NOBILIS CYOA (Lite Edition)
JUMPCHAIN COMPLIANT
By Bug
Quickstart Version

“Beyond the sky, the world ash stretches from Hell to Heaven, supporting countless worlds besides our own. Between these strange realms, divine powers and the wild fight a war to control and define the whole of Existence, one idea at a time... or to unmake it altogether.

The Nobilis stand in the front lines of this celestial struggle. Once they were mortal. Now they are something more. Each infused with a piece of Creation's power and given mastery over one part of reality. Love, War, Music, Steel, Thunder, Agony or any of Infinity's components: A Noble is its incarnation, master and protector.”
- Nobilis: The Great White Book

Welcome to life at The World Ash. This is the world you’ll live in for the next 10 years, amidst gods and mortals. Take this **1000 CP** and good luck making good use of them.

Disclaimer (aka, my childish rant): This idea has been on my mind since about a month after I discovered jumpchain and, has been shot down when proposed to the thread (totally fair though, it was *way* too big a project to risk taking on it as my first jump). I did put aside the long ass jump-doc I was working on, but I still wanted my jumpers to become Nobles, to see the World Ash, ride an Aaron’s Serpent, fight (and maybe marry) Excrucians and fix Humanity’s Imperial nature, possibly as an end to the chain.
So this jump came to be, inspired by the Omnibus Old WOD Jump in the format. It was designed for my own use. If you’re reading this you are either in my personal drive or someone posted this document without my knowledge. If the latter, I’m sorry for the occurrence and for the rough draft.
I will not rehash character creation or go deeply into the setting’s premise. This is a Lite-Version and assumes you have a lot of previous knowledge. Should the jumper require, I trust Jump-chan will provide them with the appropriate materials to make a solid build.

ORIGINS

This section represents the basic rules you’ll use to build your character sheet. You may pick anywhere from the prosaic earth to start in, as well as your age and gender for free. You must pick one of the following Origins.

Mortal [Free]: You may choose to be imported as any non-Miraculous being such as a regular human, an animal or minor spirit.

- You possess no inherent rating in Aspect, Domain, Realm, Spirit or miracle points.
- Your initial number of character points is: 0.

Anchor [200]: You were once a Mortal, before your soul was bound to a Power's through the Servant's Rite. Anchors share their Noble's fundamental allegiances because of their bond, making you connected to the Noble's Imperator, Chancel, Affiliation and Estate.

- You possess no inherent rating in Aspect, Domain, Realm, Spirit or miracle points.
- Your initial number of character points is: 0.
- Essential Creature: You are not a part of any Estate. Similarly, no aspect of your mind or body is part of any Estate. Thus you cannot be directly warded, created, destroyed, or changed with miracles. The only exception to this is an Anchor's Noble, who can always affect them as well as move their conscience to their body.
- Can be taken for free if the emotion behind the Servant's rite was hate instead of love.
- Unless you take a drawback, it is assumed your Noble has the Light Touch handicap, making them unable to simply take over.

Noble [600]: Congratulations, you've been ennobled! A Noble is someone that has been endowed with an Imperator's Soul Shard, marking them as the Dominus/Domina of an Estate (the thing that you are personally responsible for safeguarding and managing for your Imperator) and an essential part in the Valde Bellum. Your Imperator is fully aware of your nature and has an agreement with Jumpchan which you are not privy to.

- You may possess ratings between 0 and 5 in Aspect, Domain, Realm, and Spirit, and receives a base of 5 Miracle Points in each.
- You may not possess ratings in exclusive Attributes at this moment.
- Your initial number of character points is: 25.
- Essential Creature: You are not a part of any Estate. Similarly, no aspect of your mind or body is part of any Estate. Thus you cannot be directly warded, created, destroyed, or changed with miracles.

Imperator [1000]: You chose to be the boss, the big cheese. You are one of the building bricks of the world, a being composed of pure Spiritus Dei, one of the emanating sources of all there Is… and yet for some reason sneezes confuse you.

- You may possess ratings between 0 and 7 in Aspect, Domain, Realm, and Spirit, and receives a base of 5 Miracle Points in each.
- You may possess ratings between and ratings between 0 and 5 in any exclusive Attribute available to Imperators.
- Imperators can create Chancels and Nobilis through the appropriate rites and perform Imperial Miracles.
- Your initial number of character points is: 45.
- Essential Creature: You are not a part of any Estate. Similarly, no aspect of your mind or body is part of any Estate. Thus you cannot be directly warded, created, destroyed, or changed with miracles.
- You won't start with a Chancel or Nobles of your own.

PERKS

Extra Character points [150]: You gain 1 Character Point.

Galeid [400]: You are so inspired that the world is embarrassed of letting you fail. The odds will always favor you, even against impossible odds.

Superior Skill [100, First Free Mortal, Discount Mortal and Anchor]: You are preternaturally adept at one mundane skill.

Mundane Magics [200, Discount Mortal and Anchor]: You are an adept of a particular system of magic of your choice… extrapolative technology, arcane magic, faery magic, you are free to design your own system, but it will still be mundane and carry less dharma than even the weakest of miracles.

Nobiliser [400, Discount Mortal and Anchor]: A Mortal's mind was not made to stand up to the miraculous, and many Nobles have gone crazy by getting too close to the Lands Beyond Creation… there are those whom are made of sterner stuff, people destined to witness events and record the ins and outs of Noble society. You are immune to the Dementia Animus, as well as any form of insanity or having your mind broken; you are a social savvy and a delight at parties; you possess a very good knack for writing, with a specialty in the use of semiology.

Inheritor [600, Discount Mortal and Anchor]: Maybe you are the Erus of a Chancel, maybe you're a nature spirit of considerable power over an Estate, or maybe you are a descendant of an Imperator or sewed a Noble's wings on your back… no matter the reason, you gain two rankings into a single Attribute as well as a base of 3 MP in it as an inherent part of your being. Purchasing this perk automatically gives you the same protections of Essential Creature, should you not have it already.

Twisted [200-400, Discount Noble]: Others see you as a mystery, making hard to predict any of your plans and strategies. You become invisible to the Sight and other forms of scrying and cannot be forced to speak the truth by any means. For an extra 200 CP, you become impossible to describe with any amount of accuracy (though you can toggle this aspect).

Bright Warding [600, Discount Noble]: Your presence causes agony to Excrucians and their minions, and disrupts their magics. In future jumps this will extend to any being working against Creation.

Integrity [400-600, Discount Imperator]: You can never be forced to betray your ideals and are able to recognize Excrucians and servants of Hell on sight. Additionally, you and your allies will be resistant to corruption. For an extra 200 CP, you also become aware of lies and deceptions from others.

COMPANIONS & ITEMS

An Anchor's Noble [Anchor Only]: the Noble-Anchor bond is deep, whether born out of love or hate. At the end of the jump, you may choose to bring your Noble along for the ride. You can import a companion in this position, who gains the Noble template.

Familia Caelestis [Noble Only, First Free, 50-300]: Each Noble under the same Ymera represents one of the Imperator's Estates, forming a group commonly known as Familia Caelestis, or a family of Nobles. You may create or import a single companion as a Noble from such group for 50 CP/each, or 300 CP for eight.

Design [100, Free Nobles]: Your choice of personal flowers that is completely you, which you can always create/summon at will. Anyone with one of those flowers can pray to you and you will receive their message.

Mysterious Cult [100-200]: A large and wealthy organization of mortals who serve you (knowingly or not) on Earth, thus providing a network they can call upon as needed. For an extra 100 CP, the cultists also have some supernatural abilities, small magics that can aid a Noble.

Cammorra Agent [400]: A cross between the secret masters of the world from conspiracy fiction with the Mafia, this agency is completely exempt from adherence to the Code Fidelitatis, and as such many Nobles look into their services. By purchasing this you have an in with them. No matter the world you are in, you'll always be able to reach your Cammorran agent and bargain for whatever it is you want.

Allia [600]: Miraculous artifacts ('Allia') are generally formed within the Chancel at its creation through the glory of the Imperator or through the deaths that created the Chancel. By invoking it by name, you can be granted a single wish – though in naming them, they are destroyed utterly. You receive a single such item at the beginning of each jump. You cannot wish for anything that would affect the chain itself (no infinite one-ups or other meta-wishes, no acquiring things that absolutely require spending CP, etc.).

DRAWBACKS

Homebrew [0]: Did you play any Nobilis campaign back before you started jumping? Or maybe you just lurked and read one of the many game threads online? I can drop you directly into the world of one such chronicle. If you pay for the appropriate Origin, you can choose to be imported as a specific character of your choice, with the exception of the Council of Four or the (current, previous or future) Imperator of The Age (no becoming Attaris Ebrôt Appêkā).

The Essentials [0]: This jump was constructed with Nobilis, second edition, in mind. Taking this means you're going straight to the 3rd installment, where Realm and Spirit are replaced by Treasure and Persona and Imperators only get 15 character points to build their character sheets, and where Hell and the Dark are nowhere nearly as abominable. This does lower the Imperator Origin's cost to 600 CP though, as well as gives you access to great new miracles like enchantment.

Untalented [+100]: There is a mundane skill which you suck at. No use sugarcoating it, even with miraculous energy on your side, you are utterly and completely useless at it.

Bright Warning [+100]: Excrucians can automatically sense your proximity within about half a mile.

Straightforward [+100]: For the duration of your stay here you'll be too solidly rooted in this reality, meaning you are utterly predictable and a bore at parties.

Corrupted Cultists [+200]: There is a cult of magicians and scholars that has decided to target you. Once they served an Imperator, but now only a dark shadow of their original purpose remains and its members can twist miracles and evade detection, basically making them an enormous thorn in the Powers' sides. They might be a different branch of your own Mystery Cult (if you purchased such an option) or the followers of a different Ymera.

Troubled Love [+200]: Congratulations! You've either found the one, or will find them at the beginning of this jump. If only you could protect them from this world's brand of craziness…

Degenerate [+200]: Are you even better than an Excrucian? Something about your moral compass is off and you are very susceptible to corruption.

Unshining [+300]: You are a coward. More than that, Excrucians cow and terrify you completely.

Corrupting Influence [+300]: There is someone out there, a being from outside Reality, who wishes to destroy it. These people are officially Not Your Friends. They should have better things to do, missions to accomplish, but for some reason now they have a much bigger obsession: You.

Locust Court [+300]: Few things scare a Noble more than being under the scrutiny of Lord Entropy and the Council of Four. Many spend considerable effort to try and avoid it at all costs, but you somehow managed to get caught red handed. You begin your jump at an inquisitorial chancel, waiting for your trial to begin.

Interesting Times [0 – Mandatory to Anchors; +400 For Others]: It is a well-known fact that Anchors attract the attention of Fate, and are often subject to ever increasing numbers of

strange occurrences. Expect to be involved in many major occurrences in Noble Society and hope you have what it takes to handle them.

Failing [+400]: You are slowly fading away. You don't have any powers and perks from previous jumps and what you purchased here will drained away over time… in time, unless you keep using the Nettle rite, you'll end up fading completely and losing your chain.

Shield Wall [+600 – Imperator only]: You are one of those Imperators living mostly in the Spirit World fighting against the horde of Excrucians and keeping us from an all-out invasion. Good luck and thank you for your service.

THE COMING OF THE NEW AGE [ENDGAME PROJECT]

The war to end all wars, the ultimate war, the Valde Bellum, the High War between the Nobilis and the Excrucians for the sake of all creation. This Jump no longer has a set duration. You will stay here until the Valde Bellum is definitely won or lost. To win it means to end the Third Age, moving history closer to its final conclusion. To lose means to doom our world and bring an end to all of Creation as we know and understand it. During this, you will have the opportunity to ignite your spark and become a fully fledged Planeswalker.

FUTURE

Go Home

Stay Here

Move On

NOTES

On Companioning Anchors and Nobles [for Noble/Imperator]: A Noble (or Imperator) may have as many anchors as they have ratings in the attribute Spirit, plus one. Said anchors gain the Anchor template and can be taken as companions. An Imperator can create as many Nobles as they possess Estates in, which must be taken as companions, but in order to do so, first they must create a Chancel, following the appropriate rites.

On EnChanceling [for Imperators]: To create a Chancel is to enact a very significant ritual. It is to rewrite the world as you know it, to separate a piece of it and make it your own. It usually requires 100 days and 100 deaths. Your Chancel follows you as a pocket dimension from jump to jump.

Character Points VS CP: Any purchases made with character points work as a Perk or an Item, as befitting, for all intents and purposes and integrate how you normally integrate perks.

Cessation of Anchor-hood [for Anchors, after the jump]: Upon leaving this jump, an Anchor's bond can be maintained or ceased according to the Jumper's desire. Your character template will be upgraded to an Inheritor's, meaning you won't depend on a Noble to maintain their Essential Creature condition and won't suffer any drawbacks to stop being an Anchor.

Once you leave Creation: Assuming you chose to move on, this world will be frozen in a single moment of time, at the exact instant you leave the jump, until such time as your chain ends or you spend a Return to come back. This means Creation won't suffer with the absence of a Noble or Imperator moving away from Reality, at least until you spark out.

Carrying your Estate to another world: A visiting True God will bring their entire Estate with them, causing (for the duration of their visit) their destination to finally understand the beauty of the color hyper-green or maybe roommates to find out they now have a child thanks to The Triad (things reproducing due to time and proximity, an Estate from Dionyl). Likewise, an Imperator Jumper (or Noble, to a lesser extent) will also carry their Estate to future jumps, even if they never existed in such worlds before their arrival.

Endgame Scenario: There are many ways to go about it, and I'm not gonna be a party pooper trying to decide for you. Maybe planeswalker spark is something that comes naturally with the 4th age? Maybe you will help unmake reality and in doing so, the non-place in the Lands Beyond Creation will cause your inner spark to ignite? Maybe it'll be just another step in the war before the final showdown? Maybe it'll come as you fix the imperial nature of mankind? The choices are endless.

Development Notes:

- The idea of Nobiliser is better than the results… maybe splitting? A perk about talent for purple prose and semiology, a second about sanity and a third for social butterflying?