Tales of Symphonia, Jumpchain Compliant

The world of Symphonia is a fantasy world full of unraveling conspiracies.

In the land of Sylvarant, they are dying by inches, as the mana that sustains all life fades a little more each day. They are a people growing desperate, and nature grows harsher by day. Beset upon by the Desians and their 'Human Ranches' as well, they are desperate for the salvation that Cruxis, which worships the sleeping goddess Martel, promises their Chosen One can bring.

In the land of Tethe'alla, everything is perfect. Enjoy the bread and circuses. Enjoy your fantastic standard of living. Ignore the underclass. Ignore the discrimination and institutionalized racism. Ignore the outright slavery of non-human races. Ignore the increasing concentration of power in the hands of the State and Church.

Amongst Cruxis, there are layers upon layers of secrets. Piercing past one layer of lies and half truths reveals a startling new dimension, and most worrisome of all is that there seems to be no end in sight to the layers of secrets. To the public, they know how Mana might be returned to Sylvarant- and they do. They do not tell you how many of their Chosen have fallen in the line of duty, and how the ones that do succeed can not scream only because their voices have been taken from them. Unknown to the mortal clergy is what the Angels know- and unknown to the Angels are the secrets of the Seraphim- and unknown to the Seraphim are the secrets that Yggdrasil hides- and unknown to Yggdrasil are the secrets that Origin hides. (And if there are secrets beyond that, it is unlikely that anyone would truly be surprised.) All the while, Martel is dead but dreaming.

Upon Derris-Kharlan, the Angels watch Sylvarant and Tethe'alla, directing the flow of mana in response to mortal supplication and the offering of a Chosen. The angels are no holy spirits- in reality the result of a transhumanism project, and the most dearly hidden secret of their upper ranks is that the Chosen is worthless except as a breeding program, trying to engineer the perfect receptacle for Martel to once more live again.

Martel sleeps, but she watches. With every action taken in her name, she despairs for the death she's been denied.

The Desians are the dirty little secret of Cruxis. The stick to their carrot. And the nice thing about being so obviously evil? You get to do expedient things, like employ slaves, human sacrifice, and human experimentation.

The Renegades have a simple mandate: Kill Cruxis. Destroy Derris-Kharlan. End the line of the Chosen. Save the world.

You enter the world 1 year before the plot begin. You have 1000cp

Location

Roll 1d8 or spend 100cp to choose.
1 : Iselia; home of the Chosen of Sylvarant. Picturesque country town. Protected by treaties, it has an impressive supply of martially competent orphans with minimal attachment to the village.
2 : Palmacosta; industrial and shipping capital of Sylvarant. They even have steam engines! Just ignore the two nearby Desian facilities.
3 : Luin; home of the most flammable buildings, bridges, and et cetera.
4 : Meltokio; home of the Chosen of Tethe'alla. Sprawling kingdom city; has slums, but overall surprisingly awesome.
5 : Sybak; scientific capital of Tethe'alla. Say, what are the academic and moral ethics of fantasy land?
6 : Heimdall; home of the Elves of Tethe'alla. Beautiful, isolated, not at all the result of millenniums of racial tensions.
7 : Renegade Base; home of the conspiracy. Er, the counter conspiracy. Counter-counter conspiracy? Choose either Sylvarant or Tethe'alla location. Hope you have a good excuse!
8 : Katz Village; home of the explorer Katz OR Mizuho; home of the obligatory ninjas OR Free Pick.

Age + Gender

Age is 16+1d8, and gender is the same as previous jump. 50cp will allow to choose age and gender freely.

Forms (Choose One)

0cp Human

You're plentiful, have boring hair colours, short lives, and utter domination of the world. Wonder how that happened.

50cp Elf

You're rare, have fantastic hair colours, long lives, and an otherworldly quality that tends to draw respect.

50cp Dwarf

Holy crap, I didn't think any still existed. You have long beards, an earthy quality, and you're exceedingly rare. Highly valued as genius craftsmen and scientists where they can be found. Suspiciously hippy though. You know all the Dwarven Vows, and will never forget them. Ever. All of them.

+150cp Half-Elf

You're more common than anyone wants to admit, you're too elf to be human and too human to be an elf. You tend to distress those around you, half due to widespread racism, half due to the unsettling fact that you're familiar enough to make everything else about you firmly alien, and almost certainly because the Desians openly advertise that they're exclusively composed of Half-Elves.

You receive bonus cp due to the fact that Half Elves and Elves can recognize your aura on sight, humans have simple non-invasive techniques to determine if someone is a Half-Elf, and the species is universally reviled.

Origin (Choose One)

Choose one.

0cp Drop-In

A wanderer, you have no extra memories, but no history either.

100cp Warrior (Forbidden to Elf; Discounted to Human)

You have supernatural command and discipline of your body.

100cp Mage (Free to Elf; Half-Free to Half-Elf)

You have magic in you, either from elvish heritage or by expensive artificial means- either blood infusions or an absurdly obscure elixir.

50cp Summoner

You command the allegiance, respect, or companionship of the spirits of the world. There's an elf somewhere in your ancestry, but it's so distant as to be otherwise unnoticeable.

50cp Craftsman (Free to Dwarf)

You can work with anything. Wood, metal, immortal souls, stone, plastic...

Perks

100cp perks are free to the associated Origin.
All other perks are half price to the associated Origin.

Drop-In

100cp Good Tastes Good

Healthy foods will taste delicious, medicine in proper dosages will be as ambrosia, and poison will be so vile you can taste it before your tongue ever touches it.

300cp What's Ours is Ours

You can initiate a group compact, creating a shared pocket dimension. By raising your hand above your head, you may either summon or banish an object to the pocket dimension, or use a touch effect on any member of the compact. The pocket has a mass limit equal to the sum of the mass of all members. If a member possesses alternate forms, use their most massive. Explicitly, this space is not linked to the Warehouse, though you can manually move objects between the two.

600cp Let's All Work Together

Your presence means your team fights amazingly well in a group, but sometimes things just click. When they do, friendly fire becomes impossible as your effects become incapable of harming one another, and you find yourself executing amazing combination techniques with your allies, be they inventive formations or you suddenly finding yourself coated in your friend’s lava spell as you punch someone in the face.

Warrior

100cp Weight of Breath

Through a breathing exercise, you have learned to manipulate your own weight. When you begin, you’ll be able to multiply or divide your weight by a factor of two, but mastery may push you to further heights. There is a snapback effect- reducing your weight for a time will cause you to multiply your weight immediately after. The effect extends to armor and tools which you are wielding.

Masters are known to take advantage of the snapback for ‘jump and ground pound’ like techniques, in addition to reducing their own weight so as to not resist the knockback of an enemy attack and make distance.

As a bonus, you’ve learned a technique known as Demon Fang that allows you to project a strike roughly twice your own melee range. Demon Fang is obvious, resembling a bolt of soft light coming off your weapon.

300cp Conservation of Momentum

The basis of many Combat Artes. The user may alter the direction of their own momentum without loss of magnitude. Known uses include: turning falls into double jumps, reversing the strike of a blade in hand, and changing direction or even reversing it entirely when running without losing speed.

600cp Will is my Weapon

You gain the ability to create temporary constructs out of your aura. Though they generally do not last long, they have a variety of uses: creating a projection over weapons that is as sharp as your will; creating grasping projections to throw hostiles, or hold them in place while you strike them; even creating platforms to jump off of in the air.

The smaller a projection’s range of influence, the easier it is to maintain. This effect is taxing to maintain beyond a second, but recovery is just as quick. Masters will shield themselves only when struck, sharpen their blades upon contact with an enemy, and generally use it as an edge to enhance their actions at the precise moment they need it.

Mage

100cp Sense Mana

All of your senses can now impart information about the magical and psychoactive. Initially reserved to measures such as 'power' and 'element' though with practice 'intent' can be deduced. You can distinguish between magical races- and half breeds- with a glance.

300cp Elementalism

You gain the ability to channel the material flavors of mana: fire, water, earth, wind, electricity, and ice. You can use these to manipulate the material world, at first limited to summoning them in concentrated blast, but with training you will be able to reshape the local environment.

300cp Animism

You gain the ability to channel the soul flavors of mana: light and darkness. You can use these to manipulate sapients: healing them, inflicting status effects, and conjuring illusions. With training you will be able to ward evil intent, summon searing lasers, and create temporary doppelgangers of your foes that ally with you, striking with both weapons and words using intimate knowledge.

600cp Magic Circle

It takes time and concentration, but with allies running interference it's combat viable. You may, with focus and a delay (roughly the same as a ten phrase incantation), cause magic circles (area of a tennis court) made of light to appear. For each magic circle you may cast a single spell and it will be amplified in both potency and breadth of effect.

Summoner

100cp Art of Seals

You gain a unique seal design, roughly the size of your palm. Anything within a range, that can be increased with training, of ‘3 strides’ with your seal appearing on it is treated as being held by you, granting both telekinesis as though you were holding the object at that spot, but also increasing your range, allowing you to cast magic and other effects through them. Explicitly, you may use touch effects through branded objects. Explicitly, you may not chain Seals to increase your range.

300cp A Stitch in Time

You may meditate while holding an object to create a poltergeist like copy of yourself to inhabit it. The item in question is restricted only to your skills and abilities relevant to it- a sword will only take in swordsmanship and some tactics, for example- and the ability to act as if you were wielding it- that same sword would levitate and fly, but only with the strength and movements you could make it move through- and only remain active as long as you meditated on it. It may remain inactive but attentive to conserve active time. Time spent meditating is additive.

600cp Pact Maker

You may bargain with spirits, beasts, and monsters for the right to a template. Upon being presented with a suitable oath, the Pact is made. Summons will show the same loyalty to your orders as you do to your oath. Oaths tends to be simple statements of either personal conduct or acceptable uses for summoning.

Summoning is done by offering a portion of your power, endurance, magic, and whatnot for the Summon to use. Typical use is to summon spirits who are likely to get three to five time the same bang for your offered buck. Beasts and monsters are likely to get more use out of endurance as well, as they need not care for their health. You may summon the same template several times over for disposable mooks- just make sure you have the energy for it.

Craftsman

100cp Perfect is the enemy of Good Enough

There is no such thing as perfect. It's fun to chase though; you need only handle an item to identify ways to improve it, and gain a solid idea at the materials necessary. Also gives you the ability to recognize if something is 'good enough.' Some use this to know if a project is done, some use this to know if their forgery will pass inspection.

Grants a competent measure of skill in mundane crafting, mainly working metal.

300cp That Undefinable Thing

Even if you can't describe it, you can still manipulate it. You can now make physical tools and containers for souls, as well as gaining the knowledge of how to use the soul as a power source for magic, machinery, and living bodies. Given proper resources (raw souls), you can create Exspheres and Key Crests- which can then power the things mentioned in your place.

Anything powered by their user’s soul is known intimately to them, inhabited by the soul the same way a body is inhabited by a soul. It becomes in all ways an extension of the self, for good or ill. While the soul is infinite, it can be diminished and grown. Take care.

600cp Throne of the Soul

You are a soul; you have a body. You can now make those bodies given appropriate resources, ranging from clones to golems. These creations can be made to be sentient, intelligent, and capable of learning. They’re quite obviously empty shells though; they lack independence, self motivation, true emotion, or sapience. Despite that, they’re unfailingly loyal to their creator, even if it isn’t an implanted imperative...

You now possess all the knowledge and skill required to move a soul into one of your creations, or allow a contained soul to pilot a body. If a soul is implanted into one of your intelligent creations, the soul is dominant, though likely to be fond despite itself of the body’s creator in addition to gaining a copy of the memories of the intelligence- but as these memories lack emotion, it is unlikely to influence their character greatly.

Unassociated

600cp Lifeless Being

This bestows a variety of effects: You control your age with a thought, instantly transforming; you no longer need food, water, air, or sleep; you may mute your senses at will. Finally, you may summon and banish wings of light that allow you to move in three dimensions with the same effort and speed as standing, walking, or running.

Companions

0cp Companion Import

You may freely import up to 8 companions and grant them a Race and Origin at no cost, granting them a history in the world. They receive the free perk of their Origin. Do NOT collect CP from the Half-Elf background.

100cp Lesser Summon Spirit (First Free to Summoner)

Devoted and with a wealth of utility capabilities if not outright combat ability, this spirit takes the form of a chimera somewhere between the size of a house cat and a lion. The stronger and more positive your bond, the more powerful they become.

300cp Protozoan (Discount to Warrior)

The first species. These creatures live four lives, each hundreds of years long; the first in the water, the second in the sky, the third upon land, and the last as a man with the wisdom, strength, and power gained from its entire long life. Should it die, it will resume it's cycle from the start. Each form is swift, strong, and possesses an innate ability to sense good and evil. Choose any of the first three life phases for your companion. They are intelligent, have long memories, and will be exactly as loyal as you are to them. Have all Warrior perks.

Items

600cp are near unique items; you won't find them barring their involvement with the plot. 300cp items can be found or secured with years of effort. 100cp are close to common. Key Crests are an edge case; you basically need them to safely use an Exsphere or it's derivatives, and they're not common, but not rare either.

0cp Iconic Outfit

This outfit is rugged, stylish, and undeniably YOU.

0cp Questionably Practical Weapon

You're fighting with *that*? Really? And merchants will sell you more and more deadly upgrades? If you want this can be a well crafted mundane weapon instead.

100cp Fruit Gels

20 Fruit Gels of each flavor, and easy to follow recipes that use nothing more than fresh fruit and what you can find in a modern kitchen. Fruit Gels restore a set percent of your total health or energy, meaning even the weakest is always relevant.

100cp Magic Lens

Staring at a foe through this magnifying glass like object will reveal elemental resistances, weaknesses, and approximate their remaining physical and magical potential.

600cp Rheaird

Flying device capable of supersonic speeds; protects you from environment and weather while in use. Leeches mana from the environment to power itself. If no ambient mana exists, will attempt to draw from you. Can be banished and summoned.

50cp Key Crest

With this, you can absorb an energy field bigger than your head. Used as an intermediary between yourself and a power source, the Key Crest will throttle the incoming power so only what you would benefit from reaches you.

100cp Exsphere

Unlocks the full potential of the body, and multiplies it by the number of previous 'users.' To use it is to offer yourself to it; should your body and will waver, you will join the souls already inhabiting this and your body shall be transformed into a rampaging monster. A Key Crest will protect you from all negative effects, like its attempts to eat your soul.

300cp Cruxis Crystal

An Exsphere that has reached critical mass. The power within is beyond what a mortal form could ever withstand, and in response your body will become that of an Angel- all physical caps are doubled, but you must train to reach new potential. A Key Crest will prevent the power from ripping you apart before you adapt. May have deleterious effects upon the mind.

600cp Angelus Stone

It holds within it the potential for a miracle- the ability to restore anything that could accurately be described as infinite once per decade. Proximity to whatever 'source' you are restoring is a must. It acts as a Cruxis Crystal that can continue to grow; any who die at your hand in a way they can respect will impart a small measure of their power and abilities on the Stone.

300cp Sorcerer's Ring

Replicates the local elemental flavor and creates (non-combat useful) bolts of the element. Can temporarily stun or paralyze low level combatants, but the bolt is slow moving and difficult to use once engaged in combat. Can temporarily disrupt magical barriers and wards, dependent on it's strength. Strong barriers will have disruptions measured in picoseconds.

300cp Recovery Circles

Instructions to create Recovery Circles. Will ward off anything that doesn't qualify as boss level until you cross the perimeter.

600cp Memento

Get out of death free. Roughly the size of a paperback novel. One time per jump, if you have this with you, it will save your life, somehow protecting you from a mortal wound, incident, or chain of events- no matter how improbable reality must twist to allow it to protect you. You will always recognize when it has been expended for the current jump.

Drawbacks (Max +600)

Drawbacks bypass Perks.

+100cp House of Damnation

No House of Salvation will ever welcome you. You will be barred entrance, and should you find yourself within anyways, you will find no rest, no privacy, and the very building will seem to conspire against you.

+100cp Demon Fang!

You and your allies will, without fail, initiate combat with your weakest attack capable of garnering attention. Even when you have more appropriate techniques or spells. Actually, especially then.

+100cp Wide Eyed Fool

No one not already your friend or ally will accept your leadership, advice, or suggestions while here.

+200cp We Are Struggling Together

None of the many factions in this world are able to compromise and work together. At all.

+200cp Mimic

Any and all containers that can host a Mimic- a type of monster that pretends to be a container holding valuables- do.

+200cp Secret Project

Something in your possession (that you will find yourself unable to part with)- or maybe just you yourself- is of personal and intense interest to the Desians. Expect any infighting or politik to be put aside for the sole purpose of securing you. By the way, did you know the Desians have recovered the secrets of the last great age's magitech?

+300cp Sword Dancer

A spirit of hell, violence and combat will challenge you once a year. You must slay it ten times- to do otherwise is mission failure. It is your perfect mirror in terms of power and armory- the first challenge will see it with 10% of your power and arsenal, your second 20%, and so on. The only thing it is without is companions. Will only engage you in straightforward combat- going through everything to get to you, but direct combat none the less.

+300cp The Chosen

Not just a Chosen, you are The Chosen that Cruxis has waited thousands of years for. The forces of Cruxis will actively ensure the success of your pilgrimage... should you be willing or not. Even if you break free, enjoy the rejection symptoms of the Cruxis Crystal. Not being in control of your body at the ten year mark counts as mission failure.

+300cp Burn in Hell

Welp. The Seraphim that guards the Origin Sword has determined you MUST die. For reference, this guy has contacts in every faction, the BBEG is reliant on his favor, and he holds the controls to one of the local deus ex machina, of LITERALLY earth shattering power.

End

All complications are revoked. You can choose to **Return Home**, **Stay Here**, or **Move On**.