

Jumpdoc v1.0 Made as of game version 1.15.1

Elderath is in peril. The world was visited by Ragadam, an ancient necromancer who literally powers up from negative emotion. But a champion emerged, tearing through Ragadam's forces and neutralizing his lieutenants. Vowing to pursue him across all of Eternium, the champion tore through Ragadam's operations on multiple worlds. But Ragadam was too pragmatic for pride to do him in, and always turned tail and fled whenever the champion started wrecking the operation on the planet he was on at the time.

Is that champion you? Take **+1000 Champion Points** and you might be.

Eternium is an action RPG designed for touchscreen devices (so smartphones, basically.)

You start shortly after Ragadam began the overt part of his plan, destroying much of Elderath's magical knowledge and swarming the world with seemingly-unending undead. You start somewhere on Elderath, as appropriate.

There are two origins: Adventurers and Supporters. Either one may be taken as either a Native, with a history in the world and memories of that history, or a Drop-In, with no history of the world and no new memories.

Each party member selects one.

Perks

Perks under an Origin's subsection are discounted by half to party members of that Origin. 100 CP perks instead discount to free.

Battle-Ready (free)

By Elderan standards, you're ready for battle. You've forced the energy in your body into shape, enhancing your muscles, boosting your stamina to allow for hours of intense combat, and giving yourself decent regeneration. This is fast enough to close most sword wounds in a minute tops, as well as replenish lost blood. It also slows your aging.

You've been trained in combat skills, meaning you know how to use swords, axes, maces, shields, guns, and magic staffs in combat. You also have the mindset needed to act decisively in battle, and will quickly overcome any trauma or mental infirmities that you want to.

Combat Magic (first free, 100 CP)

May be purchased up to three times

You can do magic. This is not an uncommon thing for an Elderan, even before Ragadam revealed his true nature and the unending zombie hordes attacked. You can also use it in combat, which was uncommon but now isn't.

Using magic in combat is different than using it to make something, or just in general. You have to do it quickly. So combatants will "develop" an ability as a discrete magical pattern and then make sure it's "prepared" before entering combat. Once prepared, abilities stay

prepared until another ability is prepared to take their place.. However, you can only have a few abilities prepared at a time - one each of “attack,” “utility,” and “passive,” to start with. This can be improved through effort and/or use of certain materials.

Attack abilities are the weakest and simplest, but they’re tied to motions/stances of your body, so the faster you can pull off those actions the faster you can “cast.” Utility abilities are activated at will, and passive abilities either have continuous effects or activate on their own during predetermined conditions.

Also, while Eternium as a setting doesn’t have mana per say, these prepared, discrete abilities require a cooldown after each use. Passive abilities that active at certain conditions will have cooldowns on how often they can activate. (Some abilities effectively have charges and can be cast multiple times quickly.)

Improving your spells is possible, requiring either time to mediate or just certain materials.

Each time you purchase this, select one of the following:

As a warrior, you have a strong affinity for using your magic internally and in your equipment, allowing you to strengthen yourself, use magic through melee weapons, and perform great feats through motion and strength.

As a combat mage, you have a strong affinity for using your magic externally, to manipulate the environment. You have the most esoteric options available, including a degree of gravity and time manipulation.

As a bounty hunter, you focus on conjuring various types of ammo and tools to fight with. These range from simple slugs to (small) guided missiles and deadly toxins.

Of course these aren’t the only things you can do with magic. It’s just that those things come easily to you.

Toxin-Proof (200 CP)

Like the Champion, you can be completely irresponsible with what you drink. A potent blend of toxins that should kill everyone after hours of brain-melting terror? Eh, just a few hours of hallucinations. Every “negative status” that happens to you is significantly downgraded, and you are immune to “this will definitely kill you” sorts of effects. In addition, all negative status effects have finite, greatly reduced durations.

Seeker Flight (200 CP)

The Seekers of Demeter came about after the world shattered into countless fragments. In order to travel between these fragments like a dragon could, Seekers absorbed special crystals into their bodies using complex processes. This allows them to travel the dense aether currents between the fragments. The Seekers are far slower than dragons or the ESS Defiant, but with the scale involved here that isn’t too much of a detriment.

Your version, that you get here, doesn’t require the dense aether currents of Demeter. It works anywhere, though it will take a lot of practice and magical conditioning to be anywhere as fast as a dragon. It would take decades for that to happen, probably. Initially you’d be stuck at the “orbital transfer” level of flight, but with help you might make it into orbit, and with enough supplies you could go anywhere from orbit.

As a matter of fact, your version effectively acts like there are aether currents everywhere, even in places where there is no aether. These would mimic the natural patterns found in Eternium, affected by the motion of planets and stars. This also means you can breath in space.

Champion Growth (300 CP)

Once only per party.

One of the things about the game is that all characters on the account have the same “Champion” level which they can use to make themselves stronger. And your party has the same shtick. All of y’alls’ conditioning, training, and strengthing work contributes to this “champion pool.”

Each member of the jumpchain party has access to their own instance the pool, and can allocate it towards various boosts. This can be reallocated once a day, and new boosts can be allocated at any time. The pool can be used to make yourself stronger, faster, harder, and so on. It can’t act as training, but can cover things like increasing the damage your fire does or making you regenerate faster.

There is no limit to how big you can make this pool, but there is one allocation limit, that of the training/growth/conditioning multiplier. That tops out at a 1.5x multiplier.

Adventurer

From The Top (100 CP)

Like any tactically-inclined necromancer, Ragadam enjoys having burrowed undead pop out of the ground behind you and try to take you from behind. However, you effectively have eyes in the back of your head. And top. And sides. You maintain awareness of all your surroundings at all times, not just one opponent or what’s in front of your eyes.

Warbringer Title (200 CP)

You get along with those who favor or respect strength. Showing off your strength and prowess tends to get you respect and understanding. You, meanwhile, tend to possess a little more insight into people that do value martial capability.

Your strength and skills don’t decay, and it seems like that’s affecting everyone around you because you’ll never be challenged just because you’ve been in a position or holding a rank for a while. You also won’t be challenged by someone seeking to show off their strength unless an objective analysis of all the information they have available would show they actually have a chance.

If It Bleeds - And It Will (200 CP)

Warriors can adjust their attacks to make sure their enemies bleed. Bounty Hunters use bullets carrying nasty poison payloads for some attacks. And mages can of course just set you on fire.

But these techniques are limited to specific abilities. For you, you effectively have a special passive ability (that doesn’t count towards your preparation limit) that lets you make any of your attacks deal damage-over-time effects, hitting frequently with less power for a bit. Training this ability means the effects last longer and can stack higher. This also improves the duration and stacking of other damage-over-time effects you already have, when it’s prepared.

Leaping To Bosses And Conclusions (200 CP)

From the floating fragments of Demeter to the architecture produced by autonomon-like Levians, many places your travels will take you are places where good bypasses can save you tons of time and trouble. And the ability to quickly relocate in combat is always appreciated.

Fortunately, you have an additional utility slot, that can only be used for mobility-related abilities (like the classic Leap.) This can even “prepare” non-Eternium-type abilities, with them gaining a cooldown appropriate to stand in for whatever other cost they might have.

However, as long as the ability prepared within this slot isn’t on cooldown, the preparation time to switch is instant, and only requires a thought. Effectively it’s all your mobility abilities. You can only use them one at a time, until you develop three additional utility slots. For every three additional utility slot, this slot gains one more charge, allowing for some chaining.

While You Were Sleeping, The Champion Was Training (400 CP)

Normally, mediating for a week, including multiple sessions that are at least a day long, is needed in order to fully optimize and improve the development of a single ability to a “typical” maximum potential. And getting a hold of the right materials to do it quickly is expensive and/or time-consuming in its own right.

Fortunately, you’re one of those exceptional people who can just passively train in the background. This means you can be “mediating” on your abilities to improve them while sleeping, developing a new ability, or even using the currently-upgrading ability in live combat. The only cost for using these is time.

You start with only being able to passively meditate on one ability at a time, but once you start reaching the peak of your power as an Elderian magic-user, you’ll be able to develop additional slots. You can also use the slots to practice your skills (including non-ability-type magic) and do magical conditioning (though for Elderath magic, that’s really just practicing non-abilities and improving abilities... which this already covers.)

Champions Are The Bell (600 CP)

Here is reason number one why Ragadam messed up when targeting Elderath: the too-angry-to-quit champion tearing through his forces in a manner so brutal and impressive, Mick Gordon is needed to make a soundtrack for it.

This champion, represented in the game by the player‘s characters, is too determined to die. Or perhaps too determined to stay dead. Or potentially even both. You’re using premium currency, so you get both, whichever is better in your situation, and dying no longer ends your chain. When you take lethal - or effectively lethal - damage, you suddenly rapidly regenerate and return to full power. This even repairs the equipment on you. If it would be modeled in a video game as doing HP damage, it’s not going to put you down for good.

And it’s not like you go down as easy as other Elderans - you’re far stronger and tougher than you should be. You can fell a monster in a single blow, and it might take other Elderans ten blows. Likewise, you can probably take ten times the punishment you otherwise could (and again, your gear gets affected.)

Supporter

Custom Equipment (100 CP)

Elderian magicians use a variety of equipment in their jobs. Most of it - what this perk covers making - is the type that needs to be attached to a person to work. Of course that means it’s relatively simple to develop equipment that buffs the user.

So, you not only know how to make mundane weapons, armor, jewelry, and other personal equipment, you also know how add magic to something as you make it. What kind of magical advantages a piece of equipment gives can be determined by what alchemical essences you put into it and precisely how they are added, which you know how to adjust for your desired result.

You also understand how to alter gear, altering what effect magical effects equipment has. This does get more complicated and difficult the more you alter something.

Adjusting the strength of the equipment is something you also know how to do, because how strong someone is without the equipment determines how strong the equipment they can actually use with it working correctly.

You can also learn to create tools and equipment that augment someone’s magic in specific ways. For combat equipment, this is easier because you just have to tune it to work with a given ability.

This also teaches you how to make materials like enchanting spirits, alchemical essences, and magical gemstones and more rare spiritstones.

Resourceful (200 CP)

Adventurers have a tendency to come back with a lot of gear they looted from enemies and their suddenly-undefended chests. Fortunately you know what to do with that: break the loot down into useful crafting materials to be used in other projects. And you're also quite capable of doing this, being able to salvage all of the ingredients expended to create something. And this does include things like materials used to make post-crafting enchantments.

Supporting Presence (200 CP)

Abilities that boost allies are useful ones, as boosting everyone leaves no weak points. Aura-type abilities, which are passive effects that affect the caster and up to a certain number of designated allies equally, are common because they are fairly easy to learn, scale well with improved development, and tend to have generous range limits.

You have an additional passive slot that only accepts abilities that benefits you and multiple allies equally. You gain an additional one for every three more passive slots you develop. These can even "prepare" non-Eternium-type abilities. If they have a cost for using conditional features, then those conditional features will instead have an appropriate cooldown.

You also start the jump knowing one aura-type ability similar to those seen in the game, as effectively a flat stat buff.

Magitech Apple-Pickers (200 CP)

Most Elderan magical equipment uses a cheat to make it much easier to produce: it only works when attached to a person (usually a magical person, but not always.)

But if you want independent automatons or infrastructure like portals or anything else, you need some new crafting techniques. Fortunately, you know those, you know how to make basic automatons, and you know how to make more stationary things.

In addition, your creations are immune to hacking, reprogramming, and corruption, except for by your own intentions and deliberate actions.

Just A Humble Merchant (400 CP)

The merchants hanging out around the Champion and Elder Sage Alarion certainly seem to have some crazy spy networks. They're able to pick up history and legends on another planet, hire mercs to scout ahead with few problems, and generally stay aware of things that they should have no reason to know.

And now you're that capable. You easily build ties with mercenaries, you can build a network of informants and contacts from nothing in weeks, and you have an uncanny ability to pick up rumors that are actionable intel, or easily lead to actionable intel.

XCOM, But We Didn't Need Speculative Fiction About Aliens (600 CP)

Team Elderath didn't even have speculative fiction about flying ships before they captured the "Void Temple." Then they rapidly went from that to "here's how you fly it; please invade the planet Nirgal and set up a foothold so we can kick Ragadam's teeth in."

And that's not the only case where the group figured out crazy things in no time. They translated unknown languages, figured out at least a dozen mad science projects using only single samples, and generally found a handle on what exactly Ragadam was doing before Ragadam even considered that he needed to worry about it.

You are similar, being able to handle the genre of analyses and reverse-engineering in very short amounts of time. If given a piece of equipment with an unknown enhancement to an ability you didn't know, you would be able to figure out what the ability it's for does, what the

enhancement does, how to reproduce the enhancement, you'd have a pretty good head start on developing the ability for yourself, and you'd be able to adapt the enhancement to abilities you've already developed. And that would take roughly a day's work for you.

That baseline is determined by how much you know about the field in which the item was made, and how capable you are of research and/or crafting. Each time the complexity is doubled from that baseline, it takes an additional day.

Items

Each purchase allows for one pre-owned item to be imported, merging the two. Items will be replaced after a period of time if destroyed or lost, and repaired in proportionally less time if damaged.

Town Portal <Legendary Level 70 Infrastructure> (free)

Here is reason number two why Ragadam messed up when targeting Elderath: their existing portal technology is capable of going interstellar with barely any changes, allowing for easy counter-invasions by Elderan forces once they got their planet under control.

These portals require practically no effort to open and move in the field, can be keyed so only certain people can use them, and the portal can be "squished" and made almost unnoticeable, allowing for returns to the field point without letting the enemy spot and close the portal.

You get one home-end cage installed in the warehouse, as well as the blueprints to make more. However, these will require an experienced and powerful crafter to actually manufacture.

Space Bag (free/100 CP)

Portals aren't the only usage of space-manipulating magic Elderath has. These small bags can hold a lot. They can be upgraded in capacity using the right materials, can pick things up from a distance (if you have the attention to direct them) and even support stacks for items that are similar enough in magical and physical properties.

For 100 CP, the bag can automatically loot anything you cause to be dropped. Snipe someone from a kilometer away and it will grab the items before they hit the ground.

Collected Notes (first free, 100 CP)

May be purchased up to four times

Here is reason number three why Ragadam messed up when targeting Elderath: several knowledgeable and connected people got suspicious of him and were able to preserve some magical knowledge. And now you have some of it.

These can give you combat techniques for warriors, mages, or bounty hunters. Or you could get advanced crafting techniques, instead. (Pick one each time.) It's not something to master immediately, but if you have the same sort of potential as the "canon" champions then you should have these mastered at the same time you reach that potential.

Crafting Lootbox (100 CP)

Magical crafting is a complex process that can go badly some times. Low performance, the socket for a gemstone doesn't work, and so on. It's a process that needs a lot of effort, a lot of tries, and therefore a lot of materials.

You have a box in the warehouse that stores all your crafting materials. You also gain, every day, some Elderian-style supplies. What, and how much, you get depends on how good of

a crafter you are. With basic skills, you'd only get enough mundane materials, magical materials, and alchemical essences to make a few basic pieces of equipment each day. But as you improve you'll start getting more materials, as well as greater-complexity-materials needed for more advanced results.

(No gemstones in the daily supplies, though, even at the more advanced levels where those are used in recipes.)

Gemstone Pouch (100 CP)

Elderians will commonly turn gemstones into sources of magic power, which can be added to equipment for bigger numbers. This pouch holds them, and every day another two dozen of random types will be added. The stronger you are, the stronger the gemstones this produces.

Oh, and this lets you fuse the smaller gems into larger ones for free, instantly. It can even be set to do it automatically.

Charm of Qol (100 CP)

The Charm of Qol allows the user to attack to occasionally also attack with a second attack ability. This one is better, as it improves with you. When you purchase it, you choose the magical attribute boosts it provides, and those increase with your growth.

It also supports having more than two prepared attack abilities at once, and can filter which attacks get triggered when it fires. It will also trigger more consistently as you get stronger, will be able to have multiple extra attacks trigger at the same time, and eventually you should be able to have all your prepared attacks firing at the same time every single time you attack.

Raiser Keychain (100 CP)

This accessory attaches to a weapon. While it is attached, it records every enemy you defeat. If you defeat enough of a certain enemy, it gets added to a library of possible summons, of which you can pick one to be automatically summoned with a small chance from every attack made with the weapon. (The stronger the opponent, relative to you, the more defeats are required.) (And the summoning can be turned off, when desired.) (The summons last several minutes.)

An enemy just added to the library will possess almost none of the skill that the originals had. Defeating more of the originals adds more of their skill to the library versions. Variants of enemies count as different ones, even between different types of imbuing. (These include the various aura-spewing elite enemies in-game.)

Gem Distilling Station (200 CP)

This crafting station is designed to take one of the magical properties of a piece of equipment and shove it into an Elderan-style gemstone. The gemstone can then be socketed and will grant the chosen magical property to another piece of equipment. This destroys the equipment, leaving only a small amount of mundane salvage behind.

Gem Fusing Station (200 CP)

This crafting station allows you to take a piece of equipment with gemstones socketed in it and transfer the magical properties of the gemstones to the equipment. This is not perfectly efficient but it does allow for new properties to be added, or for existing properties to be added. Typically about a third or half of the strength will be lost during a transfer. If a property already is already present on the target equipment and much stronger than what is on the gem, the efficiency will be lower.

ESS Defiant (200 CP)

This ship was commissioned by Ragadam as a grand “void temple” to which all the fear, despair, and hatred of his planned interstellar empire would flow. However, the plan was interrupted by a certain Champion, who stormed the ship, slaughtered several of his important lieutenants and slew the guardian monster he had created, on the bridge.

It’s a fast ship - even without knowing how to fly with aether currents the Champion was able to travel to Demeter’s solar system, approximately 100 light-years away, in a couple hours. Once you get the hang of riding the currents, you can probably get around 3,000-4,000 light-years displacement per day.

While it’s not armed, it is very durable and self-repairs at a decent clip. It’s more of a mobile base than a warship, so it has workshops, a factory floor, and large storage units that use the same kind of space-manipulation magic that your bag does.

Purchasing this will see the ship redecorated from its original interior theme of “I am evil, alien, and I literally feed on pain and suffering, including what happens when you fall off a catwalk with no railings” to another theme of your liking, once captured, if you took Heroic Destiny. And no, no one will notice that the new appearance doesn’t match up.

If you did not, or additional ships are purchased, then there will be additional “void temples” nearby, presumably for Ragadam’s lieutenants. Minimal work will be needed to bring them online, and the redecoration offer also applies.

Companions

Team Elderath (100 CP)

May be purchased twice, Jumper only

This gives four slots for Companions. They can either be imports of prior Companions, or I can look through my box of lost souls and see who would work well in your party. Companions get 700 CP to spend as they wish.

Unseen Armies (free)

Requires both purchases of Team Elderath

Import as many Companions as you want. They get one purchase of Combat Magic, Battle Ready, the 100 CP perk for their origin, one 200 CP perk from their origin, and the Space Bag at the free level.

Drawbacks

There is no Drawback limit. Team Elderath Companions gain half the CP from drawbacks, rounded up to the nearest 100 CP. All Drawbacks wear off at the end of the Jump. All Drawbacks also affect Companions.

Model Swap (+0 CP)

Any of your party members who are willing to have a Native Origin can take the place of canon characters. This means starting when the character joined the Elderan alliance, if that was after the start of the story. If the character never joined the Elderan team, then they cannot be used.

Level 1 (+300 CP)

You have lost all your powers and perks from beforehand, being reduced in your power to only what this document provides you.

No Stash (+100/300 CP)

For 100 CP, you lose access to any items from before here, that you might be able to use in a fight. So weapons, armor, and health potions obviously count. If something has both military and non-military applications, you can either have it sealed away for the duration or accept a geas not to use it in the military manner. The point is that you should be fighting with the equipment you have looted and crafted here.

For 300 CP, you lose all access to prior items. You still have access to your warehouse, but everything is sealed away.

Trials of Patience (+100 CP)

May be taken multiple times

Eternium, what less-poetic people might call outer space, is vast and infinite. Wouldn't you like more time around it? Each time this is taken, extend the duration of the Jump by ten years.

This will only provide points the first 3 times it is taken, or if Plot Armor is taken the first 8 times.

Plot Armor (+200 CP)

Or maybe it's not plot armor, but a lack of pride, a quick escape route, and the ability to hear the Champion's theme music from a map away. Regardless, Ragadam cannot be defeated, killed, or captured during the normal duration of the Jump. (This includes Trials of Patience.) He will continue escaping and setting up plots on more and more planets during this this time.

Once the normal duration expires, you are required to stick around until either you or Ragadam go down for good. Got to get that catharsis in. Even if you go down for good first, it does not count as a chain-fail and you get to either Move On or Go Home, keeping everything from this Jump.

Trials of patience now gives an additional +100 CP for every two times it is taken, to a maximum of +400 CP.

Ragadam, What A Swell Guy (+200 CP)

Ragadam has attacked enough worlds that he has an M.O. He shows up as Ragadam, friendly scholar. He learns about the magic of the world, cultivates agents, determines who the most dangerous people are, and plans.

Then he shows his true colors, trashes the people who could stop him, destroys knowledge, and unleashes hordes of undead, quislings, beserkers, and/or genetically enhanced supersoldier dinosaurs on the rest of the populace, all while gloating about it.

And now you're showing up before the second stage of that plan started for Elderath.

And yes, Ragadam will not be getting automatically flagged by your "detect treachery" perks and similar, and no, you will not be remembering any of the story or hints throughout the jumpdoc. You will also be forgetting about this drawback as well, and it will be hidden on your character sheet through temporary alterations to the price structure.

Microtransactions (+200 CP)

As a mobile game, Eternium has premium currency. In this case, they're called Gems. It's unclear exactly what the connection to the gemstones more commonly found and socketed in equipment, but there is a little lore supporting them as a real thing in-universe.

Anyway, point is that you cannot improve yourself without the use of gems. Want to optimize an ability? Gems. Want more ability slots? Gems. Want to make better gear? Gems. Want to improve something from outside this setting? You guessed it, gems.

And you can only get gems through rare drops in battle, or a few from others for running errands for them. And your upgrades are going to require increasingly many of these gems. Have fun.

Heroic Destiny (+200 CP)

One party member, who must be going in as a Native, takes the role of the designated Champion, the player character. They start on the dock at their home village.

All other Adventurer-origin members of the party start the Jump captured by Ragadam, and have been stowed somewhere on Elderath. They must wait for the Champion to come and rescue them before doing anything of consequence.

Conclusion

Once the jump ends, the drawbacks fall off, and all party members have a choice.

Eternium is Endless: Stay Here. End your chain, and spend your time here.

To Grander Stars: Continue On. Keep your chain going, and select another jumpdoc to fill out and travel to.

That Small Village: Return Home. End your chain, and return to a previous world.

Notes

Yes, you can start with basic, Common, Level 1 starter gear. Not gonna be fiat-backed because it's not worth keeping.

There's an in-game limit of two autoattack, three active utility, and three passive ability slots. I don't think it's an actual hard limit and unlimiters are pretty common.

You are not strictly limited to your "class's" abilities. You can learn Leap even if you use a staff and book. You can also learn Aura-type passive abilities like the elite enemies use, including the "immolating/or" ability that constantly does damage to hostiles around you.

The champion pool can buff any stat that equipment can, except for Gold gain (honestly I have no idea how that would actually work in-universe), and can't provide the Unique, Set, and Legacy equipments' sort of bonuses. (Like "<ability> does +<X><foo> now" or "when <foo> cast <ability>")

Speaking of stats, I assume Ability Rating would affect Passive Abilities and things like the shared Talisman cooldowns. Also, I suspect Haste and Movement Speed would be the same actual stat in-universe, as I've pegged the Attack Abilities as triggering off movement of the bodies.