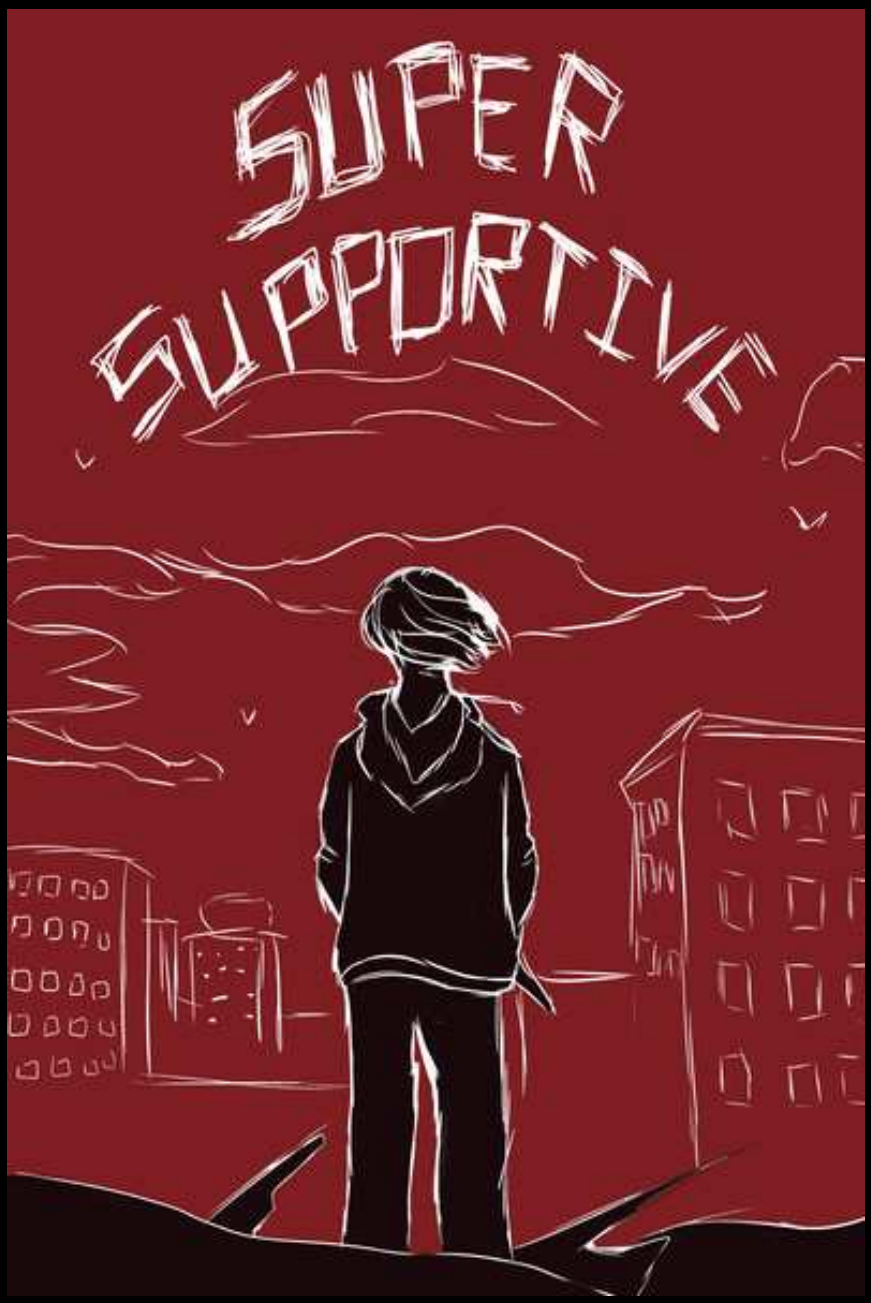
Super Supportive



By u/OrphicSisiron

In the early 1960s, humanity made contact with an alien species known as the Artonan Empire. The Artonans had advanced technology, live-saving medicines, and most importantly, magic. The Artonans agreed to share their technology with Earth, but in exchange, Earth would provide Avowed, people that received supernatural powers in order to aid the Artonans in both their daily lives, and as warriors to fight against the corruptive magical force known as chaos. Seventy years later, the Avowed live predominantly on their island of Anesidora and act as superheroes for different cities on Earth when not summoned by the Artonans. Many children dream of being selected as Avowed, but only very few are actually chosen. You start on Thursday, February 11, 2040, the day Alden Thorn is selected as an Avowed.

Starting Locations: Roll 1d8 or choose for 50 cp

1. Triplanets (Free Artonan):

The three main worlds inhabited by the Artonans. Interestingly, each planet is located in a different solar system, and perhaps even different dimensions. You may start anywhere on the Triplanets, although prepare to face some questions if starting in a restricted or unusual area such as a Rapport.

2. Anesidora (Free Human):

A pair of artificial islands located at Point Nemo, the majority of human Avowed live here, with Avowed of Ranks C or higher legally required to. Anesdora is split into two islands, connected by an 8 kilometer bridge. Northwest of Anesidora is Matadero, a cubic structure where Avowed and Artonans fight demons twice a year.

3. Chicago:

Chicago, Illinois is Alden Thorn's hometown. Highlights include a House of Healing, a fairly robust rapid transit system, and an Artonan Consulate staffed by an extradimensional alien serving a life sentence after reportedly attempting to disembowel a powerful Artonan. Also well known for pizza.

4. Avowed Seclusion Zone

Human Avowed of Ranks D and F are allowed to live outside of Anesidora in special territories. The only named Seclusion Zone is in South Dakota, but there are multiple others around the world, possibly including the Sahara.

5. Sreeeakk (Free Griveck, Other)

The homeworld of the Grivecks, this planet has been a resource world of the Artonans for over a millenia. The gravity is too high for unenhanced humans, and System based calls from Earth to Sreeeakkk are significantly more expensive than to the Triplanets.

Alternatively, you may start on another resource world of the Artonans, such as the homeworlds of the Icorlax, Ewtwee, Lortch, Tmithans, Mleirt

6. Amazon Rainforest

The Amazon Rainforest is much the same as it was before the Artonans made contact. No large-scale deforestation has occurred here, and there are many tropical flora and fauna in the area, including bromeliads and poison dart frogs. Although this area is devoid of people when you arrive, it may be used as an evacuation point for the Avowed and those close to them that the Artonans deem important in case of a global emergency.

7. Moon Thegund

Moon Thegund is a large moon of the gas giant Kimnor. It has two major cities, one of which is mostly abandoned, as well as multiple agricultural communities and research laboratories. The primary focus of many of these labs is chaos and demons, which Moon Thegund has a distressing amount of, although not to the point of breaking down the System attached to the moon. Yet.

8. Free Choice

Choose from one of the above options, or a location on any other inhabited planet known to the Artonans.

Races:

Human - 0

Humanity formed an Interdimensional Warriors Contract with the Artonans in 1963, allowing select humans to become warriors and attendants for the Artonan Empire in exchange for magic, technology, and aid in eradicating diseases, hunger and other global issues.

Artonan - 300

Artonans are physically similar to humans, though shorter and more androgynous. Artonan's skin has purple undertones, and their hair and eyes can also be pink or purple in addition to darker colors such as brown or black. Artonans are capable of splitting their focus in two and can move both their eyes independently from each other. Artonan’s most notable feature however, is that they are one of the only species with an innate sense of their own Authority. By default, you are a member of the Artonan wizarding class.

Griveck - 100

An aggressive species, Grivecks resemble hairless panthers with reversed joints, sharp claws, and extendable serrated tongues stored in the back of their mouths. While quadrupedal, their heads are still at the same height as a human's. They prefer to hunt their own food each night and sleep in burrows they dig out themselves. Due to their combative nature, the Griveck Contract has only two classes, a singular generic warrior that the majority of Grivecks take, and Rabbits, which are only available to the highest ranked Avowed that can use their natural advantages to still be capable of combat. Griveck Rabbits often find ways of using their skills for combat anyways. You may take any class upon purchasing the race, although you must still have an S rank to take Rabbit. Bear in mind that most classes are not designed for quadrupeds that lack opposable thumbs.

Gorgon - 0

The only other species the Artonans have encountered with an innate sense of magic, this species has only one other member in this dimension, possibly the only member still alive. The true name of this species is unknown, but they were socially and technologically primitive. The only known member of the species is 5 feet tall with gray skin, shark-like eyes, and covered in spiny protrusions on his head. Although they have a sense of their own authority, their usage of it is costly, requiring the destruction of authority to produce effects. The species does magic via the consumption of parts of willing participants, which allows them to access the participant's soul and spend their authority. Because of this, a Gorgon cannot consume any part of a creature unless freely given. Take Vegan for +0 Points.

Other - 0

You may also be a member of another species within the Artonan empire that has signed a version of the Interdimensional Warriors Contract. Options include the Icorlax, a pacifistic race resembling parrots, the Ewtwee, a race resembling foxes with prehensile tails, the Mleirt, a mole-like race with a population of just under twenty thousand, and various other races such as the more humanoid Tmithans, Lortch and Fetuna, or even an unnamed species that look like amorphous blobs.

Perks:

Unusual Ability (Free Gorgon) - 100

You possess a minor magical ability, such as Alden Thorn's Gremlin or Hazel Velra's ability to sense wordchains. This ability is extremely limited in power, but can be useful even in combat if applied creatively. For +100 CP, you gain the ability to pass this ability on, either through a ritual or heredity. This perk can be purchased multiple times.

Wordchain Expertise (Free Chainer) - 200

Wordchains are the only type of magic not requiring authority to produce, meaning even non-Avowed without an authority sense can cast them. They operate on a principle of equivalent exchange, with each wordchain having a good half and a bad half. Casting one of the halves incurs a debt, with the other half of the wordchain needing to be cast as well. Wordchains require both vocal and somatic components to cast, and are hard for species that lack fingers or a proper vocal range to perform. The major species capable of casting most wordchains are Artonans, Humans, Lortch, Fetuna, and Tmithans.

You have the vocal and fine motor skill required to cast complex wordchains to the limits of your species. You start with knowledge of multiple basic wordchains that increase your mental or physical capabilities.

Avowed (Free Human, Griveck, Other) - 400

You have had your authority bound by the System, granting you structured abilities in exchange for certain obligations to the Artonans. Bound authority is more robust than free authority, granting it more chaos resistance and a separate rate of growth based on how much

the bound authority is exercised. Bound authority is structured into classes that govern the Avowed's powers and specializations. Classes can be traded for a 90 day selection period before affixation, and are given out based on the Artonans' needs, however you can select whichever one you like. There are three main methods of binding authority.

The first method is Foundational Enhancements, which directly enhance an Avowed's physical and mental capabilities. There are 8 main abilities with numerous sub-statistics. Sympathy for Magic governs magical sensitivity and can draw an Avowed's attention to objects that are not obviously magical in nature. Appeal governs physical attractiveness, empathy, and optionally can make an Avowed's personality more attractive. Dexterity increases fine motor control and can be focused on specific body parts. Stamina increases durability, endurance, and resistance to hostile physical alterations. Processing increases instinct, visual perception, and mental capacity to an extent, but doesn't tend to turn people into super geniuses. Agility increases balance, proprioception, and reflexes. Speed increases the physical speed of the body, and like Dexterity can be focused into body parts. Finally, Strength increases the physical strength of the Avowed. Each full foundation point improves the statistic by 10% of the species average, and can be split into partial points up to quarters.

The second method of binding authority is into spell impressions, which replicate the effects of an Artonan spell and often require vocal and/or somatic components, which the Avowed are granted the ability to do on autopilot when activating the ability, or using material components which the Avowed will have to source. Spell impressions have a limited number of casts before running out. Artonans, being capable of magic without binding their authority, almost never take spell impressions.

The third method of binding authority is into Skills, which are more powerful, complex and versatile than spells, as well as being capable of increasing in power by levelling them up. Skills that are overused in too short a time period cause skill fatigue, which can sometimes cause physical or mental fatigue as well. Artonans that have their authority bound usually focus entirely on a single skill, leveling them up infinitely, but other Avowed generally have a level cap on their skills of 4-10, although higher level caps do exist for some skills.

You are also connected to the local planet's System, giving you a magical HUD that allows you to make calls, quantify your Avowed abilities, send your personal information to others with System-guaranteed validity, and possibly even directly communicate with the System, assuming it is a personable one.

Post-Jump, a System will be tied to you and your Companions which allows for the usage of its capabilities without requiring a pre-existing one on the planet. This System can be toggled on and off, and has the personality of your choice. If you have an AI or other being of a similar nature, you may import it as this System.

Rank:

Ranks quantify the power of an Avowed and determine the number of starting foundation points the Avowed gets, as well as their options for spell impression and skill selection. Rank increases as an Avowed gets stronger are rare, although the exact requirements for an increased rank are unknown to humanity.

F Rank - +100

F Ranks are the weakest of the Avowed, making up 20% of the population. F-Rank skills include fixing chipped paint, making perfect toast, temporarily breaking minor enchantments, and other minor abilities more similar to spell impressions than full skills.

D Rank - +50

D Ranks make up 30% of the Avowed. D-Ranks Skills include perfect penmanship and more capable abilities that are more distinct from spells.

C Rank - 0

C Ranks have the highest proportion of the Avowed, composing 35% of the population. Skills are more versatile than D-Ranked, including event organization and the ability to tailor the environment to suit a target. Don't be fooled by the mundane sound of these; a highly leveled C-Rank skill can be deceptively dangerous.

B Rank - 50

B Ranks are somewhere in between the higher populated low ranks and the more capable high ranks, comprising 9% of the Avowed. B-Ranked Skills are stronger than C-Ranks, some being more immediately capable in combat, such as control of a person-sized mannequin, the ability to make attacks hit behind objects, or the ability to control actions via magical implements. There are however, less combative skills such as the ability to increase the beauty of objects.

A Rank - 100

A-Ranks are the beginning of the truly high ranks, and are what most people start to think of when they refer to superheroes. They make up 5% of the population, and have powerful skills such as force-fields around parts of the body or a danger sense in a short radius.

S Rank (Free Artonan) - 200

S Ranks are the strongest and rarest Avowed, at the top 1% of the population. Their skills are strong and versatile, such as momentum redirection, psychometry, or the ability to impart emotions into food.

Artonans who take Avowed get S Rank for free, but must take the Hn'tyon Class.

Class - +100 if random (1d12)

Upon taking a class you are allowed to select whichever subclass, skills, and spells from that class that you like that are allowed by your rank. Due to the great many choices available to Avowed, you can select canon skills and spells of that class, or design your own that fit within our class and subclass's theme.

Adjuster - 0

Adjusters of Reality, more commonly shortened to Adjusters, are focused on spell impressions and magical use. Adjusters receive more spells than other classes and can also acquire body modifications such as improved vocal cords to aid in spellcasting. They have a wide list of spells to choose from upon first affixing, after which the spells will be limited to more powerful but limited options based on their previous choices, forcing specialization. Specializations include elemental magic, temporal effects, trap style spells, and many others.

Brute - 0

The most common class among humans, Brutes are focused on foundation points, receiving more than other classes in exchange for fewer spells and less versatile skills. They are the most common class, but have multiple subclasses, including specializations in specific statistics such as Speed, Strength, Stamina, or different senses, specializations focused on specific environments like underwater or arctic areas, or shapeshifting.

Chainer - 0

Chainers are a rare class specializing in wordchains. Although wordchains are capable of being done by even non-Avowed, Chainers gain the ability to do them more easily, empower wordchains, cast them on others, and transfer wordchain debt between people. They also gain access to powerful wordchains others do not. Chainers are exclusively summoned by the Palace of Unbreaking, which is dedicated to the study of wordchains. S Rank Chainers automatically take a skill that bestows the effects of a wordchain to a whole group of people.

Because so few species are capable of casting wordchains, and other species have religious or cultural practices that prevent them from doing the jobs required, the only species that become Chainers are Humans and Tmithans. The controversial Velra family is attempting to gain a monopoly on the Chainer class, including marrying or adopting unaffiliated Chainers into the family. You can start as a member of the Velra family for free, but members of the Velra family must take the Mistrusted drawback for +0 points, while unaffiliated Chainers must take the Person of Interest drawback for +0 points.

Figurinist - 0

Figurinists are a very rare class almost entirely composed of F and D ranks, with no ranks higher than B known to exist. They gain the ability to precisely control humanoid dolls granted by the System with low ranks controlling small dolls and higher ranks controlling human sized, combat capable mannequins.

Healer - 0

Healers are split into 2 subclasses, Healers of Mind and Healers of Body. Healers of Body are capable of emergency healthcare, but primarily operate outside of combat scenarios, on a scale of hours or days as opposed to immediate healing magic. High ranked Healers of Body are capable of cellular regeneration and extending the lifespans of others. Healers of Mind are specialized in healing mental issues. Healers of ranks C or higher are automatically granted a doubled lifespan. Most healing magic is specific to a species, with most Healers dependent on System assistance to heal species outside of Artonans or their own.

Meister - 0

Meisters focus on a single magical tool, which they are given by the System upon their first affixation. Many of these tools are weapons, including swords, spears, bows, and alien weapons such as the Mutable Haft or the Mind Writher. Meisters of industrial or artistic implements exist as well, such as musical instruments, torches, or bikes. Meisters exclusively receive skills and spells related to their tool, the first of which prevents disarmament.

Mourner - 0

Mourners are a rare class capable of emotional transference, capable of taking in the negative emotions of others and manipulating their own emotions. Mourners are being offered less frequently recently among humanity, as many human Mourners use their skills to make themselves permanently happy without taking in the negative emotions of others, often becoming addicted to the feeling.

Rabbit - 0

Rabbits are a rare class that focus on assisting members of the Triplanets with non-combat tasks. They exist on all Artonan resource worlds, and are the class that is summoned the most frequently, as well as one of the wealthiest. They receive few foundation points and spell impressions, focusing heavily on skills. Rabbits have the widest variety of skills among any class, and are more prone to skill fatigue. Rabbits receive a System-based inventory and marketplace for clothing as well as a trait based on their chosen skill to aid them. However, they have an extremely low summoning timer and few opportunities to reject summonings.

Due to their unique Contract with the Triplanets, Grivecks must be S Rank in order to select the Rabbit class.

Shaper - 0

Worldshapers, commonly shortened to Shapers, are granted telekinetic control over a specific Artonan element. There are 5 basic subclasses of Shapers. Shapers of Ground have control of natural resources native to the planet the Avowed is on, including sand, soil, concrete, and other natural

elements. Shapers of Sky have control of air and the weather. Shapers of Life control living matter, usually starting with plant matter. Shapers of Water manipulate water and ice. Shapers of Objects control crafted objects, with more advanced or intricate objects being easier to control. Rarer subclasses such as Shaper of Light and generalist Shapers with no subclass exist as well.

Sway - 0

Sways have abilities focused on reading and manipulating minds. Lie detection, the ability to control thoughts or action, and the ability to psychically attack minds all fall under the Sway class. Sways are largely mistrusted, and are very rarely allowed to leave Anesidora. You must take the Mistrusted drawback for full points.

Wright - 0

Wrights are the crafter class, capable of creating magical tools usable by themselves or others. Many Wrights are specialists in a specific category of tool, but generalists are also fairly common. Specializations can be as broad as machines, or as specific as bridges. Wrights have the ability to purchase materials and items from the System and have a large list of skills, comparable to the Rabbit class.

Unique - 200

Uniques have powers that do not fit into a normal class, and are, as the name implies, unique to a single user at a time. Uniques sometimes have contradictory or nonsynergistic skills. Known Uniques include the ability to drain power from others or the ability to phase through walls, as well as weirder classes such as aerokinetic abilities that can also talk to animals. Unique classes cannot be traded and are automatically affixed immediately by the Avowed they are granted to. Unique Avowed can choose the names of their own abilities. If you choose the Unique class, you are allowed to design your own skills and spells without limits, as long as they remain around the power level and versatility of other classes of your rank.

Hn'tyon (Restricted to Artonan) - 0

Hn’tyon, also known as Knights of the Mother Planet, are less of a class and more of a title. Knights are Artonan wizards who volunteered to affix their authority in order to better combat chaos. Instead of the class system non-Artonan Avowed use, knights pour nearly all their bound authority into a single skill, usually foregoing most foundational enhancements and other skills in order to defend the universe as best as possible. As such, their skills have no level cap and can withstand any amount of authority channelled into it.

Of the 300 (Free Artonan, Incompatible Unique) - 200

Of all the skills available to the Avowed, the original 300 are special. The first 300 skills were created in a darker time, where the knights were weaker and fewer in number. The first skills were created in the same way as the knights, having no level cap, and capable of growing stronger and more versatile than any other skill. The Artonans hid these skills under unassuming and misleading names that make them sound weaker than they are.

Your starting skill is one of these original 300. As these skills predate the class system, any non-Unique class can take one of these skills, although the skills tend to at least resemble other skills in that class on a surface level. You cannot take more than one of the original 300 skills.

If you are an Artonan, your skill may be either one of the many skills designed for knights or one of the 300 skills designed for the Avowed.

Authority (Free Artonan, Gorgon) - 400

Authority is the measure of a sentient being's place in existence. While all sentient beings have unbound authority, most species do not have the ability to sense their own free authority. Whether as a natural part of your species or a much stranger set of circumstances, you have gained the ability to feel and subsequently use your own free authority. You can manipulate your free authority in order to cast spells. Spells can use verbal, somatic, and/or material components. You start out with knowledge of spellcasting equivalent to a first year student of LeafSong University, the second highest ranked university on the Triplanets. **If you take both Avowed and Authority, you must take either the Twisted Authority or the Whiff Drawback for +0 points.**

Specialization - 200

You gain advanced magical knowledge of an advanced school of magic equivalent to an Artonan Mastery of the subject. Optionally comes with a diploma or certification proving your qualification. This can be purchased multiple times.

Tattoo Arts

Contract tattoos are magical agreements bound in symbols painted on the body. A Master of contract tattoos is capable of bringing the minds of the parties involved into alignment, giving them a perfect understanding of the contract and their obligations, making the contract stronger. Many types of contracts exist, including swearing of friendship, loyalty, or as work contracts defining jobs and payment. One of the more common types, contracts of secrecy, can prevent information bound by them from being obtained even by mind reading or torture.

Healer

As with the Avowed class, Healers are capable of using magic to restore the body or mind to health.

Many kinds of magical healing exist, including healing that restores the body to optimal health quickly, or more traditional healing using rituals and

ingredients native to the patient's homeland that acts slower but rewinds the body back to its former state, preventing the wounds from reopening even by magic. Healers also have the capability to restore youth through a lengthy and difficult process. You gain the knowledge and skill to perform all different styles of healing.

Mind healers are capable of using magic to soothe and alter the mind in beneficial ways, enhancing clarity, removing or changing dreams or worries, and changing, strengthening, or removing aspects of the mind. Mind healers cannot alter parts of the mind that truly resist healing.

One purchase grants either Body Healing or Mind Healing, though you may take Specialization again at a discount to receive the other.

Potions

You have the knowledge of creating high level magical potions, drugs and other consumables. While this has some overlap with healing, you are also capable of creating drugs that can share senses between people who take them together, prevent passing out or throwing up, remove pain sensations, knock someone unconscious nearly instantly, detect specified substances, quickly restore energy, and many other effects. You are also capable of creating magical recreational drugs or steroids. Potions usually require magical materials to create.

Enchanter

You are capable of creating a wide variety of enchanted equipment, both mundane items such as magical debit cards, doors, and cups that refill themselves, and more powerful objects such as earrings that enhance focus and learning ability of the wearer or magical weapons, tools and bombs. This also includes magical rings and wands that can store spells or enhance magical capabilities.

Executioner

Executioners serve as judge, jury, and as the name implies, executioner within Artonan society. You have the skills and knowledge to act as an Executioner as well as other roles in the criminal justice system. This includes both legal knowledge and specialized magical capabilities. You know spells to detect lies, investigate crime scenes and evidence, and nonlethally subdue escaped criminals. You also know spells for enforcing punishment on criminals, including magical chains that prevent and punish further criminal activity.

You also gain the emblem of your profession, a black ring enchanted to painlessly decapitate criminals given the death penalty. This ring is not an effective weapon in combat.

Collective Caster

Collective casting is a difficult method of magic that allows a single spell to be cast on a group of people at once. You are skilled with this method, able to adapt any spell cast on another person to affect a large group.

You are also skilled with ritual magic, able to use the magic of multiple people to enhance the effects of spells. However, the enhancement also requires more casting time and ingredients than a non-enhanced spell, proportional to the enhancement.

A Quiet Rabbit - 200

You can create a false profile for yourself, causing magical or technological scans to detect information of your choosing rather than your true capabilities, identity, or attributes. You can create multiple profiles and choose which one is active. However, this does not affect people's senses, observations, or judgement, and will not prevent people from recognizing inconsistencies between your false identity and your actual abilities.

Experienced - 600

You have decades of experience and practice with your abilities, both in and out of jump. However, this boosts certain perks beyond others. Optionally, you may increase your age and reputation within the jump without increasing your physical age due to the prevalence of life-extension magic within the setting.

If you have the Avowed perk, your level and experience is boosted to that of one of the earliest Avowed, such as Aulia Velra, Neha, or the Informant. You are one of the few Avowed that have upgraded their Rank. Take the next Rank for free. If you started out as an S Rank, you become a Hyperbole, with a Rank of 1 that signifies you as one of the most powerful Avowed, with power and capabilities on an international level, such as creating hurricanes, manipulating luck, or creating artificially intelligent systems to monitor entire nations.

If you have the Authority perk, your free authority grows to that of the most powerful and distinguished wizards, on the level of Worli Ro-Den. Your casting ability and magical knowledge is among the highest echelons of the wizard class. Take a Specialization for free.

If you have both the Avowed and Authority perks, you stand on the level of the most powerful knights. The Primary, Quaternary, and the other numbered knights are your only peers. Your skills and magic increase to unfathomably powerful levels. You are capable of singlehandedly terraforming planets, killing demons the size of moons with a single blow, and destroying entire species and civilizations by yourself.

Items:

Spell Components - 0

You gain a replenishing supply of components each day for your commonly used spells or spell impressions. This only works for materials you could find on the open market and does not include extremely rare or illegal ingredients.

Argold - 0/100

Every day you gain 100 Argold. Argold is the currency of the Triplanets and Anesidora, with 1 Argold being around equivalent to 3 USD. Each purchase of Argold doubles the amount of daily Argold.

Pet/Stuffed Animal - 50

You have a friendly and loyal companion that will stay at your side and is well trained to follow your commands. This may be an earth pet such as a cat or a dog, or an Alien species such as a Ryeh-b't (the animal) or a Husenot. Livestock such as cows, Balkons, or Bokabvs are also valid options, as well as more dangerous animals such as Mishnen or earth equivalents, up to the level of a crocodile.

Alternatively, you may have a stuffed facsimile of an animal native to the setting. Very soft and very comfortable. You may choose the species and looks of the animal and you may also decide whether it looks like a plush toy or a more realistic likeness.

Angela - 100

This is an extremely high quality musical instrument of your choice. It is well made, durable, and always in tune. Can come in any color of your choice.

Forgetful Traveller's Item - 100

This item will attempt to make its way back to you, whether by a series of coincidences or outright teleportation. This effect grows stronger the longer you have had the item, with items retained past a century being known to teleport after mere hours of being apart, or travelling through dimensional barriers or across entire solar systems to reunite with their owners. This item can be any new mundane item, or you may import an existing possession into this slot.

Infogear/System Monocle - 100

You gain either an Infogear or a System Monocle. This is the magical equivalent of a cell phone with the added feature of being able to connect to the local System to request information, direct calls with Avowed, and many other things normally only available to the Avowed. This can be an accessory such as a watch, phone, or eyewear, or it can be implanted into your body. Cannot be spied on or hacked.

Nine-edged Son Whose Own Mother Forsakes Him - 200

A green platform with 9 sides, this flying vehicle can comfortably fit 4 or 5 people on it even laying down. Although it has no sides or rails, it is textured enough to prevent slipping. It comes with a ring that allows the wearer to control the platform's movement, as well as magically adhere the wearer to the platform if the wearer chooses.

Learning Earring & Cushion - 200

These are a set of items designed to enhance learning and knowledge absorption. The learning cushion is extremely comfortable, always at the correct temperature, and never gets dirty. The earring, however, is the real prize. While wearing it, your ability to focus and absorb information is drastically enhanced, allowing you to gain the maximum amount of information

while learning and allowing you to notice details and make connections to other information more easily.

Hot Lab Coat (Free Avowed) - 100

This outfit offers a 10% stat increase for 2 statistics of your choice while worn, as well as resistance to damage and chaos. It can take the appearance of any outfit of your choice. You may import any armor or clothing set into this item.

Submerger (Discounted Avowed) - 200

This magical device creates a magical bubble around any seafaring vessel, allowing it to move underwater. This works for any size ship and allows it to move at top speed without consuming any power or sustaining any damage from moving at that speed for extended periods of time.

Gym & Suits (Discounted Avowed) - 400

The gray, rectangular gymnasium has many standard features of human gymnasiums, including locker rooms, a laundry room, and a running track, but its real feature is a massive gymnasium with a smooth white floor. When the magic of this floor is activated, anybody wearing one of the gym's special suits from the locker rooms is able to receive any serious injury, muscle strains being the most damage one can take. The building and the protection it provides is nearly indestructible, with only the most powerful knights capable of damaging or destroying it. The locker rooms magically expand, providing as many suits as needed.

The suits appear as grey turtleneck bodysuits with metal bands around the wrists, ankles, and neck. They can control the amount of pain the wearer feels from the prevented injuries, from no pain to the full pain one would feel if unprotected.

In future Jumps, the gymnasium may be imported into the world or used as a Warehouse attachment.

Trading Table (Discounted Avowed) - 600

Trading Tables allow new Avowed to trade classes between each other before affixation. It is made from a milky white crystal and facilitates both the trade itself and the negotiations for trade. It requires physical contact to operate and can trade between two people with different trading tables or two people at the same table. The trading table automatically gives an explanation of its functions to anybody who touches it.

Yours is special, allowing you to trade classes even after affixation. Your level and rank remains the same, allowing you to choose new foundation points, skills, and spell impressions for each new class. If you trade into a class you have already affixed, you regain the foundation points, skills, and spell impressions you originally chose.

Non-Avowed still benefit from this, as the table also allows you to trade knowledge, specializations, and non-magical skills with others. These trades must be considered equal by both traders, and requires knowing agreement to the trade from both.

Anesidora (Discounted Avowed) - 800

Located at Point Nemo, this small archipelago is the home of most human Avowed. It consists of a large main island connected to a smaller island, Apex, by an 8 kilometer bridge. This also includes Matadero, a cubic structure northwest of Apex designed for containment and destruction of chaos demons that has a teleportation area, medical center, and a powerful magical shield around the structure.

The islands are fully furnished with services and amenities including sentient (and possibly sapient) post office boxes, reinforced housing and equipment, gyms with magical training equipment and saunas that enhance recovery time, medical centers, extremely advanced schooling systems for all ages, and all the other magical infrastructure expected of a society built both for and by superhumans.

Anesidora includes a full teleportation network across both islands that allows for instant teleportation between major locations which can connect to other teleportation systems to increase the range. It can also teleport anybody on the islands to designated safe areas in case of emergency. Although the emergency teleport works from anywhere on the island, most teleportation is done using specialized rooms called summonariums that dramatically decrease the energy cost of teleportation.

Anesidora can optionally come with a full population of a few million Avowed to fill the islands and act in civilian, technical, administrative, and security roles. No named characters are present, nor is the population willing to expand outside of Anesidora for long-term operations, but the Avowed will defend the islands from outside threats. The Avowed range from F to S rank, but no hyperboles are included.

In future jumps, Anesidora can be imported into any large ocean or attached to the Warehouse.

Auriad (Free Authority) - 100

A special loop of string used as a magical focus by wizards. It is an iridescent white color by default, but when bonded to a wizard it changes to their favorite color. Acts as an extension of a wizard's Authority and is usually worn on the body. Most auriads are able to fit on the wrist or neck, but some more powerful wizards have auriads that loop around their entire body.

Spellbooks (Discounted Authority) - 200

A large collection of books on magic that give both instruction on general magical principles and individual spells. Spellbooks range from basic introductions to magic to highly specialized and complex studies on single spells. Comes with a library to store the books that can be placed in the world or in the Warehouse as an attachment.

House of Healing (Discounted Authority) - 400

The Artonan version of a hospital, this large building can either be specialized in Healing of Body, or Healing of Mind. If specialized in Healing of Body, the building includes a summonarium next to the emergency room that allows for emergency teleportation directly to the House of Healing. By default the teleporter allows anyone within 10 kilometers to teleport to the House of Healing, but can be connected to an existing teleportation network, if one exists. If specialized in Healing of Mind, the building features a magical maze-like structure called the

inward path that allows for enhanced contemplation and introspection. Both versions of the House of Healing include highly skilled and specialized healers and staff.

Can be taken twice to get a House of Healing specialized in both Healing of Body and Healing of Mind with both structures and specialized staff or to get multiple separate Houses of Healing.

In future jumps, the House of Healing can be imported into the world or attached to the Warehouse.

University (Discounted Authority) - 600

With this purchase, you gain a highly ranked University for Artonan wizards. All sorts of magic is taught here to a high degree. It is staffed by highly skilled teachers
Includes a summonarium, automatically piloted carts for transport, a small medical area, many classrooms, auditoriums, and laboratories as well as dorms for both students and staff. The faculty is competent, knowledgeable, and dedicated to teaching.

In future jumps it can teach locals to use Artonan magic, as well as any magic compatible with their physiology from present or past jumps.

Oasis Ship (Discounted Authority) - 800

An Oasis Ship is a large spaceship designed to act as a safe haven even on the front lines in the fight against chaos. It is completely built using resources, knowledge, and concepts from your home planet, making some magic based on concepts of home and protection much more effective and easier to cast. It is incredibly durable, but due to its unique construction, requires temporal magic to correctly repair.

The Oasis Ship comes with a small army of capable wizards to both pilot and maintain the ship, as well as act as a strong fighting force loyal to you and your commands. Around 30% of the wizards are either capable of the temporal magic required to maintain the ship or have a Specialization, with 5% of those having multiple specializations. All the wizards are well versed in combat magic, and are especially capable of using magic to fight chaos or other similar threats in future jumps.

Rapport - 600 (Requires both Avowed and Authority)

You gain a large domain of land, around 150,000 square kilometers that serves as refuge and home to your fellow knights. It contains several established villages, towns, farms, roads, and other infrastructure capable of supporting a permanent population.

The most notable feature of the Rapport is the large forest that is imbued with souls, granting it semi-sentience, the ability to move, and immense protective magic to defend the Rapport.

The Rapport is inhabited by a number of knights, their family and votaries, as well as craftsmen, farmers, and other ordinary people. Most of the wizards and knights are of low to medium strength, but a handful of them count as having the Experienced perk, with all the power and skill that entails. The Rapport's people are loyal to you, though they retain their own personalities, occupations, and lives.

Companions:

Esvulgivnas - 100

You have found someone who can merge their magic and soul with you in a deep fundamental way. They will automatically import into future jumps, do not take up a companion slot, and will gain the same amount of CP as you do. Furthermore, their abilities and yours synchronize in new and incredible ways. They might be able to move when you freeze time, or their healing might be especially effective on you. You can also share thoughts, emotions, and skills temporarily, becoming more one person than two.

Boater - 50/200

You may import companions you have brought with you or create new ones for 50 CP each, or 8 for 200 CP. Each one has 600 CP to spend and can purchase a race or take the same race as you for free.

Canon Companion - 0/100

You may freely recruit anyone in the Jump so long as you can convince them, or pay 100 CP to have them willingly agree to accompany you.

Drawbacks:

Earlier in the Timeline - +0

You may set your starting date to earlier, perhaps to 2032, at the start of the story's prologue, or perhaps far earlier than that. The earliest date you can choose is in 1963, when Earth signed the Interdimensional Warriors Contract with the Artonan empire and the selection of the first human Avowed.

Extended Stay - +100

This extends your stay in this world by 10 years. This drawback can be taken multiple times.

Vegan - +100

There is a Gremlin in your mind that prevents you from eating any part or product of a creature unless it is freely given or the creature is known by the Gremlin to lack a soul, defined in this jump as sapience. Some Artonan animals and the animals of Gorgon's homeworld are known to lack souls, but animals from worlds such as Earth have not been thoroughly tested and are thus inedible. Creatures that knowingly render themselves helpless and within your power are exempt from this, although non-sapient creatures are generally incapable of doing this.

Contractual Obligations - +200

You spend more time out of your home than on it. If you are an Avowed, you are summoned much more frequently than others of your class. These jobs, while not dangerous, are usually uninteresting, tedious, and not well paying. If you are a wizard, you find yourself

trapped in a profession that you resent. If you are a brilliant researcher you may be forced to spend your days teaching basic magic to apprentices, a skilled craftsman and artificer maintaining basic infrastructure, or capable healer changing bedsheets of patients. Whatever the job, leaving it is not as easy as simply quitting, as you are forced into it for the duration of your stay.

Unregistered - +200 (Human Only, incompatible with Whiff)

You are an illegal unregistered Avowed, choosing not to live in Anesidora or an Avowed Seclusion Zone, keeping your status hidden from those around you. If you are discovered, superheroes will be dispatched to apprehend you, first local groups, then more capable strike teams if you defeat or evade those. While the Artonans and other races are uncaring of Earth's requirements, when summoned you may still have to hide your identity from other human Avowed.

Mistrusted - +200

For whatever reason, you are distrusted by those around you. You are mildly ostracized, and people are both slower to listen to you and quicker to assign ulterior motives to your words and actions.

Person of Interest - +200

Someone of great power or influence and not necessarily good intentions has become interested in you for one reason or another. This could be an old and entrenched Avowed such as Aulia Velra or the Informant, an unscrupulous wizard such as Worli Ro-den, or a knight that thinks your capabilities might be useful in the fight against chaos, regardless of your agreement. They might try to recruit you at first, but will push harder and harder if rejected. This drawback can be taken multiple times.

Bad Tat - +300

You have agreed to a magical contract tattoo with someone that you now deeply regret. Perhaps you swore friendship to a traitor, promised to keep a terrible secret, or agreed to terms that have become unbearable. The only way to escape the contract is to convince the other party to willingly release you, and they have little reason to do so. This drawback can be taken multiple times.

Swayed - +400/600

You have fallen under the control of mind controlling magic. Your thoughts and actions are no longer yours, and you now follow the orders of the person controlling you. For an additional 200 CP, you forget you took this drawback, believing your actions to be your own ideas.

Prisoner - +400

You have been sentenced by the Artonans to a lifetime of community service. You are bound to your duty by magical chains that burn you whenever you intentionally try to escape, refuse your assigned duties, or violate any of the conditions imposed on you, including revealing

secrets the Artonans have ordered you to keep. You will not be sent into danger, but you are bound to serve wherever the Artonans send you, doing whatever service is required of you.

Twisted Authority - +400

Your magic is twisted, causing you pain. If you do not have the Avowed perk, your magic is warped or damaged in some way, leaving you with a constant dull ache that throbs when you use your authority.

If you have the Avowed perk, this manifests as indescribable agony when you level up and your free authority is bound into your skills, spells, and foundation points. This pain fades to a sore that spikes when your authority is used in the weeks that follow an affixation, as well as at unpredictable periods during the Jump.

The Artonans revere those who endure this pain, and the sacrifice they make binding their authority. After all, there is only one way to escape the pain.

Whiff - +400

Like the vast majority of your species, you are not blessed with magical power. If you are an Artonan or a Gorgon, you do not gain the benefits of the Authority perk tree until after the jump. If you are Human, Griveck, or Other, you have not been selected by the Contract and do not receive the benefits of the Avowed perk tree. Items and discounts are unaffected by this drawback, and you may still purchase perks from the locked tree, but will only receive them once the jump has ended.

There are also social problems with this drawback. If you are Artonan, you are part of the non-magical caste, unable to vote or hold office. While some skilled non-magical Artonans are regarded higher than unskilled wizards, you may still be looked down on by some of the upper class. If you are Human, you are a Whiff, a non-Avowed born to Avowed parents. Many Avowed pity or belittle you, and Anesidora is growing to focus more and more on the Avowed, replacing playgrounds with training courses. Not much is known about the other species, but it can be inferred that it is common for Avowed to have control of their species' governments. If you are a Gorgon, of course, there is only one other of your species, so this part of the drawback has no effect.

High Chaos Potential - +600

You are unusually sensitive to being warped by chaos. The upside of this is that you are all but guaranteed to survive an encounter with chaos. However, if you are exposed to even a slight amount of chaos, it will quickly spread and transform you into a demon. While the processes of gaining a sense of your own authority or affixation usually grant a level of protection from chaos exposure, you have not benefitted from that protection, nor can your protections from other jumps defend you. Insects, plants, and animals that are turned into demons are incredibly powerful, requiring whole teams of knights and Avowed to kill. Demons that were originally sapient are much worse, with ordinary wizards becoming threats to entire planets by themselves, and getting stronger the more powerful they started as. You can't be that strong, can you Jumper?

Power/Item Lockout - +400/600

For the duration of the jump, either your perks or items from out of this universe are disabled. For an extra 200 CP, both your perks and items are disabled.

Ending:

After your time in this jump is up, you have 3 options.

Go Home

Stay Here

Continue On

Notes:

If you use Whiff to have neither the Avowed nor the Authority perks during this jump, but still take Twisted Authority, you can treat the CP from it as free points, as you lack the abilities it would normally affect.