

‘Evil has won’ is the sentiment of the world of Terratus, a pangea-like continent where Kyros the Overlord has conquered all but a small peninsula to its south (Which on maps will appear as west while north appears as east, fun world quirk.) Kyros has maintained their control over Terratus through the breaking of Archons, women and men whom all other magic has originated from; and the use of Edicts, magical disasters which engulf entire countries in flame, sword-like grass, torrential rain, winds, etc. Being the only possessor of this power, they have been able to make countries bend the knee without even needing to ‘officially go to war’. You arrive into this world almost a year before their conquest over this last vestige of hope, known as the Tiers, is to be conquered by two of their armies.

The Elite Disfavored, known as the Iron Legion, have never been truly defeated in battle; they possess a boon from their patron Archon, Graven Ashe the current Archon of War, which makes slaying one of these soldiers a colossal task for the mundane human. When literally gutted and flayed not ten minutes ago, they return to the fight as if they had never been harmed before.

The Scarlet Chorus, a crimson tide whose numbers stretch across the horizon. Their patron archon, The Voices of Nerat the Archon of Secrets, has created a

system of pure insanity where every member is to blame for their own hate against the overlord, having slain their friends and family in order to join their forces. It should be noted, as a group of murderers, rapists, and all other manner of 'unsavory' individuals, they still never kill children, instead raising and caring for the next generation of Choirmen.

These armies are accompanied by Tunon, Archon of Justice. The eldest of Kyros' minions, he has been granted use of Bleden Mark, Archon of Shadows, as an exemplary executioner. Any judgement the Court (Tunon) or his agents called Fatebinders make are final. No one other than Kyros themself is able to overturn such judgments, though all judgements are still expected to follow Kyros' laws. Because of the Fatebinders and Bleden Mark, it is much better than not to assume that Tunon knows what laws you have broken when you break them .

You start with 1000 cp.

Location

1d10 or you can choose for 50 cp.

Apex (1): Realm of the Vendrian Guard, ruled by their beloved queen. They sit at the base of a Spire, a colossal and ancient tower which can be seen on the horizon, they act as entryways into the maze that is the old walls, which is against the laws of Kyros to enter.

Lethian's Crossing (2): A town at the base of an intersection of Oldwalls into a Spire, they have an inordinate amount of Iron and are a hub of trade.

Stalwart (3): A beautiful realm ruled by the Regents. In three years, this will be known as 'The Blade Grave' as the Edict of Storms is cast.

Velium Citadel (4): A massive and fortified citadel and library, home to the Sages Guild. In three years, it will be known as 'The Burning Library' as the Edict of Fire is cast.

Azure (5): A verdant fertile farmland, it is a place of bounty. In three years, it will be known as 'The Stone Sea' as the Edict of Stone is cast.

Bastard Tier (6): A melting pot of Southern and Northern cultures, it is a place of commerce and intrigue right between Kyros and the Tiers. You have about a year before it is invaded by Kyros' forces and any hope of agriculture in the region is decimated.

Setting Sun (7): A beautiful and powerful beachside nation, they are working on uniting the Tiers against Kyros. Sometime this year, it will be known as 'Sea' being under the ocean as the Edict of Tumult is cast.

Northern Empire (8): The bulk of the world, you can choose where in the empire you happen to be. If you are a Tiersman, you may not start here except as something such as a pit fighter.

Oldwalls (9): You may roll again to determine the location of the Oldwalls you happen to be in. Unless you are Bane, you will be constantly bombarded with enemies if you start here. Under Kyros' laws, it is illegal to enter these places.

Choose (10): You get to choose one of the lovely locations above.

Background

You are the same age as you started your previous jump, or you may pay 50 cp to choose an age above 17 that your race could support.

You are the same gender as your previous jump, or you may pay 50 cp to change it.

Drop-In: You appear in this world out of nowhere, congrats, you appeared in the middle of a 400 year conquest, which is slated to end in the next four.

Tiersman: You are a citizen of the last free corner of the world. Men hold rights to the sea and boats here, while women hold rights to land ownership. You have heard basically no factual information about Kyros or their forces, at least none that is undeniably so.

Citizen of Kyros: You have lived within Kyros' empire for a good portion of your life up until this moment. Possibly serving as military personnel? Maybe a 'recently' conquered people? You could even serve as a prisoner or slave.

Class

Warrior: You have been trained with a blade and possibly a shield and some armor. Likely a walking bastion, or just a heavy set individual with proper equipment.

Mage: You have been trained with some form of magic, the ability to warp reality through sheer intent/will, likely in order to kill your enemies.

Ranger: You have been trained either with bows or knives. Possibly in survival and stealth, but who really knows other than you? Not the people you just killed, that's for sure.

Race

Human (Free): The common people of Terratus, they make up a majority of all 'organized' civilizations within the world, but hold no special traits in and of themselves.

Beastmen (200): You are what is known as a Beastman or Beastwoman. Brutally strong and dangerously savage, they have been hunted and enslaved as of late. They have an unnatural ability to harm Bane. Beastmen are significantly weaker and generally smaller than Beastwomen.

As such they have developed a relatively rigid matriarchal society where the males are seen more as cannon fodder and boy toys than actual people with feelings.

They hold a similar lifespan to humans.

Bane (400): You are unerringly sentient for a clump of arcane dust made physical. Sigils in the magic section cost twice as much Lore in order to learn. When you select core sigils in the magic section, you have the additional option to purchase magical defenses instead of learning the Sigil itself.

As a being without legs, organs or really any physical needs, you can not be affected by things which would attempt to affect you so, even if you later gain said amenities. Though you do gain a vulnerability to magical damage and resistance to physical damage.

Bane are not creatures of...age shall we say. The lesser forms could very well be immortal or hold a lifespan similar to humans, while the more powerful forms, such as

the Havocs, can live at least to several hundred years; if they can even reproduce, or they are just finite in extremely large numbers, no one really knows.

Archon (Previous Race Cost + 600): You were once Human or one of the Beastmen, but you are now something more. If you were Bane, you are now a truly unique existence, the likes of which will likely never see the face of Terratus again. You are significantly more durable and are considerably stronger than what your previous race was. Additionally, when you select your first core sigil from the magic section, you need not get any other sigils for that core (though you may still use traditional spells if you wish), for you are the font of that magic; you have complete dominion over the element, though you will have trouble teaching the magic to others. Furthermore, Archons often manifest powers that match their personalities, interests, and obsessions - no two Archons express the same range and combination of powers. You gain +20 Lore and can utilize the discounts for Archon as well as your previous race.

Their age is one that will not stop growing until someone chooses to end it (kill them), with older Archons being the least human in appearance.

Perks

Three perks within each group (Background, Archetypal, Racial) may be discounted, as usual, my discounts may be stacked with one another through this. Discounted 100 perks are free.
You have an additional 500 cp to spend in this section.

Arcane Knowledge (Free and Mandatory): Your magical power can be influenced by your total Lore, the more you have, the stronger your magic will be. This is a small percentage increase in power, something like a 0.1% increase per Lore. But, you never know when that small amount will come in handy!

I know it's *so much*, you get +10 Lore from this. You gain an additional +5 Lore for each jump you have learned magic from before coming to this one and +5 Lore for each jump you learn magic from after this jump.

Background

Faceless (100, Free Drop-In): You are an enigma, a well of false rumors that seem to infest every truth that is uttered about you. Any talk of you is like a massive game of telephone, a little bit of truth may survive to the fiftieth time someone speaks of

your heroics, but it may also be complete falsehoods that make you seem greater or lesser than you may actually be. This comes with the added benefit of being almost impossible to identify through summary or word of mouth, though factual recordings such as measurements or surveillance footage will be unaffected.

Rings for the Poor (200, Free first Drop-In, Discount beyond first Drop-In): Once each day, when you look into a pouch, pocket, or another container; you find a single Copper ring. Every time you purchase this perk, the total value you find is higher by a factor of 10 up to a maximum of 100 Iron rings. Even if you do not want the money, the rings are made of pure Copper, Bronze, and/or Iron, so they may still find some value. (1 Iron = 100 Bronze = 10,000 Copper)

Unique Imagery (400, Discount Drop-In): Within this world there are, to be frank, quite beautiful people and places. As you are not a place, you will just have to settle with being a beautiful person. Whatever you were on a scale of 10, bump that up by 1. Any depiction or description, even those that are objective, will find a way to describe you as yet another bump up of 1 (for a total bump of 2 from if you didn't have this perk). Unfortunately, within this setting, looks will be... of little help in most actual confrontations, though I'm sure some of you will find a way to finagle this into a benefit for every encounter.

Additionally, you get an amount of Lore equal to your minimum appearance on a Scale of 10 times five (So if you have a perk that makes you an 8 minimum, with this perk, that would become a 9 minimum (it is possible to go beyond 10 if you happen to have the right perks)). This perk will grant you additional lore in future jumps if you acquire beautification perks that increase this minimum.

Basic Requirements (600, Discount Drop-In): For this and each jump forward, you will find yourself with basic knowledge from any of the Backgrounds in the jump aside from Drop-In, gaining any basic skills that background would provide. For another 600 cp (which is discounted along with this perk's cost), you can gain one of the free perks (or a perk that is discounted to be free) of that background each jump for free, but if the background is given no free perks, you gain none with this.

The Words are Separate from Wills (800, Discount Drop-In): You gain an almost magical understanding of any contract or promise presented to you. You know all of the potential outs or resolutions that could fulfill the contract or promise as it is worded as well as the intended resolution. You can, with some concentration, think upon how to follow any of these resolutions so long as you follow the mental instructions you

are given. Such as resolving an edict through legal precedence or through a technicality of the wording.

Additionally, you gain the ability to share this information, either in part or whole, with another whom you make skin contact with. Which could be used for someone else to break their own contract you desire to see removed from them, though you still require the need to see or hear the contract in order to gain the understanding in the first place.

Conquered Before the Conquest (100, Free Tiersman): Before Kyros' armies came to the Tiers, they spoke the same language, used the same calendar, used the same currency, held the same customs. Military occupation was just a formality. You are completely comfortable with even extreme shifts in societies, though you may not like it, it won't bother you innately. You also gain the ability to almost seamlessly integrate yourself into other societies.

Inspiring Loyalty (200, Discount Tiersman): You are capable of instilling unshakable belief and loyalty in those who follow you *and* are near you. This could be your mere presence, it may be caused by encouraging words, possibly fear of reprisal. Regardless, if they are not inclined to follow your orders or you aren't near them, this belief isn't as rock solid as you may want it to be.

Follow the Madmen (400, Discount Tiersman): Well..that's...odd, you seem to be able to gain traction with those who are clearly insane or, if you are clearly insane, with the perfectly mentally stable. This might not guarantee that they will follow you, but they may just overlook your presence or be willing to do you a favor. If used on someone who is a follower, they will completely overlook any madness you display, and you will be able to 'control' them regardless of any madness they may display.

Unbreakable (600, Discount Tiersman): Your will, is quite literally, unbreakable. You may *choose* to be mind controlled or influenced through effects that break the wills of others, but retain the capability to repair any 'damage' to your will at any moment you feel like. This does not prevent warping or shifts of will and does not actually increase the amount of will you possess, just makes any you have unbreakable.

Oathbreaker (800, Discount Tiersman): Your word means nothing now; this comes innately with others having a harder time trusting you. But comes with the benefit of being not bound by your word. Magical contracts, you didn't mean any of that. Agreed

to give someone your soul for their service, just don't give them your soul. This can have a large number of uses, although my own mind can come up with getting out of deals with demons, I'm sure more creative individuals will have better uses for this.

Jump-Chan has already thought of you using this on them, and upon purchasing this perk, it gains the fiat backing of being removed should you try to use it on them or any drawbacks you may have or get. So keep that in mind.

Just Keep Walking (100, Free Citizen of Kyros): You can be near horrendous acts and not be dragged into it; or commit some (likely) illicit acts without fear of passers-by reporting it to the proper authorities.

Does not prevent the proper authorities from apprehending you should they be capable and aware.

Occupational Service (200, Discount Citizen of Kyros): Soldiers are the lifeblood of Kyros' empire. Almost everyone has served at some point, and, well, you are a part of 'everyone'. You gain skills with weapons and battlefield tactics within this and every future jump, though you do not gain any special ability to retain these skills after a jump.

Secrets of Iron (400, Discount Citizen of Kyros): Within the world of Terratus, only a select few actually know the process to create Iron, a highly valued and comparatively rare skill within this world. You gain a supernatural understanding of how to work and identify any metal you have seen a finished product for. This does not provide a means, just the know-how.

Kyros' Peace (600, Discount Citizen of Kyros): The law of Kyros' Peace states "*All who bow to me shall be under my aegis. Loyalty is freedom from hunger, hostility, and hopelessness.*"

For all of the criticisms laid against Kyros, many have found their lives greatly improved under Kyros' rules. They are free from the petty abuses of their former leaders and many governments installed at the Overlord's command have lifted people out of poverty and provided stability, albeit at the price of freedom, for thousands. While Kyros' Peace also tends to mean freedom from over-indulgence as surplus crops are forcefully redistributed, martial law quashes all dissent and crime and teenagers are placed into crafts and trades that the Overlord deems in high demand, it is clearly the work of an economic genius and one who understands that ruling all of Terratus requires both an iron fist and a silken glove. An understanding that you now share.

Even among the enforcers of Kyros' law, you stand out as a talented administrator and organizer. Were you appointed the quartermaster of an army even as chaotic as the Scarlet Chorus, you would be able to arrange merchant traffic and supply lines to support the army like great arteries, pumping food, weapons and bronze rings where the supplies need to go to keep the beast fed and moving forward. Were you appointed the Governor of a mining town like Lethian's Crossing, you would soon be able to organize the production and flow of weaponry, creating an island of stability and prosperity in a sea of war… And were you to find yourself with rule over the Tiers, you could very well consolidate the various factions under your rule, draft new laws, organize city guardsmen and slowly teach them to think of themselves as part of a greater whole - ushering a new age of verdant growth and prosperity.

And With That, the Edict of Execution Is No More (800, Discount Citizen of Kyros): Loyalty, that is merely a face you need to wear when useful at the very least. You can say to anyone that you are loyal to them and/or their cause, and so long as your previous actions have not proven otherwise, they will be compelled to believe you. Potentially giving you access to equipment, information or even arcane clauses that require such loyalty as if you were truly loyal. Though, once you take obvious actions that call doubt upon your 'loyalty', it will be hard to retain any of those benefits it has given you.

Archetypal

Shield Mastery (100, Free Warrior): Shields you use are more effective than they should be, by roughly a factor of two.

Heavy Guard (200, Discount Warrior): You seem to ignore any penalty to your speed that armor would induce upon you, regardless of how heavy it is, so long as you can wear it.

Vigilance (400, Discount Warrior): While wounded (such as having been stabbed in the chest by a sword), you are immune to all manner of affliction (including being knocked unconscious because of blood loss or pain) and you begin regenerating quicker than you would normally. Before you ask, damage is not classified as an affliction, only a removal. The regeneration you get will heal non-life threatening wounds in a matter of minutes and those that threaten to kill you if untreated in a matter of

hours. When you are not considered wounded, you are highly resistant to effects that would induce sleep, be it magical or mundane.

Undying Fate (600, Discount Warrior): While you are near death, you become significantly more resilient and seem to heal quicker. Although this does not make you stronger, it makes you much harder to kill. Your regeneration will prevent your death from most mundane forms of attempts onto your life, such as being stabbed or poisoned by non-magical poisons, but is less of a guarantee against supernatural forms of harm against you.

Magical Prodigy (100, Free Mage): You have a knack for learning the ins and outs of the arcane, quickly gaining an understanding of its limits and strengths. You also get +15 Lore.

Runic Loremaster (200, Discount Mage): You can learn any one Core Sigil and any one Expression Sigil at no Lore cost. Additionally, you also get +30 Lore.

Voice of Ages (400, Discount Mage): Alright, something different from ‘plus Lore’. You gain a supernatural understanding of written words, specifically any writing pertaining to the arcane or occult. Allowing you to describe it in an ‘uncursed’ way if needed or to learn such practices quicker and with more ease.

Knowledge Hunter (600, Discount Mage): You can increase your magical powers by slaying others with magic themselves. You get +20 Lore (as if you had already slain 50 magic users). The threshold to gain more Lore from this perk increases for every 5 Lore you have gained from this perk already. Every time you increase the threshold, you need to slay an additional magic user for each +1 Lore thereafter. When you purchase this perk, your current threshold to get an additional +1 Lore is to slay five magic users. The requirement will increase to six magic users per +1 Lore you seek after you have gained 25 Lore from this perk and then again to seven magic users per +1 Lore needed after 30 Lore has been granted with this perk and so on and so forth.

Wary Gaze (100, Free Ranger): You gain a sense for when something within your view is hidden, such a thing won’t, in and of itself, tell you what is hidden, but it will make it significantly easier to find.

Arrow Shield (200, Discount Ranger): Your reflexes become sharper, allowing you to potentially catch objects in the air, such as arrows, without harm and with relative ease. Or simply dodge them; up to you really.

Unseen Advantage (400, Discount Ranger): You become better at hiding from others; nothing supernatural, but enough that it could be unnerving to those you are hiding from. Think like what Batman does all the time. You also gain an enhanced understanding of how to perform actions while in this state without revealing yourself.

Know Your Enemy (600, Discount Ranger): The more you harm your enemies or the more your enemies harm you, the more they seal their fate. Each time you are harmed or harm in some way by an opponent, the more you gain in understanding of their capabilities, the more your knife seems to find its way into their weak spots, the more it seems your arrows hurt them, the less it seems they are able to hit you. You just gain an intuition about them.

Racial

Dime A Dozen (100, Free Human): You seem to have greater success at throwing someone else under the bus or shoveling blame onto someone else. So long as the person you are trying to convince is unaware of the truth or that you were involved.

Bow to Power (100, Free Human): Humans have the unique ability to let someone walk over them until that someone happens to be found with a knife in their back. How odd. Those that try to identify your true intentions or true beliefs, even through interrogation, will find it...more difficult to say with absolute certainty.

History of Horrors (200, Discount Human): Due to the rather violent and bloody history of this world, you have become desensitized to such acts. PTSD and the likes of ‘fear’ are significantly harder for you to be affected by.

Wait, Did I Do That? (200, Discount Human): Your accuracy may not be the best, but if there is a target behind the one you intended to hit, well...this second target seems to now have an almost supernaturally increased likelihood of being hit by that missile or blow since you missed the first one. This works best on ranged weapons, though it can work on melee ones.

Try and Catch Me Worm! (400, Discount Human): Humans, being effectively the smallest intelligent race, also are the most nimble. Able to bob and weave through chaos as if it was a well rehearsed ballroom dance, you are nigh-uncatchable. Though nothing supernatural, it is borderline superhuman.

Voice of Vanity (400, Discount Human): Your voice is widely regarded as beautiful to those who hear it. Gaining a slightly alluring air to it, one that could distract those who aren't vigilant against it.

Voice of Humility (600, Discount Human): Your voice, specifically within your own mind, speaks volumes. Any attempt to prevent you from using abilities or magic that requires vocalization will require silencing your mind as well as your mouth in order to be effective against you.

Additionally, you are capable of being heard vocally should someone 'silence' your mind but not your mouth, appearing as a voice in the mind of the silencer regardless of the distance between the two of you while silenced.

Conquerors of Terratus (600, Discount Human): For 400 years the Overlord's armies have swept across the known world but even among the legendary generals of this era, you are a tremendously skilled tactician and strategist. Regardless of whether you've been given command of a group of ten or a force of millions, you instinctually gain knowledge of the capabilities of your soldiers and, given enough time, can even gauge the capabilities of enemy forces. Nor is this knowledge limited to their physical limits, you can be also fed information relating to morale and 'agreeable' strategies, since some soldiers won't want to throw themselves upon the enemy's pikes, and you may need to plan around that. And you will be able to plan around it as you naturally think up the best suited strategy for your soldiers given your current information and forces. This does not grant a special ability to retain information on previously commanded forces, but doesn't prevent you from specifically committing anything to memory.

In a world of Archons, some of whom can control the very ground they stand on or hypnotize entire armies into their service, your talents may seem underwhelming. However, it was Kyros' strategic brilliance that enabled the Overlord to conquer nearly all of Terratus.

Welp (100, Free Beastmen): Though some Beastwomen will call you a welp if you are a Beastman, you will be on relatively equal footing with them. This increase is

the same, relatively speaking to everyone, being a nearly 1.5 times increase in strength and a 1.1 times increase in size.

After this jump, your size will not be increased if you do not wish it.

Tough Hide (100, Free Beastmen): You are durable, your skin is thicker, though you may get some nasty scratches and scars. They will seldom be life threatening so long as it didn't make it past this thickened hide of yours.

Bane simply becomes even more resilient to physical weaponry.

Mystic (200, Discount Beastmen): One of the special few who are knowledgeable about the ways of the arcane. You may learn the Sigil of Stone, Lightning, or Focused Intent at no cost. Also gain +5 Lore.

Alpha (200, Discount Beastmen): You are bigger, tougher, and stronger than most of your kind. Your strength and durability are increased by roughly 1.5 times what it was. Your size is increased by roughly 1.3 times what it was. If you are a Beastman, you are likely undisputedly stronger than the average Beastwoman, though you are likely still slightly weaker than the average Beastwoman Alpha.

After this jump, your size will not be increased if you do not wish it.

Strong Limbs (400, Discount Beastmen): Your limbs seem to never tire or fatigue. You also handle the heaviest of two handed weapons as merely a one handed affair and the distance which you can leap is doubled easily.

Weathered to the Elements (400, Discount Beastmen): You are unerringly resilient to blunt force trauma, the extreme and sudden cold, and high voltages. This may be minorly arcane if you wish it.

If you know the Sigil of Stone, you are extremely resilient to blunt force trauma.

If you know the Sigil of Frost, you could live bare within low temperatures that would kill most humans.

If you know the Sigil of Lightning, you could practically lick an electrical socket and leave with a minor numbness.

Elementalist (600, Discount Beastmen): Regarded as amongst the greatest that the Beastmen race has to offer. You learn three Sigils from Stone, Frost, Lightning, Focused Intent, or Distant Impact at no cost. You gain +15 Lore.

Prima (600, Discount Beastmen): You are bigger, tougher, and stronger than most of your kind. Your strength and durability is increased by roughly 1.75 times what it

was. Your size is increased by roughly 1.5 times what it was. If you are a Beastman, you are likely undisputedly stronger than the average Beastwoman Alpha, though you are likely still slightly weaker than the average Beastwoman Prima.

Additionally, you can force others to follow commands you give instinctually. Meaning that when you bark an order, others will be instinctually inclined to follow it. This has little to no effect on those that are stronger than you and know it. Those that are stronger than you but don't quite realize it or those that think they are stronger than you will be less affected, and the weaker they think they are compared to you, the more effective this will be against them.

After this jump, your size will not be increased if you do not wish it.

Wisp (100, Free Bane): Your being is composed of volatile magics, so, upon taking heavy damage or using one of your one-ups, you explode out in that energy. Potentially clearing a room, offering a distraction for escape, or even slaying your assailants.

Bane of Living (100, Free Bane): You have an unnatural, or, if you prefer, supernatural ability to harm those made of flesh and blood. Any damage you deal with your body or your magic will take magic to heal. This does not extend to damage from non-magic items or non-magical, non-physical abilities.

Scourge (200, Discount Bane): You gain a supernatural resilience to physical harm, and the ability to heal through the damage you deal with a single attack you make every couple minutes.

Arcane Resistor (200, Discount Bane): Bane are normally vulnerable to damage inflicted from magics, but you are no longer vulnerable to such damages. If you were not already vulnerable to such damage, you gain resistance to such arcane damages. This changes based upon your current vulnerability to magic or arcane harm and has no effect on any vulnerabilities you may get in the future.

Malice (400, Discount Bane): You have the power to remove random non-permanent bonuses from other beings within a small radius around you. Such a thing is periodic every few seconds, and selective to the creatures of your choice. The bonuses you remove are beneficial to that creature/what you would deem as detrimental to you. You need not be aware of the bonuses they possess for this to affect them.

Hear the Lullaby (400, Discount Bane): You can force others to hear a constant sweet melody. Those who are subjected to such a tune will slowly lose their mental faculties until they lose all appearance of sanity. When this happens, they are more than willing to follow any 'suggestions' you may give them.

The stronger the will of an individual, the more time this process will take in a nearly exponential value, so it is best to use on the weak, tired and already desperate.

Those that are magically inclined or powerful are likely to figure out that you are the source of this effect.They are also going to take longer to convert with this, though less time than someone of a strong will; the fact they will know where the source is could become a danger for you.

The radius is initially very small; the more you have under your influence this way, the larger a radius this will have.

Havoc (600, Discount Bane): The epitome of the Bane race, you are stronger than the brethren of your species and can take a significantly larger beating. In addition, you are capable of absorbing other Bane and entities composed of magic in order to instantly recover your health and to heal injuries. You also gain some telekinesis abilities, enough to hurl a boulder at your enemies.

Nameless (600, Discount Bane): The greatest weapons against the Bane use their true name. Such attempts to gain power over you are useless at best, any attempt to invoke you or your species's true name will hold no effect over you. This may be toggled, though not selectively. If you are to benefit from your true name, others may also do the same.

Inhuman (100, Free Archon): Your appearance is never restricted by your race, aside from the basic arrangement of the form. For example, humans have two arms, two legs, a torso, a neck, and a head. But the actual appearance or materials of such things need not be flesh, blood, or bone. Though, it must be focused around something, such as an element. Nor is your voice unaffected. At your discretion, your voice may take on a unique tinge reflecting your nature, ranging from the slight booming echo of the Archon of War to the chaotic changing of accents of the Archon of Secrets. Additionally, you can be up to two feet taller than those of your race would normally be.

Unerring Appeal (100, Free first Archon): Something about you attracts others. This attraction can be one of romantic intent, it could be peaceful, or violent, it could be

fear or respect, or some other mode which you prefer. Regardless of the attraction, it is the same for everyone, though some may be more susceptible to certain attractions than others. This may be purchased multiple times, each time, choose a different mode of attraction or simply strengthen an existing one.

Runic Teacher (200, Discount Archon): You gain the ability to teach others magics which you know, which would normally take years only taking months. Though this does not give them the fiat backed variation of said magics, they are capable of using the magics as if born with the ability within the world it originated from if possible. (Someone without a soul can't learn magic that requires or uses a soul for example.) Additionally, you gain +10 Lore.

Tallest in the Room (200, Discount Archon): This may happen to be literal, but it will mean that others will take your words as Authority, often backed by your history and reputation, making you more likely to hold sway and power within a conversation if you wish to take command of it.

Maybe you wove Kyros' Peace so seamlessly into your nation's legal code so as to make a peaceful annexation possible. Or perhaps you managed to resist the Overlord's army for years with only the bare remnants of your nation's forces; fighting harder and longer than any would have thought possible. Either way, you can expect many to know your name, although whether it is the form of glowing praise or whispered fear would depend on the nature of your history. In this and future jumps, you will start each jump with an extraordinary reputation, with a fitting legendary event seamlessly inserting itself into future Jumps based on the setting and your background.

Might Unequal (400, Discount Archon): Your physical and arcane abilities are six times that of what your form would normally muster.

Hollowed Dominion (400, Discount Archon): Any attempt another makes to use your Core or something analogous to it (Such as firebending if your Core is the sigil of Fire) can be forced to backfire in a spectacularly awful way. Such as the user bursting into flames for fire, suffocating for air, going into extreme pain for atrophy, weakening instead of strengthening for Vigor, freezing themselves in a block of ice for Frost, and so on and so forth. Feel free to be creative whenever this happens.

If you don't have a Core, you may have any Core Sigil you have taken from this magic section to become your Core. Regardless of if you have a Core or not before this, you gain +20 Lore.

I AM WAR! (600, Discount Archon): You hold an undisputed knowledge over a single subject of your choice. Allowing you to replicate, manipulate, or utilize said subject almost freely as you see fit. Though, broad subjects such as 'technology' will lessen this effect somewhat; you will be undisputed in knowledge on the subject, yes, but that will be spread across *all* forms of technology you have encountered. So such a subject may end up just giving you information on when and who made any technology within the multiverse given enough jumps with extremely varied tech levels and innovations, instead of how to actually replicate and operate any of this technology.

This does come with an added benefit of being capable to retain all knowledge and recall what you have learned of the subject independently from this perk.

If you are an Archon, the chosen subject is what you will be initially known as the Archon of on Terratus.

Eternal Font (600, Discount Archon): At the beginning of every jump or ten subjective years at the end of your chain, you may revisit the Magic Section here and spend unspent Lore, or you may use unspent Lore to fiat back any runes you have discovered or created to be used with any purchased from this jump or affected by this perk. (So for example, you can combine specific alchemy circles from FMA with any magic from this setting into a word that will function effectively as intended with little chance to 'misfire'.) Alternatively, you may select an additional Core Sigil to act as your domain if you were an Archon.

At the end of every jump or every ten subjective years at the end of your chain, you gain an amount of Lore equivalent to half of your current Lore rounded down.

Additionally, once per jump and every ten years at the end of your chain, you can attempt to 'awaken' dormant magic within an individual. This process is not particularly likely to succeed, but if successful, they become a full fledged Archon in and of themselves, gaining their own Core Sigil. For an additional undiscounted 100 cp, you can also grant them the ability to build up their own Army of the North.

Items

You may discount any five items, the discount applied this way is for only a single purchase of that item and is stackable. 100 discounted is 50 and 50 discounted is free.

You have 500 cp additional to spend in this section.

Wooden Armaments (50 per, First Free All): A weapon or armor made primarily of wood, the poor man's weapon within the world. This will reconstitute itself in a year should it be destroyed, and repair itself in a month when damaged. If it requires ammunition, such as arrows, it will create eighty uses every year. You may toggle the item's ammunition generation.

Bane who takes this will be an abnormality, since most just choose to use their bodies; if word gets out that Bane can use weapons there will be widespread panic.

Copper Armaments (50 per, First Free All): A weapon or armor made primarily of copper, the common man's weapon within the world. This can include bows. This will reconstitute itself in a month should it be destroyed, and repair itself in a week when damaged. If it requires ammunition, such as arrows, it will create forty uses every month. You may toggle the item's ammunition generation.

Bane who takes this will be an abnormality, since most just choose to use their bodies; if word gets out that Bane can use weapons there will be widespread panic.

Bronze Armaments (100 per, First Free Warrior): A weapon or armor made primarily of Bronze, more durable and higher craftsmanship. On the rarer side to find someone with. This can include bows. This will reconstitute itself in a week should it be destroyed, and repair itself in a day when damaged. If it requires ammunition, such as arrows, it will create twenty uses every week. You may toggle the item's ammunition generation.

Bane who takes this will be an abnormality, since most just choose to use their bodies; if word gets out that Bane can use weapons there will be widespread panic.

Iron Armaments (200 per, First Discount Banished Into Service): A weapon or armor made primarily of Iron, only possible to find on the corpse of a Disfavored Legionnaire, and a crime to use unless you are a Fatebinder or a Disfavored Legionnaire yourself. Good luck getting it otherwise. This can include bows. This will reconstitute itself in a day should it be destroyed, and repair itself in an hour when damaged. If it requires ammunition, such as arrows, it will create ten uses every day. You may toggle the item's ammunition generation.

Bane who takes this will be an abnormality, since most just choose to use their bodies; if word gets out that Bane can use weapons there will be widespread panic.

Oldwall Steel Armaments (400 per, First Discount Bane): A weapon (Including bows should you wish) or armor made from mysterious metal from the Oldwalls, the crafter was executed shortly after making it and it will likely gain the Ire of Tunon should he or any under his service find out you have it or what it is made of. Noticeably

stronger than Iron being more akin to steel, this will reconstitute itself in an hour should it be destroyed, and repair itself in a minute when damaged. If it requires ammunition, such as arrows, it will create five uses every hour. You may toggle the item's ammunition generation.

Bane who takes this will be an abnormality, since most just choose to use their bodies; if word gets out that Bane can use weapons there will be widespread panic.

Leather Armor (50 per, First Free Ranger): Armor made of fine leather; though not as much protection as metal armor, it is easier and quieter to move in than metal armor. This will reconstitute itself in a day should it be destroyed, and repair itself in an hour when damaged.

Cloth Armor (50 per, First Free Mage): This armor isn't much in the way of protection, but is the quietest and lightest you can find, offering pretty great mobility that is second only to fighting without any armor. This will reconstitute itself in an hour should it be destroyed, and repair itself in a minute when damaged.

Magic Stave (100+Material per, First Discount Mage): A staff infused with magical power of a Core Sigil, it damages as a sort of cantrip of that Sigil. It also allows for a greater control over magic pertaining to that Sigil, if you learned it in jump, mainly the lower chance to magically explode when using magic. It takes on the special properties of any of the above Armaments, increasing the cost of the item subsequently. Wood does not increase the cost of this item at all.

Favor Token (50 per): The building of a reputation in any given Jump is a difficult process. How a given character or faction feels about a Jumper often depends on their actions. A Jumper often must spend months and sometimes even years improving their reputation by aiding members of a Faction in combat, assisting them in completing Quests, and making choices that they approve of. Or a Jumper can simply cheat, side-step that work and purchase CP-backed Favor.

In every Jump, a Jumper can assign ranks of Favor (until assigned, they take the form of a bronze token of two clasped together), up to five ranks each, to any given character or organization in order to create a pre-established history with said individual or organization. An individual with one rank of Favor assigned to him may have been a fellow student under the same master who has a professional respect and nothing more for your Jumper. In contrast, an individual assigned five ranks of Favor may have a history in which your Jumper saved their life in their darkest hour and they have become hopelessly enamored with your Jumper and willing to help them even when doing so puts them at personal risk. Your pre-established history will even integrate your

drawbacks to the extent you desire them to be integrated. For example if you took a drawback that made you a wanted man, perhaps that occured due to you freeing an innocent from slavery in defiance of Kyros' law.

Alternatively, if Jumper does not wish to have a pre-established history (for example due to being a Drop-In), a Jumper can instead use their "Favor" rank in order to put themselves in a position in which they'll be able to meet said individual in a favorable manner and/or potentially aid them to the extent necessary to acquire their favor. However, more work and the chance of failure exists in such a case although the use of Favor ranks will give your Jumper a guaranteed meeting and boost in luck for purposes of gaining said individual's favor.

It should be noted however that this does not change the personality of an individual or guarantee that an individual continues to hold a Jumper in high esteem. You may have five ranks of Favor with the Voices of Nerat and proven yourself to him on multiple occasions but he is still a monster who has every intention of consuming your mind once he's done conquering and subjugating the peasants in the nearby area. Granted with five ranks, he may very well shed a single tear and build a monument to you after he's done you the "favor" of preserving your unique existence in his mind for eternity. Similarly, you may have saved a blindly loyal man's life and received his oath of fealty but constant abuse may very well cause him to rethink his life choices and turn on you.

Jumper's Epilogue Bookcase (200): Many Jumpers leave behind a legacy when they leave their given setting. The fates of any factions, companions, and locations they leave behind are often a source of mystery. With Jumper's Epilogue Bookcase, Jumper gains a bookcase on which a book will appear after every Jump detailing the "ending" of any individual, group or location that Jumper interacted with as if fifty year had passed. Perhaps the town Jumper saved during his Jump ended up being renamed "Jumper's Crossing" in their honor and erected a plaque in his name. Perhaps the empowering of a brutal band of mercenaries led to a swelling of their size through brutal conscription once Jumper was not there to control them. With Jumper's Epilogue Bookcase, Jumper will always be able to learn from their mistakes and the fates of those they leave behind.

Mark of the Fatebinder (200; Free for those who took the Fatebinder scenario): Fatebinders serve a key role in Kyros' vast Empire. They act as impartial judges across Terratus, resolving disputes arising between different armies and mage guilds. They decide whose actions best follow Kyros's laws, mediate where they can, and order punishments — including executions — where required. The Mark of the Fatebinder is a symbol of that authority and those who see it instantly recognize its authenticity,

although whether they respect that authority is a different question. It can take whatever form you'd prefer, although robes with Tunon's symbol is most common.

In future jumps, the Mark of the Fatebinder adapts as necessary to the setting and can grant you the office and status of a judge although it will never be at the highest level (Ex. In Warhammer 40k, this may grant you the position of Inquisitor but it would not give you the position of Inquisitor Lord or Inquisitorial Representative).

Material Infusion (200 + Material per, First Discount Drop-In): You may upgrade one of your fantastic items from another jump to gain the regenerative effects of any of the above materials, Wood will not increase the cost of this. You may choose for the item to appear to be made of the chosen material, though this will not change how durable the item itself is.

Each item may only be upgraded once through this.

Binding of Shadows (400): Every now and then you find an individual for which you have immense respect but little fondness and trust for. Every now and then Jumper has an individual on his knees and could easily end said individual's life if it were not such a waste of skill and talent. Most rulers ultimately realize that power that cannot be controlled is no power at all. For Kyros and Bleden Mark, and now for Jumper, there is the Binding of Shadows.

The Binding of Shadows are a set of powerful artifact bracers made of an unfamiliar substance - part velvet-soft darkness and part hardened insect chitin. The magic stemming from it's power draws on the substance of shadows with an air of welcome and invitation, treating the darkness as something more than an arcane force. As such, they allow an individual wearer to transform into a shadow version of themselves. Just looking at them too closely causes your vision to swim and sends a wave of nausea rolling through your gut.

The true power of the Binding of Shadows however reveals itself when it is given away. If an individual willingly accepts the Binding of Shadows from a Jumper, that individual will find themselves unable to remove them except with the Jumper's permission. From that point on the Jumper will be able to weaken said individual to a fraction of their power and even assign this ability to weaken to another if they desire. Thus did Kyros allow Tunon to control Bleden Mark for centuries. (The version of Binding of Shadows gained from the Artifact option later in this section does not have these extra properties.)

The Vellum Citadel (400): The Vellum Citadel was a library fortress, the largest archive of the written word in the Tiers prior to Kyros' Edict of Fire. Now it is restored

and appears in any world you visit as your property, almost naturally drawing ancient lore and arcane knowledge into its halls. Even without the 'Army of the South' (Sage's Guild) attached to it, it will have any text or piece of lore of which at least two copies exist in the world. With the Sage's Guild attached to it, a Jumper will find even the occasional forbidden or unique lore of a given setting within it's halls and the sages of the Citadel will eagerly journey across the setting for specimens of creatures, historical artifacts and other curiosities with the citadel expanding outwards and upwards in order to contain the various tomes of knowledge, specimens, and artifacts gathered. In the event that the Vellum Citadel is destroyed in a Jump, all text within the Citadel will be restored in the next Jump. Though any specimens or artifacts will be lost if not retrieved beforehand.

The Silent Archive (200; Requires The Vellum Citadel): This scroll of ever shifting text and knowledge can respond to the wishes and desires of those who hold it, flooding them with knowledge contained within. It can give information that is within The Vellum Citadel only; any information not within the Citadel is technically unknown to it. In addition, it contains a powerful preservation spell and when placed within a building can shield the texts from any harm, magical or mundane. Unfortunately, this spell does not extend to the building itself which can, oddly enough, burn and crumble even as the books around it remain unharmed.



Spire of the Tiers (600; Fatebinder Scenario Discount): The Spires of the Tiers tower above the horizon. Their colossal walls are as sheer and high as mountain cliffs while magical runes trace across the sides adding additional protection. At the center of each Spire, on the ground level is a teleporter linked to the master of the Spire (you) which allows an individual to teleport to the top of the Spire (or any other Spire the master owns). With no stairs, absent the owner of the Spire authorizing other

individuals to access the teleporter, it's unlikely any would be able to reach the top. The top of the Spire is strangely conducive to habitation and workers who are authorized and sent to live on a Spire find themselves creating items, researching or training slightly faster than normal.

In the middle of the Spire lies a mysterious device exuding warmth and an almost painful amount of heat and magic. Each Spire acts as an arcane lodestone - there is a constant field of magical strength around a spire. A mystic sea which each Spire spins and churns - allowing any spell cast on it to once a day materialize with more powerful results and with greater range than before. For example, a lightning spell that would normally strike an enemy in one's sight could transform into a storm; tossing enemies and leveling buildings across the continent. Each spire you own will further increase this power passively, albeit not as much as if cast upon them. In future jumps, you may have any number of the Spires you own manifest within the setting, either having always been there or manifesting as soon as you arrive.

Artifact (600 per, First Two Discount Archon): Objects of incredible power, they each possess an ability which can only be used once a day. Feel free to beef up the ability or attributes to correspond with its description, since it would be hard to 1:1 transfer a video game item to jumpchain. Upon destruction of one of these Artifacts, you will find a replacement in your Warehouse within a minute, though this time is exponentially increased each time it has been destroyed that jump.

These items will grow in power the more the common folk within the setting have heard of the object and its power. Which is an oddly self fulfilling loop of growth.

Elixir (800): A permanent potion which increases the abilities of the user significantly. Though this may seem pricey for a relatively small stat boost, this boost is as mentioned, permanent, and the vial refills itself every 10 subjective years. This golden and clearly magical ichor comes in one of six flavors; Wits, Quickness, Finesse, Resolve, Might, or Vitality. This item is significantly rarer for you to come across on your travels than even an Artifact, mostly due to those that find them drinking them on the spot.

Elixir of Wits: Soldiers and scholars alike drink the Elixir of Wits to heighten their mental acuity and sense of observation. Scouts can ensure that they don't miss critical details on a mission, and academics can capture the subtext of even the most enigmatic tomes of lore. Some imbibers have complained of senses sharpened beyond any desired capacity, but a few dozen outliers shouldn't cast a shadow over proven results.

Elixir of Quickness: The Elixir of Quickness improves the imbiber's natural combat and spellcasting speed. The formula stems from Kyros' years spent subjugating

the northern continent. The Overlord's forces clashed with a rebellious mountain tribe, whose tactics elegantly depended upon rushing downhill to face the enemy, maintaining the high ground at any cost. Kyros' forces grew keen to the strategy and littered the enemy's approach with trenches, pits, and caltrops. When the tribe eventually submitted, they revealed that their prowess came from a shaman-brewed potion that sped up reaction time. Running downhill was just an old trick to build up courage. The army was happy to appropriate the recipe for their own use, and it has proven a critical asset in every subsequent campaign.

Elixir of Finesse: Elixirs of Finesse are imbibed to train a soldier's precision and accuracy. They are extremely rare and incredibly valuable as a result. The problem of keeping troops awake during an extended campaign is as old as warfare itself, and alchemists have experimented on captives and brave volunteers to pin down the best solution. Their early results were promising, but over time proved detrimental to a soldier's aim, coordination, and even sanity. The present formula, mixed with a hearty Stalwart herb, succeeded in its goal with the surprising result of augmenting one's physical and mental acuity.

Elixir of Resolve: This heady Elixir of Resolve increases the imbiber's readiness to tackle physical or mental challenges. Forge-Bound artisans rely on deep concentration and willpower to maintain a link to their craft, where the slightest interruption could prove fatal. Though masters of the art are more experienced, apprentices often look to outside resources when they want to practice in a safe environment.

Elixir of Might: Soldiers drink the Elixir of Might to augment the damage inflicted as a result of their attacks. Though loath to rely on strength from an external source, the Disfavored concocted this elixir for their Earthshaker allies to improve their martial prowess and spellcasting effects. Not taken casually, it is best served before shattering fortifications or upsetting local geology.

Elixir of Vitality: The Elixir of Vitality augments a soldier's natural health and disposition. Originally concocted to alleviate bowel disruptions, the potion bolsters physical health throughout. Increased blood flow and general feelings of wellness also lend themselves to an imbiber's improved attitude.

Magic

The Magic of Terratus is quite simple: a word, a will, a history. Each Core Sigil is like the root of a word, while the Expressions are akin to the suffix of the word.

You simply need to know the word, have an intended use for the word you have made, and then think of an event to mimic into your intent. That last part is the hard part, and to learn magic in jump, you will need to learn the history properly, or the magic will backfire and proceed to kill you with no reprisal. But, your friend Jump-Chan has changed the rules for you, so long as you have the right Core for your found Expressions and Accents, you won't need that last step to use the magic, so backfiring won't need to be a worry. Though, potentially unfortunately, this came with the trade off of not being able to purchase Enhancements with Lore, though you can still find them within the world or think up your own on your adventures, each spell can have at most one enhancement at a time.

As a note, Core Sigils can be used without an Expression Sigil, but they will be much weaker and more akin to a cantrip than a proper spell to use in a fight.

Note that spells which heal are percent based, not 'heal 10 hp' being instead 'heal 10%' which means that they can heal any amount of bodily damage should the spell be strong enough or you use it constantly on someone before they die.

Any Sigil may be used in conjunction with other magics which you may possess, though, unless those magics are verbally cast, there are possibilities of some 'interesting', 'undesired', or even 'chaotic' results.

Max Lore and unspent Lore are two different things. Max Lore is the total amount of Lore you have and is indicative of the maximum complexity you can control in a single spell, unspent Lore (lp), is whatever of the previous value you have not spent here. Just the currency for this section, nothing more. Cp to lp conversion rate is 5:1, you may also get bulk purchases of 50:20 or 500:300.

Core Sigils

The 'focus' or the 'root word' of your spell, determines the flavor of magic you use. Instead of learning to use the Sigil themselves, Bane may gain a resistance to one of these on their first purchase, and immunity on their second purchase of the same sigil. This resistance and immunity extends onto similar forms of magic, but have no effect on mundane side effects. For example, magical fire you can become immune to, but normal mundane fire you will still be harmed by. The third purchase a bane has for the same sigil and is immune to the magical effects of, can grant a mundane immunity as well.

Atrophy (5, 10 Bane): Major debuffs attacking protections and attributes.

Emotion (5, 10 Bane): Manipulate the enemy mind and emotions.

Fire (5, 10 Bane): Fire-based spells and debuffs.

Force (5, 10 Bane): Protection from dazing and crushing attacks as well as inflicting the same on enemies.

Frost (5, 10 Bane): Ice-based spells and debuffs.

Illusion (5, 10 Bane): Debuff enemies with afflictions, inducing insanity and affecting their psyche.

Lightning (5, 10 Bane): Lightning-based attacks and debuffs.

Stone (5, 10 Bane): Hard-hitting spells and debuffs as well as terrain manipulation.

Vigor (5, 10 Bane): Friendly buffs.

Atypical Element (10 per, 20 per Bane): Something that is not above, but does not heal.

Life (15, 30 Bane): Healing spells.

Gravelight (15, 30 Bane): Leech energy and health from targets healing yourself in the process.

Atypical Care (20 per, 40 per Bane): Something that is not above, but can/does heal (Hopefully regularly).

Expression Sigils

Core Sigils represent the root word of your magic, Expressions are sort of like a 'tense' to how you want to change reality. Mages get Focused Intent free.

Focused Intent (10, 20 Bane): Spell affects a single target nearby (touch-like). Cooldown before you can use the same Core and Expression combination; ~10 seconds.

Hidden Danger (20, 40 Bane): Spell requires a surface, creating a trap which requires a creature to touch it to activate. This spell will disappear in about 12 hours after being placed if not triggered. Cooldown before you can use the same Core and Expression combination; ~20 seconds.

Distant Impact (30, 60 Bane): Spell creates a ranged magical bolt, affecting the target and a small area around it. Cooldown before you can use the same Core and Expression combination; ~30 seconds.

Channeled Strength (40, 80 Bane): Spell is cast in a cone originating from the caster. Cooldown before you can use the same Core and Expression combination; ~40 seconds.

Material Force (50, 100 Bane): Spell affects target's weapon. Cooldown before you can use the same Core and Expression combination; ~50 seconds.

Guarded Form (60, 120 Bane): Spell affects target's armor. Cooldown before you can use the same Core and Expression combination; ~60 seconds.

Directed Force (70, 140 Bane): Spell affects targets along a single line. Bounding Bolts Accent allows the line to bounce off of walls. Cooldown before you can use the same Core and Expression combination; ~70 seconds.

Proximate Action (80, 160 Bane): Spell creates an aura around the target. Cooldown before you can use the same Core and Expression combination; ~80 seconds.

Influential Domain (90, 180 Bane): Spell affects targets in a circular area. Cooldown before you can use the same Core and Expression combination; ~90 seconds.

Chaotic Descent (100, 200 Bane): Spell affects random targets in a circular area (creates a rain of something). Cooldown before you can use the same Core and Expression combination; ~100 seconds.

Exotic Will (110 per, 220 Bane): You have stumbled upon something that is none of the above, enjoy your unique Expression. Cooldown before you can use the same Core and Expression combination; ~110 seconds.

Accents

With Core Sigils being the ‘word’, Expressions being the ‘tense’ modifier to that word, Accents are the...well, accents, not ‘what’ you say, but ‘how’ you say it. You don’t need to have a lower rank in order to get a higher rank for Accents and they all max at rank 10, though within the world, you won’t be capable of finding anywhere near that level or power - another favor from Jump-Chan.

Bounding Bolts (30+20 per rank above the first): This Accent allows the spell to bounce to targets, spells that use area instead of a target are incapable of benefiting from this Accent. Each rank grants +1 bounce with a range of 5m. The bounce’s range is affected by the Reaching Grasp Accent on the spell as well. Within the world of Terratus, you will be able to find at most rank 3 of this Accent.

Cyclical Energies (10 per rank): This accent reduces the Cooldown of spells. The cooldown reduction is percent based and is -10% per rank. Within the world of Terratus, you will be able to find at most rank 4 of this Accent.

Limitless Boundaries (25+10 per rank above the first): This accent increases the area of effect of spells. If it has no area of effect, that is considered to be an area of 0m. Each rank increases the area of effect by 1m. Within the world of Terratus, you will be able to find at most rank 3 of this Accent.

Piercing Strength (15 per rank): This accent allows the magic to bypass armor; at rank 1, it will effectively negate what little cloth armor could provide, at rank 3, negating any protection of copper armor, rank 10 would likely be capable of bypassing super metals such as Vibranium with almost an ease. Within the world of Terratus, you will be able to find at most rank 3 of this Accent.

Precise Action (15+10 per rank above the first): This accent makes the spell more accurate, as a miss effectively cancels the spell automatically. Rank 1 can increase your accuracy to the point of hitting a bullseye every couple shots. Rank 10 will make you a veritable trickshot god with the spell. Within the world of Terratus, you will be able to find at most rank 5 of this Accent.

Reaching Grasp (10 per rank): This accent extends the range of a spell by 2m per rank. Focused Intent spells are treated as though it is somewhere between 0-1m for this accent. Within the world of Terratus, you will be able to find at most rank 3 of this Accent.

Staggering Force (25+10 per rank above the first): This accent staggers and disorients those hit by the spell, exclusive to effecting enemies, each rank of this accent gives you ~1 second of breathing room. Though it should be noted, the larger your enemy is to you, the less time you'll get out of this. Within the world of Terratus, you will be able to find at most rank 3 of this Accent.

Strength (20+10 per rank above the first): This accent increases the power of your spell. At rank 1, it increases that power by 20%, each rank afterwards increases the power by 10%. Within the world of Terratus, you will be able to find at most rank 5 of this Accent.

Timeless Form (15+10 per rank above the first): This accent increases the duration of any effects it inflicts aside from the instant damage it may cause. The first rank increases the duration by 25%, each rank afterwards increases the duration by 10%. Within the world of Terratus, you will be able to find at most rank 3 of this Accent.

Other Arcane Secrets

Other bonuses that have to do with Lore or the magic of this world, but aren't strictly or technically spells.

Weapon Enchant (80): You gain the power to permanently enchant items, though fairly weak compared to some enchanted items you'll encounter on your adventures. You can do this en masse, through inscribing the spell's 'word' onto the object. Though be careful; if you put too many magical effects onto a single item, it will likely destroy itself.

Artifact Creation (120, Requires Weapon Enchant): Alright, that smallish stat bonus wasn't cutting it for you? Welp, you can now make an Artifact, though you can only do this once per jump, these artifacts can be significantly more powerful, and grow in power the more people in a setting are aware of their existence and power. Weirdly circular loop in all honesty.

Arcane Unsealing (Any number): You gain what you paid in max Lore, which does immediately give you back that number in lp to spend elsewhere. You can only get this once.

Pseudo Edict (120, Discount Archon and *The Fatebinder*, stackable with one another): You know how I said spells are just a simple word? Well, you can cast an Edict! Oh, wait, that's a typo...You can cast a Pseudo Edict! A significantly more powerful spell that isn't a single word, but a sentence. How exactly you yourself cast this is up to you, but they gain a significant increase in power, range, and radius. Additionally, the cooldown of these Pseudo Edicts isn't in seconds or minutes, but hours. Similar to the duration of the spell.

Less Pseudo Edict (120, Requires Pseudo Edict): Well, now your 'Edicts' can last days instead of hours. Also gaining a bump in power, range, and radius. Though the cooldown remains hours, you will simply fail whenever you attempt to cast an edict which overlaps the radius of another edict you have cast.

Amorphous Sentence (120, Requires Pseudo Edict): The radius for your Pseudo Edict is now the bounds of which you can freely shape it's influence, should you decide for it to affect only a ten foot circle within the range instead of the potential miles it would normally effect, or to be a simple foot wide ring around the radius, or to fit neatly within the bounds of a city. So long as it does not exceed the radius, any shape or form upon casting is freely determinable.

My Will, Beyond Horizons (120, Requires Pseudo Edict): Your Pseudo Edict can be written and cast by those you trust, letting them be cast far away from you so long as someone is willing to do so and has it written down by you, though you are still limited by a cooldown for these edicts. The writing is destroyed upon casting.

Strong Voice (120 per, Requires Pseudo Edict): You can cast Pseudo Edicts almost as if you have charges, meaning that you can have two simultaneous Pseudo Edicts at once. You can cast an additional Pseudo Edict for each time you purchase this beyond the first.

Companions

You may discount two purchases in this section. These discounts can't stack with each other or predefined discounts and are for the single purchase.
50 discounted is free.

Canon Companion (100, 400): You may take a single canon individual from the setting to go along with you as a companion. Due to the nature of your purchase you will find yourself naturally drawn to his or her location and will have ample opportunity to build a strong relationship. For an additional +300, the character can be an Archon. (No, you can not bring Kyros with the Archon option.) You can not take an Archon which is involved in one of the Scenarios *Weight of Power* or *How the Mighty have Fallen*.

Bane (100, 200, 400, 600; Discount Bane): Though they are in the companion section, they are actually summonable followers or minions that will live near you. They will listen to you and are their own living beings, but are incapable of increasing their numbers after you leave this jump. Within the jump, you can potentially get bane of a type you have purchased here to follow you, though the odds of that are slim and require you to kill them in an attempt to gain their essence. Each bane has the Bane of Living perk. For 100, you get a Wisp with the Wisp perk, whenever it dies, it will reconstitute itself in a day. For 200, you get a Scourge with the Scourge perk and immunity to , whenever it dies, it will reconstitute itself in a week. For 400, you get a Malice with the Malice perk, whenever it dies, it will reconstitute itself in a month. For 600, you get a Havoc with the Havoc perk, whenever it dies, it will reconstitute itself in a year.

Import Companion (Free, 50 per after first): You can bring in any of your favorite extradimensional travelling buddies! They get a 500 cp to spend on perks and items as described in those sections! Furthermore, they may choose and purchase their own Background, Archetype and Race.



Army of the South (300 per option; Discount first four for Tiersman): For centuries, the Younger Realms of the Tiers have battled amongst themselves for control, with every realm having been at war with each other at some point in historical memory. When Kyros invaded, petty ambitions precluded the formation of an unified resistance, allowing the Overlord's armies to dismantle the Tiers piecemeal. Although no match for even the least of the Overlord's armies, perhaps the right leader can bind their unique strengths into a powerful whole.

1) Vendrien Guard: Ceremonial honor guards of the former rulers of Apex. Despite their failure to preserve Apex's independence, they have a reputation for being as resilient and stubborn as the mountains themselves. Surprisingly skilled insurgents and orators, they have a gift for triggering popular uprisings and maintaining logistics even in the midst of a war zone.

2) Unbroken Legion: The Unbroken Legion were the proud and accomplished army of the Realm of Stalwart. Although their boast of never having faced defeat while fighting on home soil is likely no longer applicable given the Edict of Storms, they are skilled at guerilla warfare, able to survive and fight in a blasted ruin of rust and dust, for more than a year without support.

3) Sages' Guild: Keepers of arcane knowledge, the mages of the Vellum Citadel are all but destroyed after Kyros' Edict transformed their home into the Burning Library. Although not all Sages know magic, those that have mastered the guild's traditional spells can employ magic of protection and preservation. It is a poorly kept secret that the Sages have gradually 'acquired' a wide array of magic practiced from rival mage guilds over the generations and they retain a gift for "preserving" and "recording" texts that should be forbidden to them.

4) Bronze Brotherhood: A mercenary company predominantly found in the region of Haven. These fierce warriors idolize the Bane as the ultimate source of death and destruction. Among the most trained and dedicated warriors of the Tiers, the Brotherhood have a reputation for ruthlessness and tenacity; valuing both aggression and decisiveness in battle.

5) Forge-Bound (Discount for Kyros' forces): The mage-smiths of Kyros' Empire, each Forge-Bound uses magic as a tool to augment their personal craft - most commonly smelting and metalworking but carpenters, tailors and tanners (and even a self proclaimed chef) are found in the ranks - and each mage strives to create that which is impossible with mundane hands.

6) Earthshakers (Discount for Kyros' forces): Former disciples of Cairn, Archon of Stone. It is from Cairn that they derived their magical ability to shape and manipulate the rock and soil of Terratus. The guild is hierarchic and highly meritocratic, with senior earthshakers serving as veteran war mages and experienced scholars, dedicated to the study and harnessing of the Sigil of Stone.

7) Stonestalker Tribe (Discount Beastmen): The sole surviving Beastwoman tribe of Azure. Drawn to the enigmatic presence of Cairn, Archon of Stone, prior to his death, they have been honed into a proper and brutal fighting force, slaughtering all those who have encroached on their territory. They even possess the occasional Mystic, their version of mages that utilize many types of magic, with less individual power, they specialize in the sigils of Stone, Lightning, and Frost specifically.

If multiple Armies of the South are purchased, a Jumper can choose to merge them together in order to collectively take up one companion slot in future jumps and each member you conscript from the natives of jumps are added to those totals on top of any natural reproduction that they engage in over the course of your travels. A Jumper who has purchased an 'Army of the North' can also merge any Army of the South factions into that army where they will retain their uniqueness while adopting traits of their mother army.



Army of the North (600; Discount Archon): The Archons, the masters of magic throughout the known world, bow to Kyros and marshal the Empire's countless armies (of which the Disfavored and the Scarlet Chorus are but two). During the Conquest, two of the Overlord's armies competed for the honor of taking the Tiers: the elite Disfavored and the teeming hordes of the Scarlet Chorus. Now a third army joins them in the conquest of the Tiers.

You have led this army for decades, possibly centuries in your time as Archon (if you are an archon), and regardless of the shape and design of your army, you have recruited a relatively small but exceptionally talented officer corp capable of enforcing your orders and organizing your troops (whether in the form of an elite personal gang prepared to brutalize those who disobey you or a hand-picked inner circle of professional commanders). The "Army of the North" is more than a mere army and instead embodies both you and all that you hold dear. A Jumper who respects the values of the North would find an army not dissimilar to the Disfavored: Rigid discipline, trained to perfection, respect for law, the importance of family, and few in numbers as few recruits match these standards. In contrast, a Jumper who wishes to be a hero could find an army almost painfully selfless and honorable, determined to uphold their Archon's vision of the world. The Core Sigil that you chose as Archon shapes and

influences the army with each member being able to study and learn your sigils over time. As well, those within the army will begin to be influenced by this sigil should you be an archon, such as becoming resistant to fire or gain the ability to breath fire should your sigil be fire, they may gain the power to shapeshift for illusion, they may gain a healing factor or become medical experts for life. This will likely take a few jumps for all of these traits to manifest, but they will be there given time.

They collectively take up one companion slot in future jumps. Furthermore, as the embodiment of their Archon, as their Jumper grows in strength, so do they (either in skill or numbers) so as to continue to be of use to their Archon. The army can grow depending upon how it recruits. Only recruits blood descendants? Then any natural reproduction that they engage in over the course of your travels is how it will grow. Conscript any crazed lunatic? Conscripting natives of a jump will be how you do then. Just grow by you being a god? Well then turn on that training montage and get stronk.

Obviously, this option is best suited for archons compared to the other races since they will receive more time with the army and offer more benefits passively to their army.

Drawbacks

Extended Campaign (+100 per, up to +1000): You want to live here longer? Alrighty then. You must survive here another 10 years. This may be taken up to ten times, and if you die of old age, that will be a fail. You may choose to start 10 years earlier or end 10 years later each time this is purchased.

ಠ_ಠ (+100): For some odd reason you cannot help but respond often to the chaos around you with a withering stare, capable of wearing down the fiercest of opponents. Although this won't prevent you from speaking afterwards, expect many to not be a fan of your initial method of communication.

Edict Reader (+100 up to +300; Requires to be among Kyros' forces for your background): Reading an edict is no small honor, it can also be a veritable death sentence. Even if the reader survives the torrential power that the Overlord's words channel through them, they then have to contend with surviving the effects they unleash upon the world. Unfortunately for you, you have been chosen to read and then escape the effects of one of the Overlord's edicts. May be chosen up to three times. Each time

this is chosen, you may cast another Edict, or you could make the effects of an Edict you are already casting more dangerous.

What's an Antelope? (+200): Like the mysterious herbivores of old, your memories from before the jump aren't really there anymore. Your companions are likewise affected.

What was an Antelope??? (+300; Requires What's an Antelope): Alright, like the Edict of Dust that scoured the Antelope, and I quote, "*they were some sort of mute Beastman that ran on four legs*" Your memory is likewise screwy. You hold no proper memory of anything within the jump or from before it, additionally, you haven't the foggiest what any of your perks or items really are capable of beyond face value, like, a sword is pointy so it can be used to stab, but...how do the good stab? Your companions are likewise affected. Contrary to how my example may seem, it doesn't affect your intelligence negatively, except by disabling perks associated with learning.

Record of Hate (+200, +300): The Disfavored don't like you, specifically enough for Graven Ashe to be willing to join forces with...The Voices of Nerat to take care of you. Graven Ashe is not going to follow you no matter what you do. +300 if you have taken Bloodletting drawback also.

Bloodletting (+200, +300): The Choirmen thought it was just a phase at first, but it turns out that The Voices of Nerat *REALLY* wants you dead, ~~and if he has to~~, he is also trying to go through the proper channels to do so. The Voices of Nerat is not going to follow you no matter what you do. +300 if you have A Wanted Man drawback also.

A Wanted Man (+200, +300): You have broken Kyros' laws for the last time, or at least, Tunon thinks you have. He has sent his Fatebinders to learn of your whereabouts, potentially having them deal with you themselves. If you are an Archon, you can not be loyal to Kyros and must deal with Bleden Mark before you can continue on. As the Disfavored witness their cousins in the court attempt to deal with you, they may help minorly. Tunon is not going to follow you no matter what you do. +300 if you have Record of Hate drawback also.

Meat Grinder (+300): You seem to somehow find yourself in the middle of big and bloody battles, even when you try to avoid them. It's like reality is forcing you near violence for the duration of your stay here.

Banished into Service (+400): Similar to Sirin, Archon of Song, you have been placed into the service of another being. Your master is either considerably more

powerful than you or similar to Tunon's Binding of Shadows, he has a method of ensuring your obedience. Although freedom is not impossible, it will likely require the aid of others or careful planning on your part given that a frontal attack would be suicidal.

The Archon's Privilege (+400, +200; Mandatory for Archons): In modern times every living Archon either swears fealty to Kyros or lives the nasty, brutish, and short life of a hunted animal. You are no different either being an Archon or an individual of special concern for Kyros. You may either swear fealty and choose to aid Kyros in the conquest of Terratus or like Thousand Embers you may find yourself being hunted by Bleden Mark. Thankfully, for what it's worth, you won't be the only individual in this situation and hardly Kyros' only target.

If you are not an Archon yourself, you get +200 from this drawback.

Average Citizen (+400, +600; Can't be taken by Archon or Bane): You lose access to all magic and perks for the duration of this jump. If taken with Locked Reliquary, get +600 instead.

Locked Reliquary (+400, +600; Can't be taken by Bane): You lose access to all items you have gained through cp, and it seems all items you handle become the most mundane versions of themselves while you are handling them for the duration of this jump. If taken with Average Citizen, get +600 instead.

Unremarkable (+400; Mandatory for non-archons, Can't be taken by Archons or *The Fatebinder*): As far as many are concerned, you are no one special, at least in the beginning. Before your prove yourself to be a force to be reckoned with, almost anyone you encounter will assume you to be an unremarkable footnote to be ignored or overlooked, but upon proving yourself to be a nuisance or even a threat to certain individuals, they will take special care in attempting to deal with you as they see fit, quietly at first, and then loudly and openly should you continue.

Unknown In Another's Domain (+100, +200 Drop-In): Kyros the Overlord is aware of your arrival, but does not know who you are or what your goals may be.

If you took Drop-In, Kyros is able to discern 'who' you are with relative ease.

Threat to Order (+200; Requires Unknown In Another's Domain): Kyros has now deemed you a threat, though only a minor one for some reason. They have decreed that you are to be eliminated before Graven Ashe or The Voices of Nerat are able to claim the Tiers for their own. Should you prove to be a larger threat than anticipated, more measures will be taken.

Measures Taken (+300; Requires Threat to Order): Kyros recognizes how you are here and, since Jump-Chan left them at prom all alone, has decided to cast an Edict upon you and wherever you happen to start in. The Edict will provide a significant challenge for you and you must overcome it within a year, otherwise the Edict will somehow kill you. Not to worry though, every Edict has a way to end it, you just have to figure out what that is...

Ya Fucked Up Son (+400; Requires Measures Taken): But that Edict won't be enough, Kyros themself will come to slay you. The same Kyros that holds dominion over the entire world, is multiple centuries old, and lived within a world in constant war and battle for said centuries. Good luck I guess.

Scenarios

More given an update to this jump potentially.

The Fatebinder

You are *the* Fatebinder - agent of the Archon of Justice. If you are an Archon yourself, you have been sent by Kyros to serve as Tunon's aide (similar to Bleden Mark). If you are a Tiersman, you could be a defector or possibly a prisoner given a second chance. You will join the Disfavored and Scarlet Chorus in the Conquest of the Tiers, beginning in 428TR, and will potentially (more than likely) see and (more than likely) change much of the events of the game's canon story. Regardless of your background, Tunon seems aware of your capabilities and knows of your surface intentions whenever you speak to the Court in addition to whenever you lie to him along with what the truth likely is. If you are able to conquer the Tiers from under Tunon's watchful eyes, you will gain one of the following rewards in addition to becoming an Archon at no CP cost and gaining an Army of the North (having completed the game's campaign), you as a consequence, can not take the 'Unremarkable' drawback nor can you purchase the Army of the North companion option:

Conqueror's Funds: The ruler of a nation has resources, they have money and power. Each jump you go to after this one, you gain an additional 100 cp to spend in the jump. Any unspent cp gained from this is stored until used.

Or

Lost Cause: As you are leaving your new found nation behind, you might as well take what you can before you go. You get 300 cp to spend for each category of Perks, Items, Magic, and Companions in this jump before you go. (An effective total of 1200 extra cp)

Loyalty Ending

If you have remained loyal to Kyros and obeyed their laws throughout your stay on Terratus, even if they have attempted to kill you once, twice, or more. You are bestowed the following ability:

Edict: Kyros' most powerful magic is that of the Edict: Commandments cast upon whole regions that can control and destroy man and nature alike. Once cast, an Edict can rain fire, wither crops, demoralize cities, usher in endless night, or do whatever it is that Kyros envisioned. No known force, magical or mundane can stop an Edict, though each Edict must be worded to include some condition or contingency that will see its end. Such as the ending of a lineage or nation, the destruction or removal of a piece of lore or artifact from a place, or the death of a person are but a few examples of such a method. An interesting side effect from whenever an Edict is cast, it creates more magic in the world, so one with no magic now has some, one with some now has more. So on and so forth. At your discretion, you may also have another read your Edict on your behalf although a normal human is unlikely to survive the power of your words channeled through them more than once. This is mostly due to the proximity to the targeted location which the bearer must be, specifically, within the afflicted region, though after roughly four, the typical human form will just stop and end. You however, may speak them yourself any number of times without being weakened, though you will be forced to be within its bounds if you do so.

Your edict benefits from any upgrades you have to your Pseudo Edict should you have any, with Less Pseudo Edict potentially allowing an entire continent to be afflicted instead of a nation, for you to be capable of sparing certain regions or buildings with Amorphous Sentence, whomever casts you Edict will not need to strictly be within the bounds of the edict instead you and any readers gaining a comparable range to your Pseudo Edicts for My Will, Beyond Horizons, and finally you may possess an additionally cast Edict for each instance of Strong Voice you possess. Though you can never cast more than one Edict over the same bounds, a nation can bear only one such magic at a time.

Normally, you may only have one Edict active at a time, though, the moment your previous one was broken, you can enact another.

Weight of Power

You have a simple task if you accept this Scenario, you are to kill every Archon within the tiers, or make them bend the knee. If you are unable to accomplish this, your chain will fail. Your rewards will vary depending upon who you kill and who you made bend the knee. There are some bonus rewards if you can accomplish more than the original goal. During your final year here, the archons on this list will be commanded to either slain or subjugate one another.

Kill:

Graven Ashe: You gain the benefit of Ashes Aegis so to speak. You gain an incredible magical healing factor and become resistant to pain. Once per jump or every 10 subjective years, this may also resurrect you back to life.

The Voices of Nerat: You are able to learn from those you kill now, by performing a short ritual upon the recently deceased, you can learn from their experiences and gain some of their skills from when they were alive. If their soul was destroyed, you learn nothing. After this ritual, their soul is considered to be destroyed.

Tunon: You gain the infallible sense of whether or not someone is telling the truth, is lying, or is hiding something. When someone does lie to you, you gain an understanding of the Truth on top of the understanding of the lie.

Bleden Mark: You gain the power to animate shadows to execute your will. Though it will take time to gain the ability to create fully autonomous shades, you have the potential.

Sirin: You are not only better looking by bumping yourself up the scale by 1, you are also *super* interesting. To the degree that you will be able to create a cult simply by talking to someone for about a week then asking them to do so.

Bonus Kills:

Pox: Archon of Ruin, if you kill her, Your body becomes a sentient petri dish of plagues, your blood is toxic to all but the most resilient, you are immune to all but the worst world ending diseases, you can even control this to a degree, creating specific diseases within your blood.

Orphan Midwife: Archon of Rebirth, killing her gives you the power to reconstitute yourself from just about any injury given time and a twinge of effort so long

as you are classifiable as ‘alive’. You also gain the ability to influence plant growth, making a tree grow in days, or grass grow in years.

Ranna, Nirabel, and Slayr: Triplet Archons of Frost, killing all three of them makes you virtually immune to the cold, and gives you control over your body’s own heat regulation. If you want, you could sit in a pool and freeze it in maybe an hour with no harm to you.

Cairn: The already half-dead Archon of Stone, an incredibly easy target. Upon killing him, you become effectively an earthbender, but one that is more on the level of the Avatar in the Avatar state all the time, capable of shifting mountain ranges, splitting vallies, or moving islands.

Reef-Talon: A...young Archon, she is a Beastwoman who can heal others. If you kill her, you lose the need to sleep, a side effect of her healing, but you don’t go insane because of this, unlike many of the Sleepless.

Bend the Knee:

Graven Ashe: If Graven Ashe bends the knee to you, you gain control over the Disfavored. They function similar to a much larger faction for the Army of the South companion option, but are in fact northern. Graven Ashe is added to this group as a General or he may be classified as an individual companion.

The Voices of Nerat: If the Voices of Nerat bends the knee to you, or you somehow take control of that chaotic consciousness and the ruling consciousness bends the knee to you or is in fact, you yourself; You gain control over the Scarlet Chorus. They function similar to a much larger faction for the Army of the South companion option, they are somewhat northern still though. The Voices of <name of overriding consciousness> is added to this group as a General or they may be classified as an individual companion. If you are the overriding consciousness, you gain all of his powers and knowledge instead of the Voices becoming a companion.

Tunon: If Tunon bends the knee to you, the network of Fatebinders at his disposal become yours. They function similar to an Army of the South companion option, but they are still northern. Tunon is added to this group as a General or he may be classified as an individual companion.

Bleden Mark: If Bleden Mark bends the knee, he will create a number of Shade assassins for you to utilize. Each jump, the number of these assassins will increase slightly, but unlike many other options within the Army of the South companion option, they will remain at near constant numbers so long as Bleden Mark is alive. If he dies, they all disappear at once. Bleden Mark is added to this group as a General or he may be classified as an individual companion.

Sirin: If Sirin bends the knee, she will gradually, and constantly, attempt to gather followers from within your current setting that will function like a devout cult to her. They function similar to an Army of the South companion option, but can be trained and redistributed to any other 'faction' within the army that could accommodate them. Sirin is added to this group as a General or she may be classified as an individual companion.

Bonus Bends:

Pox: If Pox bends the knee, she gives you control over her Plaguebearers. An elite 'battering ram' force that will induce an extremely high casualty rate upon the enemy civilians and soldiers.They function similar to an Army of the South companion option, but are, yet again, Northern in birth. Pox is added to this group as a General or she may be classified as an individual companion.

Orphan Midwife: If you make her bend the knee, her disciples will join you and your forces, being the equivalent of miracle healers each and every one of them, though not very useful fighters themselves. They function similar to an Army of the South companion option. Orphan Midwife is added to this group as a General or she may be classified as an individual companion.

Ranna, Nirabel, and Slayr: If you make all three of these archons bend the knee, their forces join your own. Each soldier under their command being suited to extreme low temperatures and combat within snow and winter. They function similar to an Army of the South companion option. Ranna, Nirabel, and Slayr are added to this group as a General or they may be classified as an individual companion together.

Cairn: If you make him bend the proverbial knee, as he can't really bend his actual knees anymore, you gain the Earthshakers from the Army of the South option. Once the jump ends, if Cairn is still alive, Jump-Chan will free him from his Edict by killing him, then immediately resurrecting him in his old form. Cairn is added to the Earthshakers as a General or he may be classified as an individual companion.

Reef-Talon: If you make her bend the knee, the sleepless will follow you and yours. The Sleepless are supernaturally following her anyways, now the sleepless follow you, though they may not be quite right mentally speaking. They function similar to an Army of the South companion option. Reef-Talon is added to this group as a General or she may be classified as an individual companion. As a note, the Sleepless are created whenever Reef-Talon heals someone and given a few days. So she is also a capable healer that happens to have this drawback to healing others.

How the Mighty have Fallen

This Scenario is meant to be taken with the Weight of Power, though you may take them separately. In this scenario, Jump-Chan has resurrected several past Archons, which you now have the chance to kill or to make them bend their knee to you. Whatever they may have been, they are now servants of Kyros and are now in the tiers helping with the conquest, though oddly enough, they never seem to increase the speed of the conquest even with their presence, they just lower the number of casualties on Kyros' side and increase them on the side of the Tiers. Though there is no penalty in failing this scenario, during the last year of your jump, all of these archons who are not already slain or loyal to you will seek you and attempt to kill you in Kyros' name. Good luck.

Kill:

Thousand Embers: If you kill Thousand Embers, one of the past Archons of Fire, you gain the ability to 'lightly' combust things which you touch, as well as to see the 'Inner Flame' of others. This inner flame will take getting used to seeing, but is akin to seeing one's soul and emotions. You can witness this fire interact with emotions or stimuli which will enable you to gauge the ideas and personality of those you interact with as well as to innately know when they are no longer alive or if someone is possessed or otherwise changed/messed with interternally/spiritually speaking.

Sun Queen: If you kill the Sun Queen, one of the Past Archons of Fire you gain the ability to 'persist' any damage you deal to the world and others. This damage appears like a burn or singe which never wavers or heals. This can be negated by you, if you wish, but will otherwise perpetuate permanently and forever.

Occulted Jade: If you kill Occulted Jade, the past Archon of Tides, you gain the ability to control your age and the water around you as well as your own blood in your body. You have the ability to solidify your blood into blades and to remain eternally young should you wish. As for the water control, similar to Cairn, you would possess the power of an extremely powerful waterbender, but are not capable of controlling or removing this water from inside other living things.

Nox Mirea: If you kill Nox Mirea, the past Archon of Pestilence, you gain the ability to touch someone and to induce any disease you have been afflicted with as well as to induce mutations in the target. These mutations take time and are painful while manifesting, but may be detrimental or beneficial as you choose, be they viable wings or thousands of ribs piercing their own organs.

Rin: If you kill Rin, a past Archon of Lightning, you gain the ability to control electricity through touch, be it to absorb the energy from a battery or to discharge all of the energy you've built up over centuries onto someone you shake hands with.

Blood Ruin: If you kill Blood Ruin, the previous Archon of War, you gain the ability to analyze the strategies of your enemies as well as to identify whom in your enemy's number are their leader.

Moramus of the Mire: If you kill Moramus of the Mire, the Archon of Fungus (who may or may not still be alive without jumpchan's intervention), you gain the ability to grow and control fungal growth as well as any sentience the fungal masses may already possess.

Bend the Knee:

Thousand Embers: If Thousand Embers bends the knee, he gives you control over his mages, the School of Wild Wrath. This school of mages are fire mages and potent emotion mages, though they are potent at convincing others to join their ranks, they possess no supernatural ability to do so. They function similar to an Army of the South companion option. Thousand Embers is added to this group as a General or he may be classified as an individual companion.

Sun Queen: If the Sun Queen bends the knee, she gives you control over her mages. This school of mages are extremely powerful fire mages, they are second in their control of flame only to Archons of Fire themselves. They function similar to an Army of the South companion option. The Sun Queen is added to this group as a General or she may be classified as an individual companion.

Occulted Jade: If Occulted Jade bends the knee, she gives you control over her mages, the School of Tides. This school of mages are extremely powerful tide mages, capable of generating and controlling water, including those within living creatures. They function similar to an Army of the South companion option. Occulted Jade is added to this group as a General or she may be classified as an individual companion.

Nox Mirea: If Nox Mirea bends the knee, she gives you control over her mages. This school of mages are extremely powerful apothecaries, though they tend to make poisons and diseases rather than heal others, they do possess an unparalleled knowledge on diseases and poisons as well as how to cure them. They function similar to an Army of the South companion option. Nox Mirea is added to this group as a General or she may be classified as an individual companion.

Rin: If Rin bends the knee, he gives you control over his mages. This school of mages are extremely powerful lightning mages, they are second in their control of electricity only to Archons of Lightning themselves. They function similar to an Army of the South companion option. Rin is added to this group as a General or she may be classified as an individual companion.

Blood Ruin: If Blood Ruin bends the knee, he gives you control over his forces. This army is extremely competent and well equipped, with many strategists and hardened soldiers amongst their number. They function similar to an Army of the South companion option. Blood Ruin is added to this group as a General or he may be classified as an individual companion.

Moramus of the Mire: If Moramus of the Mire bends the knee, he gives you control over his small sect of mages. They are well versed in flora (focusing primarily on fungi), but are less versed in soap and cleanliness. They resemble primarily Hermits. They function similar to an Army of the South companion option. Moramus of the Mire is added to this group as a General or he may be classified as an individual companion.

Reign

In this Scenario, with however much time you have in this jump, you are to conquer the whole of Terratus from Kyros. The method is up to you on how you go about this. Do you do so politically? Militaristically? Collapse the North and grab up all that is left? The only requirement is that you can be classified as holding whatever is left of the world as the highest authority when your jump ends.

Your reward? The ability to continue your Reign in future jumps as you see fit. All of Terratus is subject to the following perk as you leave, which you now possess:

Jumper's Empire: Kyros' Empire stretches across countless states, ranging from petty chiefdoms and feral tribes to the advanced, iron age Northern Empire. What the Jumper's Empire will consist of has yet to be decided.

In this and every future Jump, whenever Jumper has successfully conquered or has control of a territory, they will be able to make a choice: 1) Integrate or 2) Impose the Tithe as Kyros did. In the event of integration, the territory that was conquered will join a Jumper on their journey (inserting itself in the setting and history as a territory which was founded and/or conquered in the manner Jumper took control of it). The extent to which this changes the setting depends to what degree Jumper prefers his Empire to have been isolationist prior to entering the setting.

The Tithe is more interesting and reflects Jump-Chan's attempt to reward Jumpers who act with a sense of long-term vision. In the case of a "Tithe," the territory your Jumper leaves behind after his/her given Jump ends will be assessed by Jump-Chan and a history book of the next ten years will be given to Jumper. In the future, every year, Jumper will receive a "tithe" in any location under their control,

ranging from setting-specific resources and/or NPC soldiers depending on their preference and based on the level of prosperity and success of the territory they left behind ten years after your Jumper moved on. A Jumper can adjust the tithe in whatever manner they'd like such as to receive their entire tithe in the form of a single resource or to keep on retainer a permanent number of NPC soldiers that regenerate each year but they can never receive more than a 10% tithe from the territory that was left behind. At your Jumper's option, they can also choose to receive actual followers from their territories as opposed to NPCs but said followers, unlike NPCs, are sentient, require food and may very well be of uncertain loyalty depending on how Jumper's reign proceeded.

Did your Jumper leave behind a nigh post-scarcity utopia ruled by capable men and women and able to produce oceans of resources in "tithe" to their founder? Or did Jumper leave behind a scarred theocracy built by the power of a near omnipotent God which collapsed into civil war once his fanatical followers found themselves without their God King and his invincible legions?

End

You have four choices

Stay Here
Go Home
Continue Onwards
New Game +

New Game +

You may come back into this jump yet again, though, you will be forced to take the same race, background, location, class, and drawbacks. Though you take the same drawbacks, you don't get any cp from them. You can not take new drawbacks. You may take any scenario you haven't already gotten all of the rewards for, if you take one you have already gotten once before that has a second potential reward, you *must* take the other reward. You do not get access to Scenario rewards during a NG+. Any companions gotten from this jump will not remember the events of previous 'runs' of this jump until you leave. Imported companions are not affected by this memory wipe in a general sense, like a sense of deja vu. Nothing is discounted for these next purchases except for what is specified below.

You can take this option up to 10 times.

For each time you have gone through this jump previously; you get a stacking discount on the Artifact item; You gain 200 cp, which you can spend on this jump now, it is saved until used. This cp may be given to companions for them to spend instead; Every enemy you encounter within this jump is roughly twice as strong as they were previously in this jump.

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