexplicable ability to make you feel disturbed by their presence. And they keep coming back.

Inferior (+100 CP): You are the most brash, arrogant, and overconfident being this side of Nash. And like Nash you are harboring a deep, secret inferiority complex. No idea why given your out of complex powers, but expect to balance a mixture of imposter syndrome and constantly trying to showcase just how much 'better' you are than others.

Myght-y Stench (+100 CP): You smell horrible. Like it is an unpleasant stench and it just seems to hang and cling to you whatever you do. People will notice, and no matter how much they like you they'll find it pretty unpleasant to be around.

Not an Adventurer (+100 CP; incompatible with Combat Experience): You do not gain the Combat Experience perk in its limited form for free and cannot buy its permanent version. You'll find that any means of learning new skills and abilities other than hard work, training, and practice does not work for you, and that you will learn at a normal, human rate even when doing so. Good luck studying to master your new powers and abilities. Or are you going to put that off till you reach the next world?

Petrified Loved One (+100 CP): Someone you care for, one of your companions if you have any or just someone you care for from this jump if you don't, has been petrified by a dread curse that won't be lifted until the one who cast it is dead. You need to kill the caster and break the curse before the end of the jump or lose your loved one forever. This won't be an easy task, they're fairly powerful by this world's standards and somehow hard to track down and reach by out of jump means, you'll have to do good ol' fashioned detective work or just cause them enough trouble that they have to stop you if you want to lift the spell.

Quiet isn't in your Dictionary (+100 CP): You talk. A lot. And you have a tendency to interrupt people and tell them what you thought they were going to say – this gives you no special ability to be accurate there – when they're talking to you, especially when they're trying to tell you something important.

Scripted Tactics (+100 CP): It feels like somebody went ahead and set up your tactics for you ahead of time, or maybe it's just the repetitive nature of fights in this game. You, and your allies, will find yourself reacting to combat with the same set of moves and tactics, and it is difficult, though not impossible, to veer from this pattern. Oh, you might have 2 or 3 patterns – say one for bosses and one for particularly large groups – but you'll still be rather fixed in a repeating set of tactics. You'll have a tendency to develop fixed routines and default stock responses in general outside of combat as well.

Curse of Sleep (+200 CP): You will find that whenever you begin a combat situation that 40% of your side of the fight at random immediately falls into a deep, magical sleep requiring specialized magic, or a full scale attack, to wake. If 40% of your allies (including yourself) then the percent of a person left over who should fall asleep becomes a percent chance an individual on it will fall asleep.

Dragonmaster to Be (+200 CP): Alex no longer exists. Though if you purchase Luna and Nall as companions you can instead insert in his place. Either way you'll find yourself needing to become the Dragonmaster in his stead. Unfortunately you'll forget the details of the plot and your metaknowledge of the world (though even as a drop-in you'll remember your quest), and Ghaleon's plan does still need to be stopped. Don't bank on him missing Luna just because she's in Berg; he was kidnapping women from all over the world, he'd probably have gotten to Luna by the Goddess Festival. You'll also find that the Dragons, Luna/Althena, and Althena's Sword are immune to any superhuman charisma you may have or abilities that influence how they will judge you. You'll have to show them you're pure of heart by actually being it. They're immune to your companions' superhuman charisma as well, and your companions will also lose

access to their metaknowledge of the setting. You won't get any spoilers. And when we say needing to become the Dragonmaster, we mean needing to. You must get the dragons to recognize you as such or you'll fail the jump, and you must also stop Ghaleon from destroying the world, or taking it over with the aid of Althena, and if Althena becomes corrupted by Ghaleon you must break her free from that corruption. Though once the dragons have recognized you as Dragonmaster you don't have to keep their respect, and once Ghaleon is stopped you could destroy Lunar yourself. Also, if you do fail to get the dragons' recognition during your time here, say because one or more die, they'll have a final chance to give it to you for your actions at the end of the jump. So maybe don't destroy the world just to be safe.

Mortal Memories (+200 CP): When Althena incarnated as a mortal she lost her memories as a goddess. Like Luna you have lost your memories of godhood, and that means of being a Jumper, having only your in-jump memories to go by. You can seal any of your out of jump powers you want first, but it'll be technically possible for these to be unlocked during the jump by in jump means. If taken with Dragonmaster to Be you'll feel an urge to become the dragonmaster.

Random Encounters (+200 CP): Monsters in this game are visible before combat, allowing you to watch them, dodge them, and even potentially avoid them. When they're not faster than you and able to fly through walls, or just getting stuck in narrow passages. But now you won't be so lucky. Monsters seem to find you and attack you. Even in towns you could have monsters simply pop up from the sewers to attack you. Even if you're strong enough to handle them, expect them to be really annoying, and for some reason like those in the forbidden woods they give really terrible XP for however powerful they happen to be.

Sacrificed Magic (+200 CP): Like certain others in this world you have sacrificed your magical power completely. You may once have been the greatest mage in the world, but even if that were true, now you cannot use any amount of mana or magical might. And this will apply to all magic, even that you might have brought with you from other worlds, if it relies one ounce on magical energy, or magic you cannot make use of it. You can still have enchanted objects, but if they require any magic from you you'll be unable to use them.

Traitor in Your Midst (+200 CP; must have imported at least one companion): One of your companions has become convinced that your enemies are insurmountable, and has in desperation begun feeding them information about you and your doings. You can expect your enemies to be dangerously well informed as to your powers, capabilities,

plans, and doings. And worse at some point you can expect your companion to take direct action against you and your plans, sabotaging you at what could be the worst possible moment before openly joining your foes. Ultimately they still care for you, and are just (irrationally) convinced that opposing your foes is impossible and it'd be better to live as their slave than certainly die facing them to stop them from… well that depends upon your foes, but even if they were omnicidal hoping to destroy the world and all who live on it somehow your companion still thinks siding with them is a good idea. Once they've betrayed, though, it might be possible to reach them and convince them that you'll fight no matter what and that unless they want to kill you themselves they'll have to stand aside or even support you again. Unfortunately you will forget you took this drawback, and you'll not catch their betrayal, no matter how obvious it is or vocal they are about the futility of your goals, until after they've struck not only through informing, but by sabotaging you at the worst possible moment.

Brainwashed God(dess) (+300 CP): Oh, this is bad. Ghaleon has brainwashed you, making you forget your friends and companions, and turning you into his servant as he would try to do to Althena, using you as his new god(dess) to rule through. Like Althena under his influence you will serve his purposes and goals. It's possible, though, for your friends to save you, though it'd take defeating Ghaleon and somehow stirring the memories he has sealed in your heart. Hopefully your companions are capable of such a feat. You do have friends, right? And if taken with **Mortal Memories** you'll have all memories which would be useful to Ghaleon and all your powers that would help him unsealed. If taken with **Sacrificed Magic** you'll possess your full magic as long as it is to serve Ghaleon, only losing it when you are freed. And if taken with **From Level 1** you'll be leveling up regularly while under Ghaleon's control, and reset to Level 1 again when freed; hopefully your companions can level up fast enough to defeat Ghaleon while outpacing your own recovery of power. **Scaled Bosses** will scale your enemies that are trying to fight you, not your companions/friends who are trying to save you.

From Level 1 (+300 CP): You have been reduced to the state of a level 1 character. You can regain your old power, but only by gaining XP by fighting monsters and regaining it bit by bit. This functions like **Combat Experience** and in fact you can only use the XP gained to either level up your abilities gained here – which will be reduced to the equivalent of level 1 even if you purchased abilities that would be starting you further along (like the **Dragon** perk) – or your out of jump ones and if they eclipse a Lv 99 character in power you can expect to have to get a whole lot more XP. But this applies to all aspects of yourself, even your skills are reduced to the level of a 1st level character. And this applies to your items and equipment as well. Parts of it will level with you,

similar to the **Basic Gear** item, but you can expect it to be a good long time before you get stuff beyond the dragonmaster's gear. This drawback will apply equally to your companions and followers, pets, etc.

Scaled Bosses (+300 CP): During the game, the bosses scale to your level; the stronger Alex is the stronger they will be. Now they'll scale to you. The greater your powers and resources the greater your major enemies' powers and abilities will be. Not every one of them is a perfect match or counter for you, but you can expect to need to have some good friends at your back, to use some limited resources each time, and have a real fight before you each time you face a major foe. And you will find yourself having at least some enemies in your time here. And if it needs to be stated, this drawback will only ever scale them upwards, never downwards.

Outro:

Your time here has come to an end. Whether through failure, or success, it's time to leave this world behind, and to make the final choice of a jump.

Go Home: The only option if you failed your chain. Return home, time resuming on your home dimension and every one you visited on your chain. You get to keep what you had gained on the chain at least.

Stay Here: You've grown to like it here. You're definitely not leaving. End your chain, time resuming on your home dimension and every one you visited on your chain. You will remain in this reality, no longer a jumper, but you will keep what you gained from your chain.

Continue: You can't just throw away the gift of a chain. You'll leave this world behind, passing further than even the nexus of all-realities might allow you, continuing on to another world and another jump. Proceed to your next jump.

Notes:

Jump by Fafnir's Foe

How does HP work? HP in the game is some level of abstraction including stamina, and vitality. There are several times in the game where someone is injured beyond healing magic's ability to heal with certainty, and where people will be knocked out for days or even weeks. So healing magic in setting can't just instantly heal all wounds, even though explicitly being the same magic being used even though it can fully restore hp. I am not going to put my foot down on how you should run it. HP is the normal JRPG abstraction borrowed from D&D.

How does revive from Faint work? See the above on HP. It's clearly not death in game. And injuries that can't be healed with simple healing magic tend to be things that put you in a coma in need of intensive care, and we see people with wounds that will kill them in minutes where it's treated as possible to at least try and save them, but that generally ends with being told not to waste your time. So exactly what counts as 'faint' is hard to define other than 'beaten badly enough that they are no longer able to engage in combat.'

How much MP do things really cost? You can find it on wikis, and gamefaqs, and actually it's poorly documented and difficult to make sure you've got the right version of the game for everything, but end game MP levels range from a bit over 100 MP (Kyle) to a little over 300 MP (Mia), with Nash having a bit more than 200 MP, Jessica about 175, and Alex a bit less than 150. Your exact level will mix this up. It's hard to directly compare Luna to the others, she leaves your party before Mia joins but she seems to have slightly more MP than even Mia (though both would have the MP pool boosting perk). Dragon Anger costs 35 MP, Mia's strongest spell costs 30. Alex's Dragon Master spells range from 15 MP for Dragon Grief to 60 MP for Dragon Protect with the heal being 40 MP. All other spells are 20 MP or less. Single Target attack spells range from 6 MP (though the website that I used to check most things while playing the game lists it at 20 MP and being learned at level 35 instead of available when she joins your party) to 15 MP. AoE range from 10 to 30. Enemy Zone attacks have a smaller range (5-15), but no one has one that's more than a mid tier spell. Comparing their power is somewhat hard, but Mia's 13 MP ST Fire Spell does noticeably less than her AoE 30 MP one, Nash's 15 MP electric one is actually between them… but Nash has much less Wisdom so it might be somewhat stronger than the 30 MP AoE. Ghaleon's spells are just guessed by the fact that some of them are the same as his brief stint as a party member where he is fighting early game enemies and dealing damage roughly equal to Mia's big AoE does to end

game ones despite being Lv 99 (though his Wisdom is only roughly equal to Mia's with her Dragon Cane).

Any technique that you'd learn from Combat Experience can be learned through training and study with the relevant perk. Just expect that to take a life time of study, as opposed to the course a world-saving adventure like with Combat Experience.

Priestesses got the Agility boost perk because Mages were full up, and Jessica has the 2nd highest Agility in the game while Mages have the highest (Nash) and lowest (Mia). Kyle and Alex actually have the same number of attacks per round (3), but I wanted to give an attack per round perk, and it got combined in with the Strength one for perk balance reasons.

Power of the Human Spirit is Priestess instead of Prospective Dragonmaster because Priestesses needed more perks, and the fact that Jessica just didn't get deterred was an emphasized trait for her while for Alex it's just… well yeah he's the main hero.

White Magic costs more than Elemental Magic because you get more non-combat utility, twice as many spells, and… of the 5 permanent party members, Alex is the best having all around better stats and gear than Kyle, as well as a whole lot more MP and the dragonmaster spells. But Jessica is the 2nd best purely on the strength of her healing magic which makes her the single most irreplaceable character. Mia and Nash spend half the game being useless, or needing a lot of MP restoring items, which are better saved for Jessica's healing magic. It's a lot stronger in world.

Sword Magic on the other hand costs as much as it does mostly due to lack of anything else to put at 600 CP and the potential in the perk to learn new and varied abilities with other weapons. The bit about advantages of magic and non-magic is because it mostly did. There were a few enemies in the game which resisted it – I'm not actually sure how many since Kyle and Alex's MP was best saved for bosses – and a few enemies with insanely high defense that took average damage from it. Damon's Tower saw it classified as a group separate from basic attacks or elemental spells, and had enemies who were immune to it, but they were puzzle enemies who could only be hurt by the right type of attack. Still it means it doesn't completely bypass immunities, just generally seems to be the best of both worlds.

Magic Clan has the bit about a permanent investment, because there is obviously some limit, but we don't know what the limit is, and it was one that worked and could balance the perk where you know when and how you can use it instead of some vague handwave of 'there's a limit, we don't know what it is, but it's there maybe it requires really special

set up, maybe it runs on narrativium, maybe it's just that it costs a bit of your soul each time, who knows.' But it's very much me picking a specific one from only vaguely implied limitations (they have this power, if they used it repeatedly and for other purposes it'd be better for them… either it's terrible writing and world-building, or there's a limit to it which doesn't get defined).

Basic Gear caps out at items you can buy in shops. So like 2 steps below the Insane Gear/Holy Mace/Dragon Cane/Althena's Sword… and about 60% as good at its primary atk/def function (and without the secondary boosts).

The Healing Ring, Althena's Sword, and Holy Mace all heal the wielder 10% of their max hp each turn while equipped. What this means for the CP backed versions… ask your Benefactor because whoo boy what even is HP, but they should scale at least somewhat with your toughness.

Colored Gear as an accessory does not have to be a magic defense buff like the Dragon Ring, it could actually boost movement speed like the Dragon Wings, or boost some other stat like Attack or Wisdom, or possibly provide status protection. How good it will be will vary based on how powerful you are with gains past the dragons being slow.

Silver Lights only really get introduced or used after Luna leaves the party, I know. But she has the highest MP in the game per level so even though she leaves your party before Silver Lights become worth using it fits. Plus as Althena is responsible for all the mana on Lunar and given the lower end are Star Lights they're the light of Lunar it felt appropriate as Althena is the ultimate source of their power too.

Could Vane have survived if not shot by the Grindery? I don't know. Nash reacts as if firing that is a danger to Vain and they evacuate, but is that because it's inevitable to crash or not? The game reiterates multiple times that it will take ALL of the magic in Vane, and treats this as a big deal, and Vane is kept up with magic, but the Grindery shoots it and sets the town on fire, it does penetrate a magical field – we're not told what this field is so it could have been a forcefield or what keeps the city aloft – but I'd not want to bet on the island staying up.

I suspect that the Fortress of Althena was the city used to transport people from the Blue Star to Lunar, but since it's not clearly stated I didn't put it in the Fortress item, but it might be capable of flying – albeit slowly – through outer space such that it could be used to travel between Earth and the Moon, though I don't know of any proof so this is just my guesswork/headcanon-ing.

Hell Ring is a Priestess item because I was stretching, and Alex or Jessica are the best choices for it given Dragonmaster spells and the need to spam AoE heals in the later boss fights. I gave it to Mia anyway just to provide her with the illusion of value (even for blowing away minor enemies Alex+Dragon Wrath would have been better).

Scaled Bosses will not scale your enemies to be your equal. Just to be appropriate bosses, so you can expect to have the same sort of difficulty that Alex has; meaning if you have a good crop of companions who can stand near you in power, and go in fully healed or at least with a good supply of MP most won't be too hard, though late game bosses might start needing you to burn through MP healing items.

Post-Spark anything that didn't count ones left behind in past-jumps just becomes limited to 1 per setting at a time.

Changelog:

Version 1.0.0: Released.