Welcome to the world of New Eridu! A world where ethereal energy creates monsters that can easily tear the average human apart, and hollows can appear at a moment's notice and wipe entire cities off the map! I know it sounds scary on the outside, but make no mistake, New Eridu is a place brimming with fiery-hearted and bright-eyed people who fight for those who cannot fight themselves. Using elemental abilities to explore these monster-infested Hollows, find their fortunes, and pave the way to regaining the territory lost to the haunting Hollows. Whether you are here to take over, help those who search for a solution to the hollows, or just make money is up to you! Regardless of what you do, welcome brave jumper, to NEW ERIDU!

Take these points to create your life in this new world. Your budget; 1000cp! Any 100cp perk, item, or companion that is discounted is free. Perks and items of the matching background are discounted by 50 percent.



Background

Your background is your starting line. It will dictate your history in this world. The drop-in option is for those who would rather be unknown to this world.

Drop-In

You appear in your starting location with no previous history here. While you don't have any conflicting memories or enemies plotting against you, you also have no allies or footing to help you get started.

Proxy

You are one of the few people skilled in traversing hollows. While being a proxy is illegal in most places you have always had an interest in Hollows from a young age. Despite the danger, you used your youth to study and have become a budding proxy ready to navigate an otherwise inescapable environment.

Public Sec Officer

You always admired Pub Sec and from a young age strived to become an officer. After recently passing the exams you are now a bright-eyed recruit in Public Security. Ready to take a stand against any who would threaten the innocent.

Faction Member

Somehow you were roped into joining a small group of like-minded individuals who are looking to make it big the old-fashioned way. You are a member of a small team who mostly does odd jobs in hopes of making it rich and becoming a famous team.

Criminal

You were not given a fair shake in life. From an early age, you learned that life is not fair and then you die. After losing so many people close to you, you decided to pave your own path in life. Turning to a life of crime you will live life as you please and nobody will tell you otherwise.

Infected

Ether corruption happens to those unlucky enough to find themselves within a Hollow for too long. And unfortunately, you have found yourself abandoned within a Hollow for longer than your body can handle. You have now been turned into an ethereal with all of the perks and (mostly) banes that come with it. Regardless of your starting location, you will start your stay here within a Hollow, whether it is an existing one or a new Hollow that appeared right on top of you.

Race

You can freely choose your gender and age, within reasonable limits for your race.

Human - 0cp

Your standard human option. Humans make up the majority of the population in New Eridu.

Thiren - 100cp

Thirens are a race of humanoid creatures with anthropomorphic qualities. This can range from being primarily human in appearance with subtle traits such as ears or a tail, to being primarily anthropomorphic in figure being covered in fur/scales and/or having different bone structures. You are free to choose your animal traits and how heavily these traits affect your appearance. Regardless of how prominent your animalistic features are, you possess physical traits that are vastly superior to a human's. These traits can differ depending on the animal (with a rat or cat being faster and more agile while a horse or a bear might have better stamina or greater strength).

Android - 300cp

You were constructed by someone with a brilliant mind and a caring heart. Despite being human in appearance, you are now a machine built to replicate human life. Your physical attributes vastly outstrip even a thiren in all categories. You do not require air,

food, or water. However, you do require charging regularly and electronic attacks such as EMPs can stun you momentarily. You also possess the ability to interact with and potentially hack nearby electronic devices.

Etheral (Free and mandatory for Infected)
You will find that your new body has unfortunately been corrupted by ether. This has caused your body to mutate into a monstrous form of your choosing. The only limitations are that you must be around the same height as an average human and you cannot gain any extra limbs or appendages. You will find yourself quite a bit stronger, more durable, and faster than any average human, but ultimately still being nothing but fodder for those talented few who exist within this world.

Starting Location

You can choose your location freely or gain 100cp and have your location chosen for you randomly.

Sixth Street

Lumina Square

Scott Outpost

Outer Ring

Hollow Zero



Perks

Drop-In

Just a Friendly Person 100cp
You are just so easy to get along with. Most people will naturally find you to be friendly and will find themselves more willing to trust you. This doesn't work on everyone and this does not mean that you will instantly become friends with anyone, just that people tend to find you more approachable and friendly

Bangboo Creator 200cp
You now have all of the knowledge and skills needed to create and repair bangboo. Your skills would easily allow you to open your own shop making custom-tailored bangboo

Business Master 400cp
Your skills in running a business are in the top 1%. You can easily turn a small business that sells records into a multi-million dollar company. No matter the product you can have customers flock to your business.

Genius Engineer 600cp
The world of ZZZ is filled with amazing technology. From piloted mechs to realistic androids to the small and friendly bangboo. You are now someone who others look to for the next big thing in technology. You can easily recreate most pieces of technology

found in the world with nothing but a short inspection. Even creating highly advanced AI or lifelike androids is something that is within the realm of possibility given a year or two of study. You will have the talent and skill to lead the world into a new age of technology!

Proxy

Bangboo Befriender 100cp
Have an easy time befriending and speaking to bangboos. Even bangboo belonging to others would have no problem speaking with and trusting you without input from their owners.

Hollow Navigator 200cp
You are adept at navigating Hollows. You have years of experience in navigating Hollows so you are confident in doing so and skilled in leading others safely and efficiently through hollows. In future jumps, this will apply to any locations you may find yourself in that area similarly ever-changing like the Hollows of this world.

Unknown 400cp
Amazing at hiding your identity. You could outright admit to being a wanted criminal to the headof police and as long as you don't want to be found out they would never believe you. Great at lying to others and if you admit to your lies, a well-placed heartfelt apology and gift will have them forgive you in no time.

Doctorate in Hollows 600cp
Able to effortlessly make complex calculations quickly. Find patterns in anything and use any information available to navigate ever-changing environments, solve puzzles, and predict actions/behaviors or others.

Public Security Officer

Boot camp training 100cp
You are adept at the fundamentals of being an officer. You have around 5 years of training in hand-to-hand combat, marksmanship, physical conditioning, and knowledge of the law. You have all the skills necessary to be a competent law enforcer.

Model Officer 200cp
You are what all officers should strive to be. You are head and shoulders above most officers in terms of knowledge of the law and physical ability. You are equal to the likes of Zhu Yuan and Qingyi in terms of raw talent and ability

Incorruptible 400cp
In a world where secret organizations and corruption run rampant, you stand as an incorruptible pillar. No matter what you will hold to your ideals and do what you think is best. No slick words or tempting promises will sway you. You are also immune to the altering effects of mind control, hypnosis, mental suggestion, etc.

Beacon of Justice 600cp
You are a true officer of Justice. Your very presence inspires those who witness you fighting. In a world filled with dread you single-handedly bring hope to others. Your very existence fills the hearts of criminals with fear and pushes your other officers to be better. Any corruption within any organization you are a part of will be snuffed out over time without you so much as having to lift a finger. If you were to actively hunt down those corrupted individuals there is nothing they could do to escape you.

Faction Member

Contacts 100cp
You have a small network of contacts and relationships that will bring you off jobs and tasks you can complete for money. Whether it's something big like fighting off a local

gang or something as small as saving a turtle from a tree. These jobs will always pay enough for you and anyone in your group to live comfortably.

Tactical teamwork 200cp
Working with a group of people is not always about how close you are. Your effectiveness as a team hinges on how well you can work and fight together. With this perk, you and anyone you are working with will always work together well. Whether it is in the heat of battle or planning a heist. You and your team will never have miscommunication or unintended mishaps. Your teamwork and effectiveness will only grow the closer you get to your teammates and friends.

Skill magnet 400cp
You attract greatness, literally! You will now often find yourself encountering people of immense talent and/or ability. These meetings always put you in a favorable position with those you meet. This does not guarantee that they will end up following you but it does put you in a very good position to make many powerful and skilled allies.

Bonded boost 600cp
A team is only as strong as its weakest link. Well now any team you are a part of has no weak link. Anyone you ally with will find their strength growing to match your own. Their strength will never actually equal your own but it will be comparable. And you never need to worry about betrayal with this perk as anyone who finds themselves attempting betrayal or in your bad graces will immediately lose any power gained through this perk.

Criminal

Criminal skills 100cp

You wouldn't be much of a criminal without these skills. You are adept at the basic skills required for all aspiring criminals; pickpocketing, lock picking, intimidation, street fighting, marksmanship with small firearms, and similar skills.

Networking Guru 200cp
You have a small network of spies, informants, and arms dealers in your pocket. You are also adept at making lasting connections with those others may find less than respectable. This includes; arms dealers, spies, informants, corrupt officers, and even a corrupt politician or two. You are also proficient when it comes to find and connecting with others with skills valuable to a prospective criminal mastermind.

Model Leader 400cp
Easily able to inspire those who work under you to inspire absolute loyalty. Those who work for you would rather die than betray you and your cause. You can also easily convert any spies or traitors to your cause.

Brick Build 600cp
You are one tough S.O.B. You hit harder and are much harder to put down. You can easily survive wounds that would kill a normal person with nothing but some rest. Your strength is around double what would be normal for your race and your durability is increased by a similar amount. Your natural healing factor allows you to recover from life-threatening wounds with just a few days of rest.

Infected

Anti-ether mind
100cp
You will always be you no matter what happens to your body. You retain your mind and personality despite your body changing into an ethereal. This perk extends to all body-changing infections (such as changes in the same vein as becoming a zombie).

Ether Elite 200cp

You are a cut above the standard Ethereals. You are stronger, faster, and more durable than the average ethereal, being around Twice as strong and durable. You are in line with any of the other elite Ethereals, even being able to harness ether energy for various ranged attacks or physical enhancements. You also have a natural weapon of your choosing. It can range from bone claws, a bladed tail, spiked wings, etc.

Stage 2 400cp

The strongest Ethereals all have one thing in common. Just when you think they are down for the count, they unleash their secret weapon. A weapon that you now inherit. When you are thoroughly defeated, you can trigger an evolution that doubles your power. Your body undergoes various mutations of your choosing that can range from growing extra limbs, growing in height, gaining armor, etc. This form will last until you are killed or until you defeat your current foes.

Hollow Monarch 600cp

You are a monarch of the hollows 2nd only to Nineveh. You can command weaker ethereals to do your bidding and can unleash a cry to call any nearby ethereals to your location. You can also "unleash" ethereals. This will cause a small transformation where they take on traits similar to your own and gain a significant boost in power. Due to this influx of ether energy, this also causes any ethereals affected to become enraged and feral. They will lash out and attack any nearby creatures, and you will find that you will be unable to control them with this ability. This perk also allows you to exist outside of a hollow. Being outside a hollow will affect you in a similar way to ether corruption, essentially causing you to grow weaker and start to wither away the longer you remain outside of a hollow.

Elemental Affinity

Element (free)

You are granted an affinity for one of the five primary elements of this world (those being fire, electric, ice, ether, and physical). You have enough training in your chosen element to have a basic moveset utilizing your element. You are also granted a basic weapon and training with said weapon. This weapon can range from a classic sword to a briefcase that houses a cannon to a pair of flamethrower tonfas. Be as creative as you like (within reason)! For those who have chosen the infected background, your elemental abilities can be integrated into your body or any natural weapons you possess.

Ether Resistance (0/300cp)
What is the use of elemental powers if you get turned into an Ethereal as soon as you step into a Hollow? No longer! With this perk you now possess an extremely high level of resistance to ether corruption. You can spend around 3 days within a Hollow before you start to feel any negative effects. Should you have chosen the Infected background this perk will allow you to remain outside of a Hollow for the same amount of time before you start to feel the effects and need to return. For 300cp you can upgrade this to total ether immunity, allowing you to stay within a Hollow as long as you see fit. If you chose the Infected background, this allows you to live a indefinitely outside of a Hollow. Happy hunting!

Elemental combat 100cp
You are now a master of your chosen weapon. You have enough skill to beat three of your peers at once with your chosen weapon. You can also use your element as if it was an extension of yourself. Never accidentally causing harm to yourself or others while using it.

Elemental buildup 200cp
Your elemental attacks cause an elemental buildup of your chosen element. The more attacks you land in a short time, the more build-up the enemy will acquire. Once “full” the target explodes in an elemental blast of your chosen element. Suffering multiple

blasts of different elements within quick succession causes a mixed-element blast that deals double the damage for both elements.

Elemental Withering 400cp
The more you hit someone with your element the less resistant they become to that element. With enough exposure, someone who was normally immune to your element would find themselves taking double or triple damage from it. This withering effect lasts for 10 minutes and refreshes after every attack using your element.

Elemental fusion 600cp
After years of training your element has evolved. Your element now can take on the properties of another. Choose another element to become your "sub-element". This will combine the two to create a new effect for your element. Create flames that hit like physical attacks, ether that is as fast as lightning and paralyzes enemies, or even ice that continues to spread like flames. Fanwank responsibly. This does not give you access to another element but simply modifies your chosen element to have an additional property.

Elemental Duality 800cp
You have accomplished something that no one to date has, you have crossed the boundary and have obtained access to a second element. You may choose another of the five elements to gain control of. You may freely swap between both elements at will and with practice will be able to utilize both elements at will. Any perks you have purchased within this section also apply to your second element.

Items

You get an extra 300cp to spend on this section.

You Very Own Bangboo 100cp

This small and adorable mechanical assistant is irreplaceable for any aspiring hollow explorer. Your bangboo can help you navigate even the most dangerous hollows. It will also come equipped with a weapon of your choosing that will deal the same damage as your elemental affinity. You are also able to freely design your bangboo's style and aesthetic.

Coffee Chef 100cp
This coffee maker is able to create gourmet cups of coffee in mere minutes. These cups of coffee will always taste amazing despite your normal preference towards coffee. It is also guaranteed to leave you feeling awake and energized.

Vehicle 200cp
This trusty rig will see you through from point A to point B without fail. This is a land vehicle of your choosing, however, it must be a commercial vehicle (no tanks or land boats!). It does not require fuel and can safety travel through Hollows without being affected by ether corruption.

Anti-Ether Fashion 200cp
This fashionable set of clothing was custom-tailored to your preferences. While it may only appear to be an amazingly fashionable set of clothing, it is secretly a state-of-the-art scientific achievement. This set of clothing was designed to help the average person survive inside a hollow. While wearing this set, your ability to withstand ether corruption is multiplied by five. While it may not offer a high level of protection in combat, it will be an invaluable tool when combating corruption.

High Tech Mech 400 cp
This giant mech was abandoned inside a Hollow by an unknown criminal organization after they were busted by a (not so) well-known undercover agent. It stands around 14 feet tall and comes equipped with state-of-the-art weaponry varying from vibrating blades, energy cannons, mounted machine guns, and a slew of other armaments. It

responds to your voice and can understand simple commands. It cannot think for itself and will have trouble following complex orders, but in terms of raw power, not many other mechs will be able to compare. It is also highly resistant to ether corruption.

VR Training Facility 400cp
This state-of-the-art training facility will allow you to train in a safe environment. It can transport your mind into the virtual world where you can play out any scenario you could want from combat scenarios to reliving your high school days. No matter the danger you will never suffer any physical or mental damage you may take while within the simulation. This machine can hold up to four people at a time and is highly resistant to attempts to hack it from the outside.

Mecha-Guard 600cp
This beautiful machine is a top-of-the-line guardian for all those that dream of venturing into even the most dangerous of hollows. Its design is entirely up to you, but it will always stand around 7 feet tall, humanoid in shape, and be very obviously mechanical. It comes equipped with energy shields, cloaking technology, energy blades and rifles, life support systems, and jet thrusters. It is easily able to follow your most complex commands but lacks a personality and mind of its own. It is easily able to be equipped with any potential AI you may find yourself in need of a home for.

AI Guardian 600cp
This AI is anyone's dream. Its personality is completely up to you, but it will always be entirely loyal to you. This powerhouse is capable of a wide range of technical talents including but not limited to; hacking, hollow navigation, high-speed research, accounting, business management, therapy, and much more. Pretty much anything Fairy is capable of, your AI can perform similar fears.

Companions

Import (100/200cp)
Pay 100CP to import or create up to two companions for each 100CP you spend. They gain an origin, 600CP to spend and all the associated discounts and free stuff you would get. Alternatively, you can import or create up to two companions for 200CP each.They will receive 1000CP just as you did. They can take drawbacks and items but cannot take other companions or bonds.

Canon Companion (100cp)
You may convince one existing person from the setting to join you on your travels for each time you purchase this option. They will not be guaranteed to accept but with the purchase of this, your initial meeting will paint you in a favorable light.

Proxy Partner 200cp (Discount Proxy)
This young boy is secretly a master proxy. While not as (in)famous as Phaethon his skills are well above the average proxy. While on the outside this boy has the body of a middle schooler he is secretly an android created by an unknown scientist. He has the android race but lacks the physical enhancements listed above. To accommodate his lack of physical ability this boy is a genius when it comes to Hollows. He stands around 4′3″ tall. His usual dark hoodie hides his average-length back hair and purple eyes. This video game-loving boy has decided to help you on your journey. He has 600cp to spend in the Proxy background.

Apprentice Officer 200cp (Discount Pub Sec Officer)
This little fiery lass is a new recruit at Pub sec. You two met on her first assignment where you helped her take down a group of criminals who had gotten the upper hand on her. She is relatively short with blonde hair she draws back into a spiky ponytail. Vibrant green eyes that complement her freckled face. But don't let her looks fool you. She is a loud-mouthed and aggressive individual who believes that true justice can be achieved by those who are strong enough to enforce it. However, this aggressive attitude hides her deep fear of being weak which stems from a violent childhood. She has

become attached to you although she will never admit it, believing that you are someone she needs to protect and refuses to believe otherwise. She has 600 cp to spend in the Pub Sec background.

Right Hand 200cp (Discount Criminal)
This young man grew up in an unstable home which was only made worse when his old home was swallowed by a hollow. His harsh upbringing has turned him into a bit of a delinquent who, despite his more reserved nature, lives by the motto "punch first and ask questions later". You saved him from getting arrested by Pub Sec and offered for him to join you on your journey. Since then he has become fiercely loyal to you and will not hesitate to "handle" anyone who tries to interfere with your plans. He stands around 5'10" with dark red hair. He has a rather muscular build and various scars across his body from the constant fights. He has 600cp to spend on the Criminal background.

Assistant 200cp (Discount Faction Member)
This woman appeared on your doorstep one day asking for a job as an assistant. She is highly skilled in nearly all domestic fields. She is a master chef, mechanic, plumber, accountant, engineer, and maid to name a few things. She is an older woman in her 40s who stands at an astonishing 6'5". Her long raven hair frames her beautiful (yet often expressionless) face. She seems to be able to assist you in nearly any task and should you own a business, she will have no problem running the business. Despite your repeated attempts, she refuses any kind of raise and always says that serving you is more than payment enough. She has 600cp to spend in the Faction Leader background.

Corrupted Pal 200cp (Discount Infected)
This Ethereal was once a young pup whose owner had abandoned them inside a hollow. They were quickly overwhelmed by the ether radiation and turned into a large animalistic ethereal. You met this creature by chance while inside a hollow and after a brief scuffle you were ready to slay the creature when something made you pause and ultimately you decided to spare it. This act of kindness overwrote the hostility normally

found within Ethereals and the creature bonded with you. What animal the creature takes after is up to you, it also gains 600cp to spend in the Infected background.

Bonds

"What are we without the bonds of those close to our hearts?" Bonds are optional and may only be taken if you meet the appropriate requirements. The characters listed below may still be taken as companions via the "Canon Companion" option. Taking a bond simply guarantees the character will accept your offer and provides you with a unique history and relationship with them. You may take as many bonds as you qualify for.

Phaethon (Requirements: Proxy background + unknown + Doctorate in Hollows)
You have just upgraded the Phaethon duo to the Phatheon trio! You are now a sibling to both Wise and Belle. Whether by blood or bonds, You grew up in an orphanage alongside the siblings and have become inseparable since you were kids. They would do anything for you as you would for them. When the Hollow expanded you made sure that they were able to make it out safe. You live with them and help them run their video store while also moonlighting as a legendary proxy and an original member of Phaethon!



Zhu Yuan (Requirements: Pub Sec Officer background + Beacon of Justice + Background)

You and Zhu Yuan have been thick as thieves ever since childhood. You two always dreamed of becoming officers together and even entered the academy at the same time. You both quickly climbed the ranks together. People see you both as shining examples of what it means to be an officer. Secretly, you are Zhu Yuan's entire reason for wanting to be an officer. Your bravery, determination, and relationship inspired her to follow in your footsteps. She may have a (tiny) crush on you which may (or may not!) have made her want to be close to you at all times. Your bond truly is unbreakable and should you make the first move, can blossom into a love that will shine bright no matter than darkness that you two will face.



Burnice (Requirements: Faction Member background + Elemental affinity (fire) + Skill Magnet)

You met Burnice when she was still just a child. Even as a youngster, her friendliness and carefree attitude warmed your otherwise dark and gloomy soul. She became

someone you could rely on to cheer you up no matter how dark things seemed. And in turn, you became someone she could rely on to make sure she didn't get into too much trouble and someone who could bail her out when she was in over her head. You two would do just about anything for each other. When she joined the Sons of Calydon, you two began to see each other less due to either conflicting schedules or distance. However, your bond never wavered and one push from you could cause your relationship to quickly spiral into one of joyful love that can have you both face the horrors this world can offer with bright smiles on your faces.



Jane Doe (Requirements: Criminal background + Elemental affinity (Physical) + Brick Build)

Jane Doe was originally sent in to infiltrate a criminal organization as an undercover agent. On her first day she actually joined the group and was sworn in on the same day as you. You two met early on and became fast “friends”. As time went on you both climbed the ranks together and you quickly found your loyalty falling more and more with Jane. One night when explaining your reasons for joining the organization Jane found herself doing something she has never done, trusting someone else. She told you all about her mission and coincidentally, you decided to help her. Together you two dismantled the gang from the inside, but even after completing her mission you two

stayed in touch. You decided to start your own organization, one that would work outside the laws to do what Pub Sec cannot. If you find yourself sticking to those beliefs you will find your relationship with Jane growing. You becoming someone Jane can truly be herself around, she will become someone you can face the underbelly of the world with. Jane and Jumper will become names that the underworld fears and Pub Sec respects. The Jumper and the Rat.



Miyabi (Infected Background + The common enemy drawback + Anti-ether mind)
Miyabi was there when you lost yourself. You were part of a research team sent into Hollow Zero, an accident occurred that left you trapped alone. Miyabi and Section 6 were sent in to rescue survivors, however by the time she found you it was too late. She stayed with you while you lost yourself. But something miraculous happened. After turning into an ethereal you retained your mind. Somehow someway you were able to convince her to spare your life. She brought you back to Section 6 for safety. There you made fast friends with the rest of the team. Miyabi understands what it can feel like to fight against yourself. She swore to protect you and help you navigate your new form and power. Helping her protect the innocent and find a way to take down dangerous Ethereals can lead to your bond strengthening and evolving into a deep and mutual respect and bond. And a bond that Ethereals will come to fear.



Drawbacks

There is no limit on the amount of cp you may gain from drawbacks.

Lost limb (100cp per)

A tragic accident has cost you one of your arms or legs. You may take this draw back up to four times, losing an additional limb with each purchase. Any "replacement" limbs created from any source will find their effectiveness decreased by 50 percent.

Lost sense (100cp each)

A tragic accident has cost you one of your five senses (smell, touch, taste, sight, hearing. You may take this draw back up to five times, losing an additional sende with each purchase. Any "replacement" senses you created or posses from any source will find their effectiveness decreased by 20 percent per purchase.

Unlikable 200cp

You just rub people the wrong way. Most people and animals will keep their distance from you, creating false narratives in their head that will always paint you in a bad light. You can prove these preconceptions wrong but it will take a lot of effort on your part.

This will make it much harder to make friends and convince others to join you as companions.

Low battery 200cp
You will find that you are now always tired and prone to falling asleep at random times. While you won't fall asleep in the middle of a dangerous battle or a stressful environment, you are prone to falling asleep randomly any time you are not in immediate danger. You will also now need more food to function properly. If you are an android or other ace this will apply to any form of substance or energy you require.

Elemental resistance 400cp
Normally Ethereals have a set element that they are weak to. You will now find that all Ethereals including ones found at the lowest level will have resistance to all elements found in the elemental affinity section. Any resistances that stronger Ethereals had will also be improved to flat out immunities.

Warehouse lockout 400cp
You no longer have access to any items or companions that you have purchased/acquired from previous jumps. You are still allowed to purchase the import option to allow your companions to gain perks and items, however, these companions cannot join you until the end of your time here.

Perks and power lockout 600cp
You will be stripped of any perk, power, and ability from your previous jumps. In short, you will be stripped down to your body mod and will only be allowed to use anything you have purchased in this jump.

The common enemy 600cp
Humans and Ethereals are in a constant war that won't end until one side is eradicated. Now, however, they have a common enemy. Ethereals, humans, Thirens, and even

androids will now see you to be public enemy number one. Pub Sec will try to arrest you on sight, businesses will refuse you service, and Ethereals will always prioritize you on sight. This does not apply to any companions you purchase or bonds you take.

Scaling Ethereals 1000cp
Are you sure about this? Is the CP really worth all their lives? If you really want…. The power of all the Ethereals in this world have now been increased to match your own. That means (unless you took the power AND item removal drawbacks) the Ethereals of this setting will grow in power, speed, and durability to become a serious threat to you despite all the perks and powers you have acquired thus far in your chain. Keep in mind that this does not apply to the human/thiren population of this world. Depending on your strength, it is almost guaranteed that the Ethereals will end up wiping out humanity without much of a fight. If you would like to spare the lives of so many, taking the "Common Enemy" will raise the power level of humanity by an equal margin. As an incentive for giving the innocent a fighting chance, I'll throw in an extra 400 CP should you take both drawbacks.

Scenarios

Scenarios award an additional 500cp upon completion each. These points are awarded at the end of the jump along with their respective awards. These scenarios take place in a separate timeline after your 10 years so there is no need to worry about them impacting your initial time here.

Hollow Crusher
Hollows have been a blight on society for too long. Entire buildings and even cities were swallowed up at a moment's notice. Innocent lives and families were ripped apart without a warning. Too many have suffered at the hands of fate. Your goal, should you choose to accept it, is to rid New Eridu of this blight forever.
Win Conditions:

You must accomplish two things during your stay here to claim victory in this scenario. One: you just find a reliable and repeatable way to prevent Hollows from appearing. This must be able to affect an entire city's worth of space. This can be done through technology or magic, however, it must be repeatable by the public. Two: you must find a way to close a Hollow entirely. It has been noted that defeating enough Ethereals can shrink a hollow but one has never done so. You must again find a reliable and repeatable way to accomplish this feat.

Failure Conditions:

You will have only 5 years to complete this scenario. Should you fail you will not gain any of the rewards or cp for attempting this scenario. In addition, this version of the world will be swallowed by one massive hollow. Resigning all life on this plant to come to its end.

Rewards

Should you spare this world from that fate you will be able to take the world you fought so hard to protect with you. This world's version of any character or NPC joining you along your journey for free. You will also get all of New Eridu as an attachment to your warehouse or manifesting someone in all of your future jumps.



The Great Destroyer

New Eridu is a bastion of hope and prosperity in a harsh and unpredictable world. This "bastion of hope" has lasted far too long. But a chance to change this has just appeared. A massive hollow has appeared and enveloped the entirety of New Eridu. Your mission, should you dare to take it, will be to eliminate at least 95% of life within this new hollow. You will be stripped down to only your body mod and any items, perks, and elemental abilities you purchase in this jump. Despite all of their issues, humans and Thirens are very quick to adapt when given the proper reasons. All factions and able bodied individuals will work together to survive this new threat. The Sons of Calydon, Public Security, Section 6, The Cunning Hares, and all other factions including those who previously were on the side of evil will work together to save the city. Any issues they previously caused one another will become a thing of the past.

Win Conditions

New Eridu has earned its reputation as a bastion of hope. They will immediately attempt to find a way to collapse the hollow AND evacuate the city. You must stop this from happening. You must kill 95% of the population.

Failure Conditions

Should more than 5% be successfully evacuated this would count as a failure. It will take some time for them to create a plan and start the evacuation process. Should you be slain or fail to accomplish your goal within 5 years this will count as a scenario failure and you will not receive any of the rewards or cp granted by this scenario.

Rewards

For orchestrating the end of New Eridu you will gain the title of "The Great Destroyer". With this title, you now gain a few powerful abilities. The first of which is the ability to open hollows on command. These hollows can be as large as the hollow that swallowed all of New Eridu. You will also gain a significant boost in all of your abilities (physical, mental, spiritual, etc) while inside a hollow. The second ability is quite the deadly one. You now can induce ether corruption into living creatures even if they are not within a hollow. Significantly strong individuals may resist this for a time, but only those who are on the level of a god could say they are immune to your power. The final and most

haunting ability is your ability to completely control any Ethereal. No matter their strength those deadly creatures that have fallen to ether corruption will bow to your beck and call.



Ending

And once again your journey to this world comes to an end. Did you enjoy yourself? I hope you accomplished what you set out to do. And now, just as always, you are faced with your choice.

Stay Here

Perhaps you've found some reason to tie yourself to this place? Regardless of the reason, your chain ends, and this becomes your new home.

Go Home

End your jump on your own terms. You return home and your chain ends. No shame in quitting while you're ahead.

Move On

You head out to your next jump and your chain continues.