Children of Mana™



By Faucheusestar

Several years ago, on the island of Illusia, an event known as the "great disaster" took place at the base of the Mana Tree and many lives were lost. Today, while plants seem to be mutating and minds are agitated, the event risks repeating itself once again. Somewhere, a hero climbs the mana tower to save his friend, maybe you would help him or maybe you have another drawing

Take **1000 Choice Points** to fund your adventures.

Starting Location

*Roll a **1d6** to determine where you start, otherwise pay 50 CP to choose your Starting Location.*

1• **Tree of Mana**
You open your eyes at the foot of the Mana Tree on the island of Illusia

2• **Star Lake**
In front of you is a lake and many colorful bushes, the place seems to have an underwater atmosphere you are in the dungeon located on the continent of Topple

3• **Jadd**
The sand surrounds you in the distance you observe a city in the desert and the closer you get the more vegetation appears it seems that you are out of the woods. Looking in your pocket there is money

4• **Lorimar's forest**
Around you extend a snowy forest you do not know exactly where you are except that it is located on the continent of Lorimar but in the distance you see a large castle perhaps a track

5• **Haunted House**
You are in an old house in Mana Village. The light filtering through allows you to see many books. Outside, we hear people running away shouting that the house we are in is haunted! In reality it's "haunted" by the old papers and you. You could open the door but scaring them is funny

6• **Free Pick.**
You are free to choose where you choose from the available options.



Age and Gender

Freely choose your own age or gender.

Origins



Drop-In [Free]
You are dropped in this new universe with no background, memories, or documentation.

Villager
You are an inhabitant of this world, you experienced the great catastrophe but survived and to your misfortune it seems that you will have to survive the next one.

Mana Lord
You are a creation of the goddess back when she was still inexperienced and wanted to spread mana throughout the world. Strangely you got the abilities of others of her creations, which ones? It's up to you thanks to these strange CP.



Race

Inhabitant [Free]
You may be a human, a dwarf, a Niccolo (humanoid rabbit), a mermaid or something else

Monster [+400/200 CP]
You are one of the many creatures populating this world, the cost varies if you want to be a Rabite, it will come with a bonus of 400 CP. Stronger monsters will cost you 200 CP but you will get their full capacity, after this jump they will become an alternate form.



Perks

Origins get their 100cp perks for free and the rest are discounted to 50%.

General [Undiscounted]

These three perks are free in this world but you can pay to keep them

Skin [100 CP]

You have the uncanny ability to use every outfit, armor, weapon or similar as a skin. Not only do you retain the defense of the armor you're wearing even if it now looks like another outfit, but bulky armor can be as light as simple cloth and a wooden blade could well hide the Sword of Mana itself.

Use the button A [200 CP]

As a hero says, exploring the tower to save his friend, just press the A button. What does that mean, you're not sure, but when you think about doing it, you go into autopilot and do it. Casting a spell when it's your first time and you haven't had any training, think "Button A" I mean B but you understand...

Ranking: Let's see how good you are! [400 CP]

At the end of all dungeons or equivalent you will receive a score for your performance. Depending on your ranking, you will receive certain rewards, and the better your ranking, the better the prizes will be. It could be a weapon, a gem, an item or something else.

Drop in

Loot [100 CP | Free for Drop in]
Living things or not, really pick up anything sometimes, you'll see a rabbit you just killed drop a bag full of money, or maybe a sword or even some candy. This compulsive hoarding frenzy seems to affect everyone, given everything you're going to see dropping now.



Swing [100 CP | Free for Drop in]
The emblematic technique of this universe, the ancestral art of projecting anything and everything like a pinball ball, the calculated trajectories and rebounds are a formality for you. You can impose this physics on other worlds



Unstoppable Hook [200 CP | Discounted for Drop in]
You know how to use chain weapons, grab enemies to bring them back to you, steal them or propel yourself towards a hard surface in which your chain is planted, it's simple for you.



Weapon Expertise [200 CP | Discounted for Drop in]
You have learned to master your weapon allowing you to slash to unleash a shockwave as well as to return projectiles with your weapon but also to generate a force field around you, immobilizing you but protecting you from attacks.

Fury reels [400 CP | Discounted for Drop in]
When you hit a gauge fills allowing you once full to activate the fury: your weapon speed increase, in addition this generates a bonus effect based on a slot machine which can be Aegis making you invincible for a short time (Three armor), Jackpot kills enemies drops a lot of money (Three Lucre), heals you completely (three candy), increases the damage you do (three swords), three skulls you lose the fury gauge or just the fury with no effect.



Lullaby [400 CP | Discounted for Drop in]
Thanks to great mastery of a musical instrument, sing and bows, your melody can put to sleep or stun those who hear it, moreover you can use the bow as a stringed musical instrument and nock several arrows at once and your arrows are piercing through your target



Blessed by spirits [600 CP | Discounted for Drop in]
You are a rare genius when it comes to spiritual magic. Not only are your mana reserves immense and are replenished by hitting targets, but spirits operate far beyond their capabilities. In this world with this perk, all spells have reached level 4, which is normally impossible, but that's not all, all spirit-related magic costs half as much mana.



Blessed by gems [600 CP | Discounted for Drop in]
Over time, you have acquired a great affinity for gems allowing you not only to double the effects of precious stones, be it spells, objects or creatures that can be linked to this type. But also after using so many impure gems, you have learned to tarnish gems to amplify their effect at the cost of a debuff. In addition, the impure gems are now three times more effective instead two time for normal gems, but beware of the debuff that is always associated with them, now multiplied by two





Villager

Herbalist [100 CP | Free for Villager]
You have a great knowledge of plants and know how to make medicines with them



Danger Sense [100 CP | Free for Villager]
You are very observant just by looking at plants and animals you are able to understand that danger is coming. With time this gift will deepen to the point of knowing exactly what danger it is just by observing birds or plants

Millionaire [200 CP | Discounted for Villager]
You are really good as a merchant and you also have some of the strangest magic for half its normal selling price, you can generate an item initially just consumables but who knows with time and practice what you could accomplish. One thing is certain, at this rate, you could soon call yourself a millionaire.



Job Requests [200 CP | Discounted for Villager]
When someone loses something or has a problem you know it and can make a quest appear. You and the person who completed this last one will get a random item from the current Jump depending on the difficulty of the mission. You can activate and deactivate this perk whenever you want or even limit it to your loved ones.

Bomb Brothers [400 CP | Discounted for Villager]
Like the Bomb Brothers, you have the ability to merge gems to create more powerful gems or with new effects. Not just the unique gem of this world, but your knowledge and power extends equally to all precious stones and jewels.



Weapon Master [400 CP | Discounted for Villager]
You may have left your adventures behind you but your skills are still there and you are very good at teaching them to people. Your students will learn in weeks what it would have taken months for others



Family [600 CP | Discounted for Villager]
After the disaster, everyone lost a lot, separated from their loved ones, they came together creating their new family... This reminds you of someone, Jumper, maybe this happened to you. But you created a new family during your trip, perhaps you had to abandon people due to lack of space. Now the limit of eight companions no longer exists, you can bring as many as you want, the price for importing eight will be the same as importing hundreds or more.

Mana Maiden [600 CP | Discounted for Villager]
The local deity likes you and once a jump, divine intervention can help you. Its effect will depend on who the deity is and their powers. You can also use holy artifacts without any conditions and you have an immense affinity with holy magic.



Mana Lord

Magical power [100 CP | Discounted for Mana Lord]
You can use one element like thunder but you can take another if you want. Generate a shockwave to push back your enemies and take advantage of it



Wind control [100 CP | Free for Mana Lord]
Similar to Mana Storm's Core and Landmund you have the ability to control the wind to attract your targets, send them back or even create a zone of wind deflecting projectiles

Galem power [200 CP | Discounted for Mana Lord]
You can create several clones of yourself in the form of mini you, it's probably adorable Jumper makes a good meat shield but can also attack it however only a tiny amount of your strength has.



Three Heads [200 CP | Discounted for Mana Lord]
You can use three abilities at the same time and have three trains of thought at once as if you had three brains. In addition you can combine alternative forms to take the form of a chimera

"**How do you like your sword now?"[400 CP | Discounted for Mana Lord]**
The hero approaches you, deciding to defeat you once and for all. He raises his legendary weapon... Then it betrays him by inflicting a terrible wound! This is a dangerous power that you use because legendary weapons now recognize you as their rightful owner.



The Revenants [400 CP | Discounted for Mana Lord]
You can summon the souls of deceased people to fight for you. Of course you can send the heroes' deceased friends and families to fight them. Terrifying isn't it but you can do worse if you summon enough souls you can fuse them into an abomination of hand eyes and screaming mouths… Yes, he's a bit of a Shoggoth.



Mana scion [600 CP | Discounted for Mana Lord]
You now have the full power of the Mana Scion in addition to a huge mana reserve, control on the Mana surge, you have the ability to create and control plants of all types. Creating a field of medicinal or hallucinogenic herb is simple for you



Create Minion [600 CP | Discounted for Mana Lord]
With your mana you can create monsters, initially just the little Rabite... An ideal minion to terrify all budding heroes but with training and a few tries you could summon others like dragons or even create Malevodons



Items

Items may be imported into similar - items, weapons to weapons, clothes to clothes, etc.

General [Undiscounted]

Children of Mana merchandising [100 CP]
This includes four Nintendo DS, the Children of Mana game in four copies, posters, Rabite plush toys, the artbook and the guide.



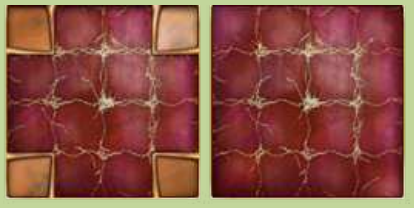
Drop in

Adventurer kit [100 CP | Free for Drop in]
A magic backpack when you open it you find a handful of candy, a magician's rope when its power is released by touch, it can bring a person home and four weapons a bow, a chain, a sword and a hammer all are worn and not very powerful but it's a start

Traveller's Charm [100 CP | Free for Drop in]
A Charm created by Tess with a cockatrice feather that ensures the safe return of the traveler carrying half of it. You will notice that the weather is more favorable to you, you will find what you are looking for easier and the dangers will be less present.



Gem Frame [200 CP | Discounted for Drop in]
A creation of Professor Bomb, this ornately edged plate allows the placement of gems in such a way that their hidden powers may be released. This one seems to be 4*4 gems slot, but your instinct makes you wonder if it wouldn't be improvable by defeating creatures linked to gems in other Jump .



Map [200 CP | Discounted for Drop in]
This strange object which can resemble a map or a game console can not only detect enemies and chests, see the topography of places but also the Gleamdrop and Gleampool and any equivalent in other universes like the key and the door.



Gems Collection [400 CP | Discounted for Drop in]
A silver briefcase lined with red velvet containing just one of each gem from the game, ideal for adventurers who do not want to venture...



Older Jewel [400 CP | Discounted for Drop in]
A large amber-colored gem proudly enthroned on a pillar of an abandoned temple in the distant future, it has a fascinating property: if you manage to propel this indestructible gem towards something the target will suffer damage, whether it is invincible or not, has a barrier or immunity it does not matter.



Pocket Watch [600 CP | Discounted for Drop in]
This object allows you to replay an event that happened in the place where you are, perhaps a great battle, the capture of a castle or even the epic battle of the legendary hero, it all depends on the place. You can interact with the objects and people there without causing a temporary anomaly because it does not change the future, perhaps even saving someone or recovering an ancient treasure.



Sword of Mana [600 CP | Discounted for Drop in]
It's a powerful sacred sword that can make evil vulnerable, break barriers and has the power to restore things to their normal state. The sword recognizes you as its rightful owner and can move telekinetically at your command. What's more, as long as you believe in this sword, its power will increase.



Villager

Jewelry Box [100 CP | Free for Villager]
A magnificent box filled with inlaid jewels and precious metals like never before seen. It is a marvel to see and every month the chest will become full again.



Picnic Hamper [100 CP | Free for Villager]
A packed lunch containing delicious homemade food like tea, barbecue and biscuits every day the picnic hamper will be filled



Search note [200 CP | Discounted for Villager]
All the research notes on gems from Professor Bomb allowing you to learn how to combine improve and create them and create frame gems



A boat [200 CP | Discounted for Villager]
You own a ship and crew made up of the species you want, mermaids for example, or Rabites if you like... It can be sent on expeditions, for trade or otherwise.

A Mine! [400 CP | Discounted for Villager]
You are the king of a group of dwarves and own several mines that are constantly being renewed. The materials you mine are diverse and varied: gems, mythril, silver, magic ores such as flame ore (crystallized form of the flame of life) and sometimes other jump ores. Every month, dwarves will bring you their production, and dwarves also know how to forge.

Lorimar Orbs [400 CP | Discounted for Villager]
Long ago, people sealed an immense quantity of mana in these orbs, which can be used as a catalyst to amplify the power of spells and reduce their energy cost. What's more, simply carrying it around with you regenerates mana very quickly.



Mana seed [600 CP | Discounted for Villager]
This seed will become the next Mana Tree and can easily become the source of Mana in a world that has none, enabling it to obtain magic, monsters and supernatural plants. This one doesn't need a young girl and can be reborn in just ten years... Yes, you can link it to a girl and turn her into a goddess!



Silver Mermaid [600 CP | Discounted for Villager]:
You own the Mana Village Market, including all of its vendors. This includes the Bomb Brothers who run the gem research and development store and can sell you gems from this jump and merge them. Millionaire owner of Golden Goods, a general store selling Children of Mana equipment and consumables. Dud Services provides you with quests that allow you to revisit the dungeons you have crossed in this world. And finally Seamoon the receptionist of the shopping center and the one you can see for information as well as recover the money that brings you the place you can also have an equivalent with other characters.



Mana Lord

A cool outfit [100 CP | Free for Mana Lord]
The replica of the iconic outfit of the Mana Lord or an equivalent in addition to being comfortable in all environments it gives you a mysterious air and can easily store small items much like a magic bag.



Projectile Pouch [100 CP | Free for Mana Lord]
A small pouch containing infinity of the projectile that you prefer, if you have no preference it is shuriken. But it is not a simple projectile its last ones are enchanted with one of negative status effect can be inflamed, frozen, soporific, stunning, confused or other



Teleportation device [200 CP | Discounted for Mana Lord]
A small machine that can open a portal behind you allowing you to return to a visited location in the same jump

Evil Barrier [200 CP | Discounted for Mana Lord]
A barrier generator small enough to fit in a pocket based on the one surrounding the bosses despite its great power the barrier has a weakness to sacred energy

Lorimar Orbs [400 CP | Discounted for Mana Lord]
A long time ago people sealed an immense amount of mana in these orbs, the latter can be used as a catalyst to amplify the power of spells and reduce their energy cost. Plus the simple fact of having it on you regenerates your mana very quickly.



My Dungeon [400 CP | Discounted for Mana Lord]
You get a copy of one of the dungeons with everything in it, the monsters that live here will work for you, chests will appear over time, and candies can be obtained by mowing your lawn. You can link to your warehouse or leave it like this

Sword of Mana [600 CP | Discounted for Mana Lord]
It is a powerful holy sword that can make evil vulnerable, break barriers, and is blessed with the power to return things to their normal state. The sword recognizes you as its rightful owner, not only will it not obey the hero, but it will also be able to move telekinetically on your orders. Additionally, as long as you believe in this sword, its power increases.



Fusion Device [600 CP | Discounted for Mana Lord]
This object has the ability to merge things like two Benevodons into a Malevodon but it works for everyone, perks? Why not? Items? Certainly. Defeated or consenting creatures? Also even your companions if they want. Things merge keeps their power but obtains a mixture of the two sources. You want to separate them, the sword of Mana can do it for you.

Companions

Companions can purchase more companions.

Companion Import [50-100]
Do you want to bring your friends to this quest? Or can create new friends, this is for you the first three are free, to import the other are:

50 CP/companion, 100 CP/8 companions, each gets 600 CP.

Canon Companion [Free]
You want one of the canon characters as a companion then this option and for you if you manage to convince the latter he will be able to follow you on your adventures and obtain 300 CP as a gift.



Flammie [100 CP]
Your own Flammie! These adorable fluffy dragons are a truly rare species. Normally created by the goddess to protect the world, this one seems to want to protect you and be your mount



Elemental Spirits [50 CP| All Free with Blessing by spirits]:



You can take one elemental spirit per purchase and it does not count as a companion unless you want it to. They can also be used to cast offensive spells from their element, also inflicting a negative status effect on those affected.



• Salamander the Elemental of Fire Support**:**
Flamestrike: Imbues weapons with the power to set foes ablaze.



• Undine, the Elemental of Water Support:
Froststrike: Imbues weapons with the power to freeze foes.



• Jinn, the Elemental of Wind Support:
Lighteningstrike: Imbues weapons with the power to paralyze.



• Luna, the Elemental of Metal Support:
Lunar Radiance: Gradually restores an ally's health.



• Shade, the Elemental of Darkness Support:
Invisibility: Makes an ally invisible to enemies



• Wisp, the Elemental of Light Support:
Healing Light: Restores an ally's health.



• Dryad, the Elemental of Wood Support:
Nature's Aura: Cures an ally's status ailments and gives temporary immunity.



• Gnome, the Elemental of Earth Support:
Stonestrike: Imbues weapons with the power to prevent enemies from attacking

Scenarios

Scenario One [Save the world]

The catastrophe having happened ten years ago threatens to recommence pillars of light seems to be coming from all four corners of the world you must stop the mana surge and save the world

Reward

You have succeeded, the mana surge ends and everything is back to normal and the island disappears into the distance while you are on the boat... The island of Illusia has not really disappeared for everyone, it follows you in your adventures and that's not all, you have saved a world, its present as well as its future the will of everything you have saved formed a powerful gem:

World Savior: gem 1x1 all your abilities increase when it comes to fighting to save the world

If you bought **Mana Seed** and/or **Silver Mermaid** you also gain 600 CP

Scenario Two [Mana surge]

The goddess gave the order to you and your two colleagues the mana lord and the mana scion to ravage the world by filling it with mana of course she does not understand the consequences but you have decided to go through with everything even despite his opposition

Reward

You stand there safely, contemplating your actions: the world is destroyed, ravaged by the immense storm of mana. You are probably telling yourself that you have only done your job and that you would be right like the Lord Mana and the Scion of Mana, you have succeeded in your task. His last ones follow you if you wish with 1000 CP instead of the 300 he would normally have but that's not all this new planet is yours now full of so much Mana that it will now be incredibly prosperous over time

Drawbacks

Self-Insert [+0]
So you want to be one of the Named characters huh, well if you take the appropriate background, race and skills as closely as possible then you are free to go in as any character you would like.

Extended Stay [+100 CP]
Do you like to have adventures here? This is a good thing for each purchase your stay here is extended by 10 years.

Great, more candy… [+100 CP]
You hate sweets, candy and chocolate are the worst of all, they taste like the food you hate the most, the problem is that all the care items in this jump or that you already have have that taste now. The advantage is that after this jump, you can give a delicious sweet taste to all care items for free.

Pinball Projectile [+200 CP]
Jumper you're not human ... or a tentacled horror I'm not judging but a pinball, or so it seems the slightest jostle and you're thrown in all directions!

New gardener [+200 CP]
Fortunately we thought of you and put lots of pretty flowers...The dungeons are filled with more tentacle plants, spikes traps and other delicious plants with hallucinogenic, soporific, toxic, paralyzing pollen... I understand you there aren't enough traps, here are plenty of mimic chests ♪

Weakens [+400 CP]
you have trouble lifting your weapon if it's heavy and your physical condition makes you easier to be negatively affected to put it simply it's like you're a fragile little child or maybe it's your magic that's affected instead making you very weak to magical attacks, your spells are reduced to a very weak state and your mana reserves are practically non-existent. What suits you least is now your state

Elemental spirit [+400 CP]
You are a magical girl anime mascot, you take the form of one of the elemental spirits and you can only use your powers if someone gives you mana, the greater the power has more mana it will cost

Lockdown [+600]
A Jumper? You obviously had a funny dream because you obviously have no power coming from another jump

A Little Mistake [+600 CP]
Eh... Jumper you will laugh but it looks like I made a mistake and reversed all your movements. Go to the right you will go to the left, don't worry it will only last until tomorrow... Ah you slept all day yesterday now you don't see anything. Every day until the end of the Jump, you will experience a very annoying but non-lethal effect.

Decisions

You have three choices …

Go to next Jump
Continue onto the NEXT GREAT ADVENTUUUUURE!!!!!!

Stay
Stay and enjoy your current life.

Go back
Tired of your travels and want to rest back home, well then this is for you, grab this ticket back to your starting point and go see old friends.

Note:

• Two of the objects are in two different origins. It is the **Sword of Mana** which in Children of Mana's script opposes Mana and joins us but is handled by the Hero and the Mana Lord.
Lorimar Orbs who were created by residents of this world but and also what the Mana Lord is looking for by coming to Lorimar to release all the power in orbs for destroy the world