
進撃の巨人
attack on titan

attack on titan jumpchain

102 years ago, giant monsters known as Titans appeared, and began devouring every human in their path. The humans had no way to fight them, and humanity as a species was almost wiped out. The remaining humans have since retreated behind three massive walls, Wall Maria, Wall Rose, and Wall Sheena, in order to protect themselves from the Titans. But this peaceful limbo couldn't last. The Colossus Titan appeared out of nowhere to kick down the gate to Shiganshina District, the home of Eren Yeager, Mikasa Ackerman, and Armin Arlert, allowing other Titans to rampage through the town. This was followed by the Armored Titan crashing through Wall Maria, opening the interior of Wall Maria to Titan invasion. 20% of the remaining humans were killed in the following evacuation, famines, and population culling.

Fueled by vengeance, Eren joined the Survey Corps along with his friends, old and new. They discovered Eren had the power to transform into a Titan himself, and that the Titans that had destroyed Shiganshina District had been controlled by humans as well. Unraveling the mysteries of who they were and where they came from revealed that the rest of the world was still flourishing, and the Walls were meant to keep the Eldians inside and unaware as much as they were to keep the Titans out.

The mindless Titans are incomplete forms of the Nine Titans, unique and controllable Titans that were used by the Eldian Empire for almost two thousand years, created when a descendant of the original Titan is injected with Titan spinal fluid. The powers of the Nine Titans are passed down to these descendants either through a mindless Titan eating the previous inheritor, or reallocated randomly if they die without being eaten.

1,700 years ago, a girl by the name of Ymir was taken as a slave by the Eldian tribe. Her tongue was cut out and she was forced to serve the Eldians. When she was accused of setting livestock free, she was 'freed' herself, free to be hunted down for sport by the Eldians. But she instead discovered the source of all organic matter, and became the first Titan. King Fritz, the ruler of the Eldians, used her to build an empire and to give birth to his children, beginning the royal family bloodline. King Karl Fritz, the 145th ruler of the Eldian Empire, had grown to regret what his people were doing to their subjects. He used the power of the Founding Titan to isolate them behind the three Walls constructed from millions of mindless Colossus Titans, and removed their memories of the outside world. His vow of peace bound his inheritors to this path, until the Founding Titan was forcibly taken from the royal family.

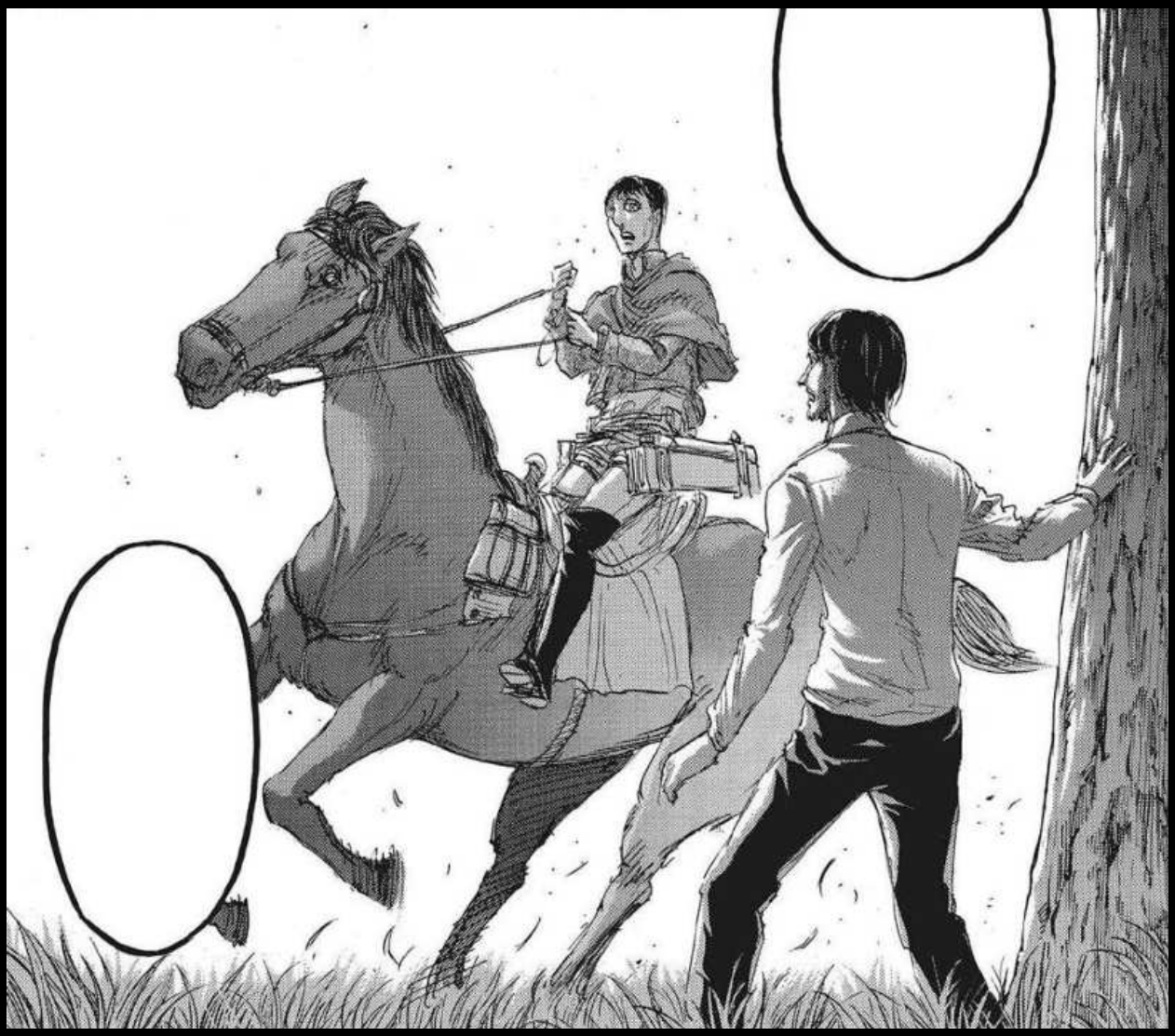
In the present, the four warriors Reiner, Bertolt, Annie, and Marcel have been sent by the nation of Marley in an attempt to steal the Founding Titan for itself. They wish to use its power to control the Colossus Titans in the Walls for military conquest. If not stopped, they'll kick off a chain of events that will cause unprecedented death and destruction on Paradis, unite the world in pursuit of the destruction of all Eldians, and bring about the return of the Founder herself. You start in the year 845, as the four spies embark on their journey to Wall Maria and Eren and Mikasa return to Shiganshina District. You have 1000 Choice Points to try and survive in this cruel world. Try not to get eaten.

background

You start as ten years old. You can stay the same gender or pay 50 CP to change.

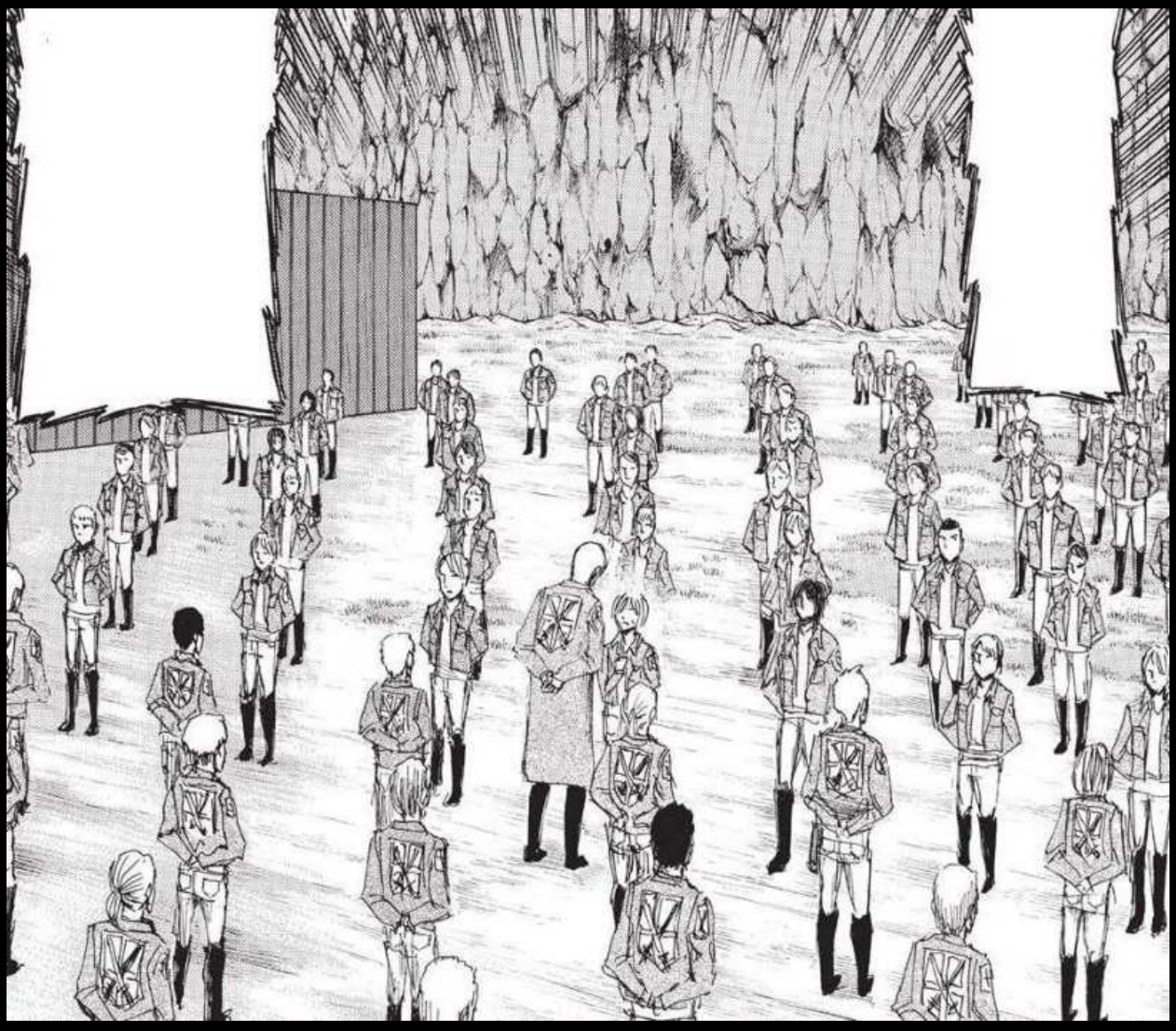
Drop-In

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. On Paradis you won't run into any problems, thanks to the fact that everyone believes the idea of outsiders living beyond Wall Maria to be ridiculous, but on Marley you'll have to watch your step, especially if you're a Subject of Ymir outside of the internment zones.



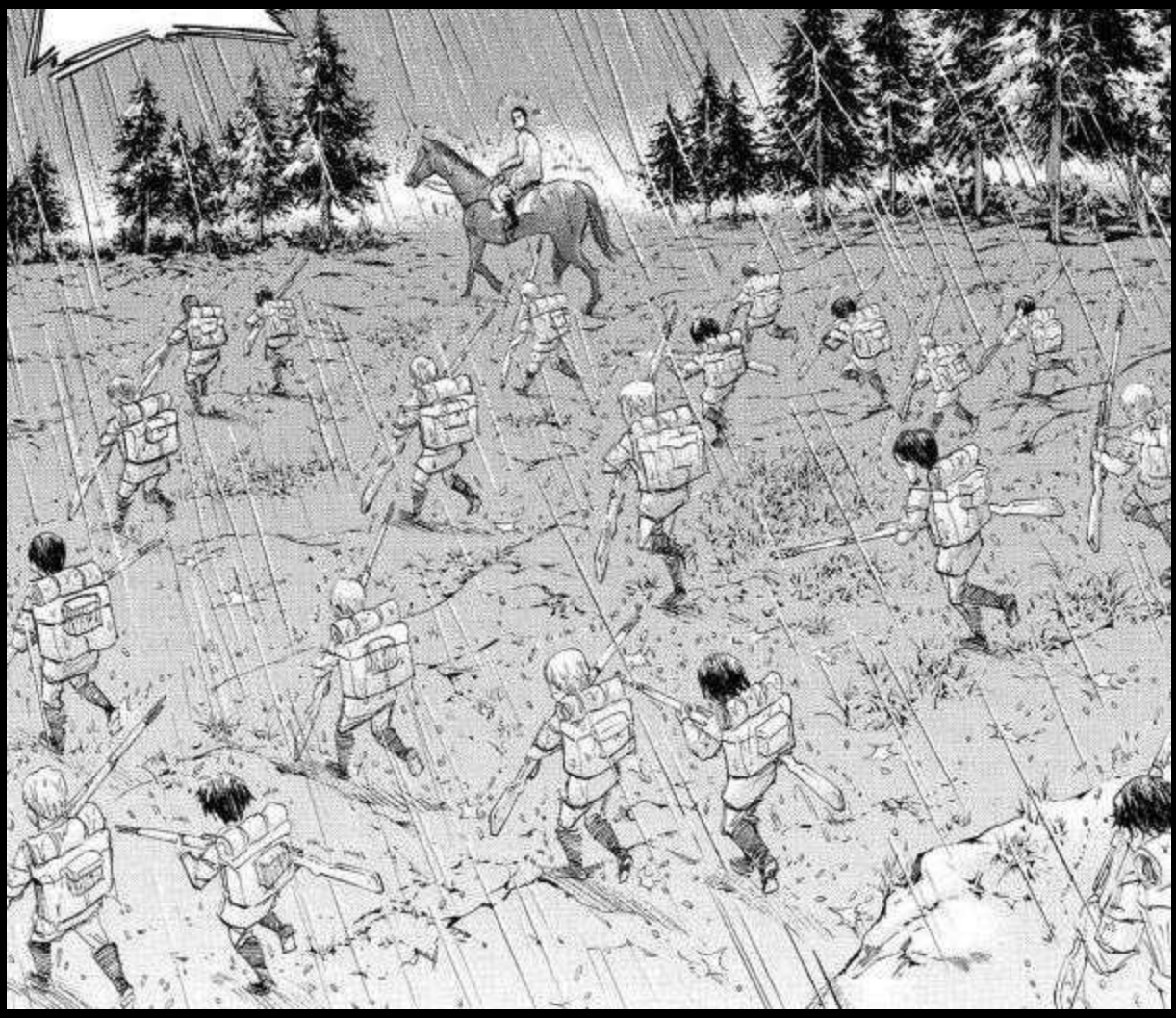
Soldier

You were born on the island of Paradis. Life inside the Walls was all you ever knew, believing yourself to be one of the only remaining humans after the Titans killed the rest of humanity. Most people around you have grown lax and complacent about the security of the Walls, although not everyone's happy to sit and grow old in their cage. While it's possible to live your life as a civilian, you've had your eye on joining one of three military divisions: the Garrison, guarding the Walls Maria and Rose and the outer eight districts, the Military Police, guarding Wall Sheena and Mitras and carrying out the Royal Government's orders, and the Survey Corps, scouting out and running missions into Titan territory.



Warrior

You grew up in Marley, the mainland nation closest to Paradis, witnessing the brutal racial divide between Eldians and the rest of the country. Eldians are restricted to the internment zones unless given a permit, and must wear armbands when out in public on pain of death. If you're a Subject of Ymir growing up in Marley, then you joined their Warrior program in order to earn the status of Honorary Marleyans for you and your family, allowing you to receive luxuries such as basic healthcare and not being executed on baseless rumors questioning your loyalty. Trained from a very young age, essentially child soldiers, Warriors are the inheritors of Marley's seven Titan powers. Your marks weren't quite good enough however, and while you won't be used as artillery ammunition like your fellow Eldians you failed to be selected to inherit a Titan. This time, at least.



Shifter

(300 CP, must take Subject of Ymir) You hold one of the nine Titan powers within you, the ability to transform into a Titan at will and without losing yourself to it. You possess one (or more) of the Nine Titans, the Cart, Jaw, Female, Armored, Attack, Beast, Warhammer, Colossus, and Founding Titans. Each is unique in appearance and ability, and in power and versatility. You receive a 300 CP stipend for the Titan Form section.



starting location

Roll 1d8 to decide where you start the jump, or pay 50 CP to choose.

1. Shiganshina District
   The southern district of Wall Maria, the outermost Wall, and the closest district to the coast. This is the home of the Yeager family, as well as Mikasa Ackerman and Armin Arlert. If you don't intervene, the Marleyan Warriors will destroy both the inner and outer gates and lead swarms of Pure Titans inside.
2. Wall Rose District
   One of the four districts around the middle Wall, Utopia, Karanes, Trost, and Krolva Districts. Trost District's outer gate will be breached in five years if you don't prevent it, but due to the quick action by Eren Yeager, the Garrison, and the Training Corps, it's sealed before the district is lost. The inhabitants of Wall Rose districts are wealthier on average than those of Wall Maria, but less so than the people further inside.
3. Wall Sheena District
   One of four districts around the innermost Wall, Orvud, Stohess, Ehrmich, and Yarckel Districts. These districts are furthest from the Titans and are guarded by the corrupt Military Police Brigade.
4. Mitras
   The capital of the nation within the Walls and seat of the Royal Government. Mitras has the highest population density of all thirteen cities. Beneath the city lies the Underground, an emergency evacuation center in case the inner territories should ever be invaded by Titans. It never sees any use though, and is home to countless squatters and criminals. However, there are only enough supplies to keep the populations of Mitras and the four Wall Sheena districts fed for a week if put into use.
5. Paradis Docks
   The port and protective wall maintained by Marley on the southern coast of Paradis. The island is often mockingly referred to as the Eldians' 'Heaven', as Marley uses it as a penal colony for Eldians forcibly transformed into Titans. The four Warriors, Reiner Braun, Bertolt Hoover, Annie Leonhart, and Marcel Galliard, have just arrived here to infiltrate the Walls and steal the power of the Founding Titan.
6. Liberio Internment Zone
   One of the many internment zones scattered throughout Marley designed to keep Eldians segregated from the rest of society. Eldians are forced to wear armbands with a nine-pointed star, the symbol of the Eldian Empire, and must receive a permit to leave their internment zone. Leaving without a permit results in either forced labor or beatings, and not wearing the armband when outside, even inside the internment zones, is punished by execution. Marleyans are free to come and go as they please.
7. Hizuru
   The only country in the world that isn't entirely hostile to Eldians. Hizuru was an ally of Eldia before the fall of the empire, and will make contact again if the mindless Titans are cleared from the island. The shogun and his clan were trapped on Paradis when King Fritz sealed away his people, and Hizuru has been looking to recover the lost descendants ever since.
8. Free Choice
   You can decide where you'll start without paying CP. Aren't you a lucky one?

skills and training

Paradis Military Training
(100 CP) Add five years to your age. You've graduated from the Training Corps under the tutelage of Keith Shadis. You've been trained in maintaining your strength and endurance, armed and unarmed close-quarters combat, the usage and repair of vertical maneuvering equipment, horseback riding, Titan-killing, and strategy. Your marks are good enough to earn you a place in the Military Police Brigade.
+ Veteran experience: You're one of the more talented soldiers in your division. An expert in Titan-slaying, a member of the internal Military Police keeping humanity safe from itself, or one of the Garrison's few competent soldiers. While Survey Corps members pick up these skills as a matter of survival, you're good enough to be handpicked by Captain Levi himself should he require a team for keeping an eye on any suspicious persons with mysterious powers. Being this capable as a member of the Military Police or Garrison would secure you a place on an elite strike team, or as a ranking officer. Who knew doing your job instead of sitting around all day drinking would actually pay off?

Marleyan Military Training
(100 CP, free for Marleyans) Whether it's through the Warrior program or the conventional Marleyan military, you're trained to fight for your homeland. You have experience with maintaining your strength and endurance, armed and unarmed close-quarters combat, driving military vehicles, sharpshooting, and operating cannons.
+ Veteran experience: Even though the threat of its Titans has kept Marley at peace with its neighbors, you've been around the block a few times when it comes to overseeing military operations. Moving soldiers where they're most needed, keeping them supplied, and keeping morale high, when war does come you'll be ready. You're either a ranking officer or one of General Magath's top choices

Medical Skills
(100 CP) You know basic first-aid. How to slow the bleeding, make a tourniquet, splint a broken bone, protect them from extreme weather conditions, etc. As long as the injuries aren't too bad you can keep them alive and conscious until you can get back to safety.
+ Veteran experience: You're a trained doctor. You know the treatments and cures to most common and many uncommon illnesses, and can treat a serious injury. You can also perform physical check-ups and blood tests.

Intimidation
(100 CP) You can be damn scary when you want to be. Intimidating people do what you want or telling you secret information you need to know are as simple as getting serious and making some threats. You may need to dangle someone off of a wall, but you can get your point across. Of course, if they're ready to die to protect their secrets then your threats won't help much.
+ Veteran experience: But torture and deceit will. You're no stranger to getting your hands dirty. You know how to painfully rip out their secrets fingernail by fingernail and tooth by tooth, and can tell how much it'll take to make them talk. If they're still holding out you, always have the option of tricking them into revealing what you want to know without them even realizing it, or breaking down their will without hurting them. Not much point in enduring torture if their fellow prisoners have already betrayed their sworn duty, after all.

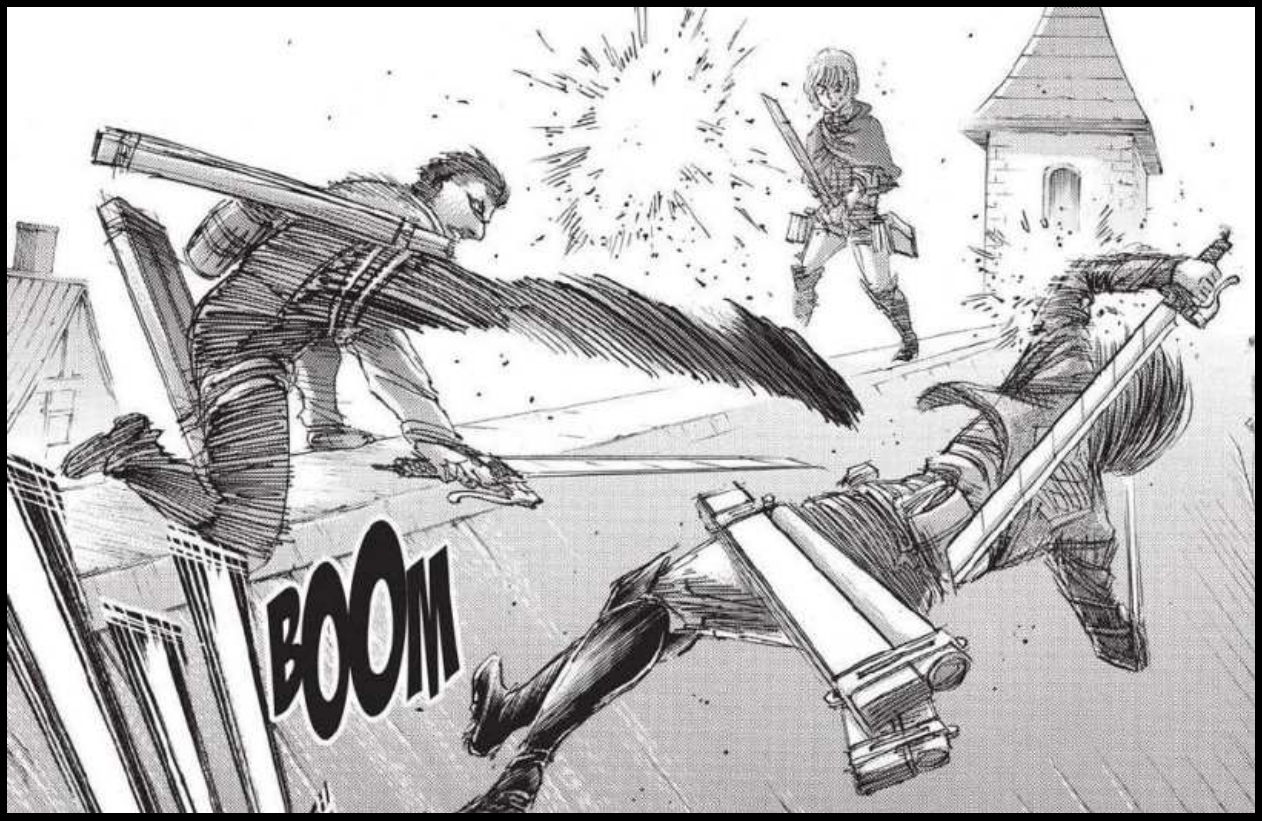
Public Speaking

(100 CP) I SAID ADVANCE, GOD DAMN IT!! You have a powerful voice and your words are incredibly inspiring. You know just what to say to get your underlings' hearts pumping and prepare them to lay down their lives for the good of everyone they swore to protect. You could talk a group of deserters into turning around and coming back by reminding them of their families they signed up to protect, or stirring up support and volunteers for a military division with a massive fatality rate.

+ Veteran experience: Your charisma and force of personality are second only to Erwin Smith. Even when you're outnumbered and outgunned, surrounded by the enemy as supersonic death is raining down on you and all hope is lost, you'd be able to take a team of terrified rookies ready to lie down and die and lead them into certain death without a single one faltering, just for the chance to take those bastards down with you.



Physical Strength
(200 CP) You're surprisingly strong and fast for your frame, capable of fending off an attack from an inexperienced Ackerman. Slicing through Titans and fighting off humans would be no trouble. If you have the confidence to put it to use you could easily be one of your year's top graduates.
+ Veteran experience: You're a born fighter, naturally stronger than most could ever hope to achieve. If you put all your strength behind a punch or kick you could push back the hand of a Pure Titan, or even one of the weaker Nine Titans. However, it'd be easy to seriously injure yourself while doing something as dangerous as fighting a Titan hand-to-hand, even if you win.



Hunting Experience
(200 CP) One of your friends grew up in a small town in the woods before moving to your hometown, and they taught you everything they knew about how to hunt. Using a bow and arrow, tracking and predicting the movements of your prey, running a hunt to feed yourself, and surviving in the wilderness.
+ Veteran experience: You're as comfortable out in the wilderness as you are in civilization, if not more so. You can track almost anything and hit multiple arrows in quick succession on a moving target, taking down your prey or blinding a Titan while conserving your equipment. It isn't easy to regenerate your eyes when you've got arrows stuck in them, so this would make it much easier to escape or kill a Titan than the fire-and-forget style of cannonballs.

Investigator
(200 CP) You have a sharp eye and can tell when someone's lying or being dishonest with you. You're also more likely to pick up on suspicious things nearby, such as noticing a person who isn't supposed to be there or when a desk has a secret compartment.
+ Veteran experience: It's very difficult to hide things from you. Lying to you would only give you a better idea of what they're hiding unless they're a master con, and not even a false bottom inside a hidden compartment inside a secret basement could keep you out. When there's a mystery that needs solving you're the one people come to for help.

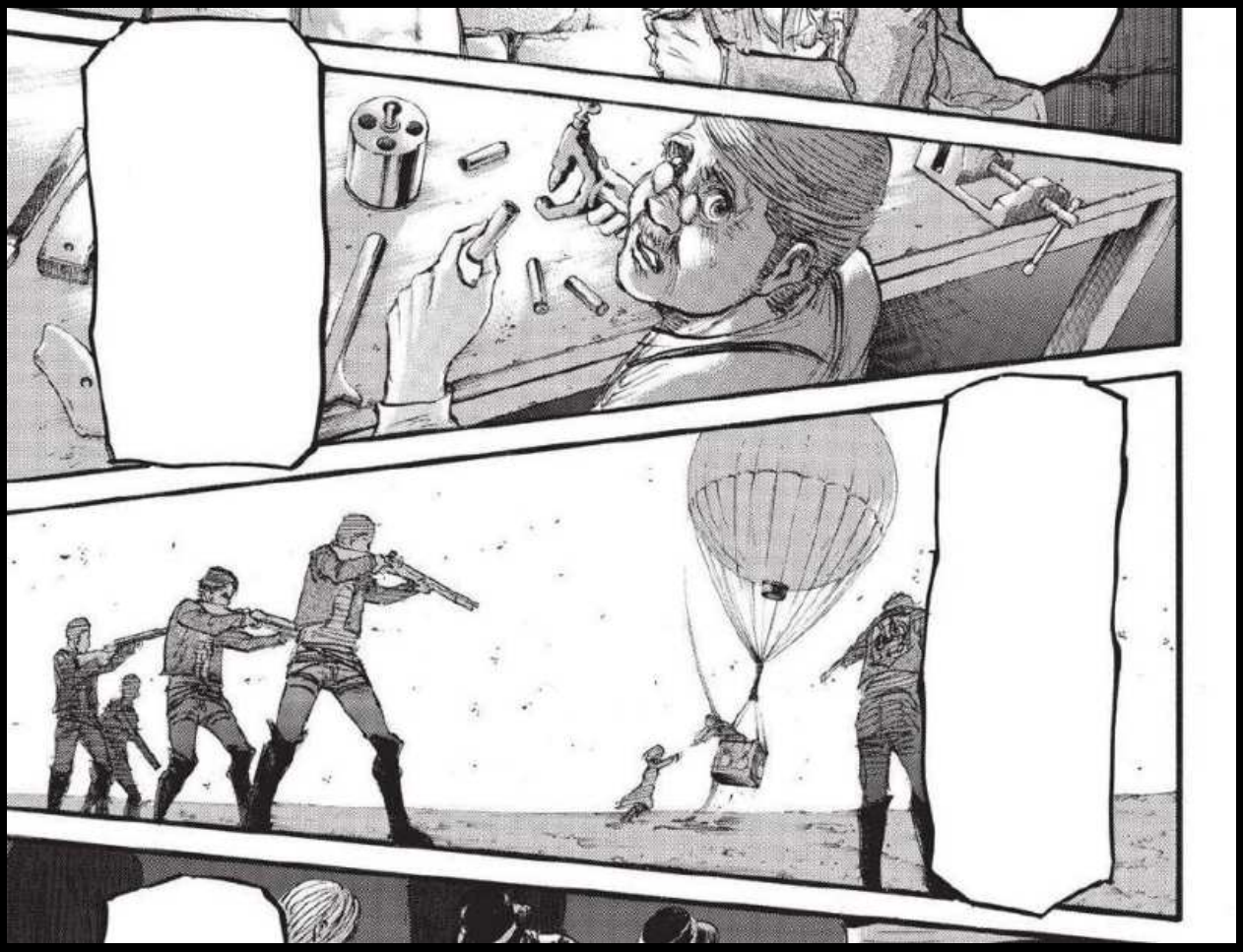
Titan Researcher
(300 CP) Perhaps you're a student of Hange Zoë, or an aspiring member of Marley's Titan Society? Either way you know much more about Titan science than the average person. This has given you insights into their behavior, both avoiding and manipulating their movements as well as staying just out of reach, as well as the ability to modify weapons to be more effective against them.
+ Veteran experience: You're one of the leading experts in Titan science. You have in-depth knowledge of Titan biology, Eldian genetics, and the mechanics of paths. You could tell someone was of Eldian descent through a blood test, replicate Titan spinal fluid with mundane materials, and even conduct experiments similar to those that created the Ackerman clan.



Strategic Mind
(300 CP) You're very good at problem-solving. When you put your mind to it you can come up with all sorts of deviously creative plans like baiting an overwhelmingly powerful opponent into expending just enough of his energy to hit his weak spot and take him down. When you're up against people who keep surprising you and doing the impossible, maybe it's time to fight fire with fire.

+ Veteran experience: You're a master of controlling the battlefield. You were thinking up new ways to fight ever since you were just a trainee, such as a new riding formation making revolutionary use of smoke signals to minimize casualties during extremely dangerous excursions. If you had the charisma to back up your plans you could even take Erwin's place as humanity's savior, if you were so inclined.

Engineer
(300 CP) Even if you keep humanity trapped behind walls, you can't snuff out the drive for innovation. You can take an intricate machine like vertical maneuvering equipment and play around with it, modifying and upgrading its mechanisms like the blades, gas propellant, and grappling cords.
+ Veteran experience: You don't need a base machine to work with anymore, you have enough experience to design your own inventions from the ground up. You can pull fields like weaponry and travel technology ahead by leaps and bounds just by tinkering away in your workshop. However, you should know the interior MPs keep a close eye on any new technologies, and will hear about an invention that breaks the mold even as far out as Shiganshina District. You'd better keep a tight lid on any groundbreaking work you do within the Walls if you don't want to disappear one night.



special abilities

Paths

(0 CP, requires and mandatory for Subject of Ymir or Ackerman Clan) All Subjects of Ymir are connected by paths, regardless of the distance between them. Paths are used to create and repair Titan bodies when a transformation is triggered, to pass down the power of the Nine Titans and the memories of former inheritors, to pass down skills and instincts among the Ackerman family, and to control all Titans and Subjects of Ymir with the power of the Founding Titan. All paths cross at one coordinate, the Founding Titan, in the dimension where Ymir Fritz endlessly toils away to build the bodies of the Titans.

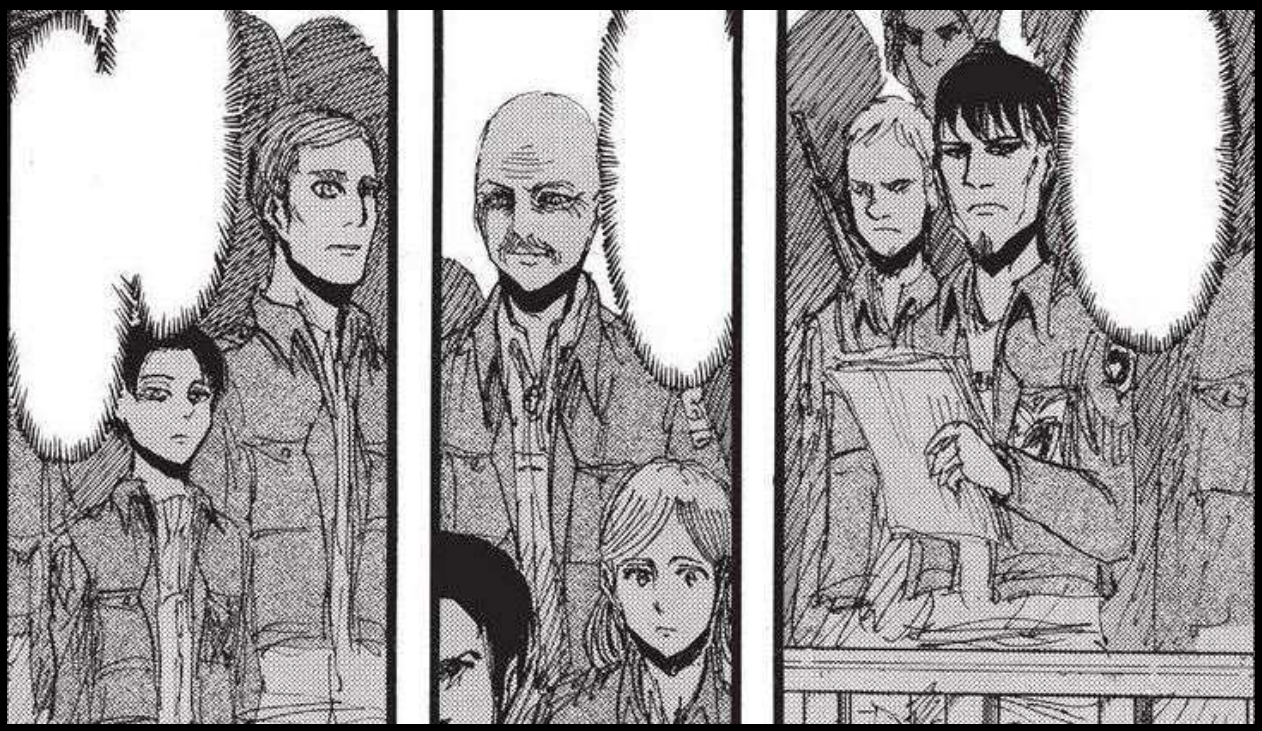


Subject of Ymir
(0 CP) Commonly known as Eldians after the empire they ruled over in the past, Subjects of Ymir are the descendants of the original Titan Ymir Fritz. As a Subject of Ymir, you'll be transformed into a Pure Titan if you're injected with Titan spinal fluid. You're also able to inherit one of the Nine Titan powers by consuming the spinal fluid of a deceased former wielder, most often done as a Pure Titan. The population of Paradis is almost entirely Eldians, but outside the island they're hated and discriminated against.

Dedicate Your Hearts
(100 CP) You're very good at making things come off as dramatic and important, mostly by shouting. This works especially well for things that are, you know, actually dramatic and important, but you could make pretty much anything sound like the fate of humanity relies on the outcome if you really wanted.

OST
(100 CP) An original soundtrack across a variety of genres, mostly orchestral and symphonic metal. It automatically plays during intense and emotional moments, making everything feel significantly more grand and epic. A few of the songs can be applied to seemingly any situation as if written just for that moment.

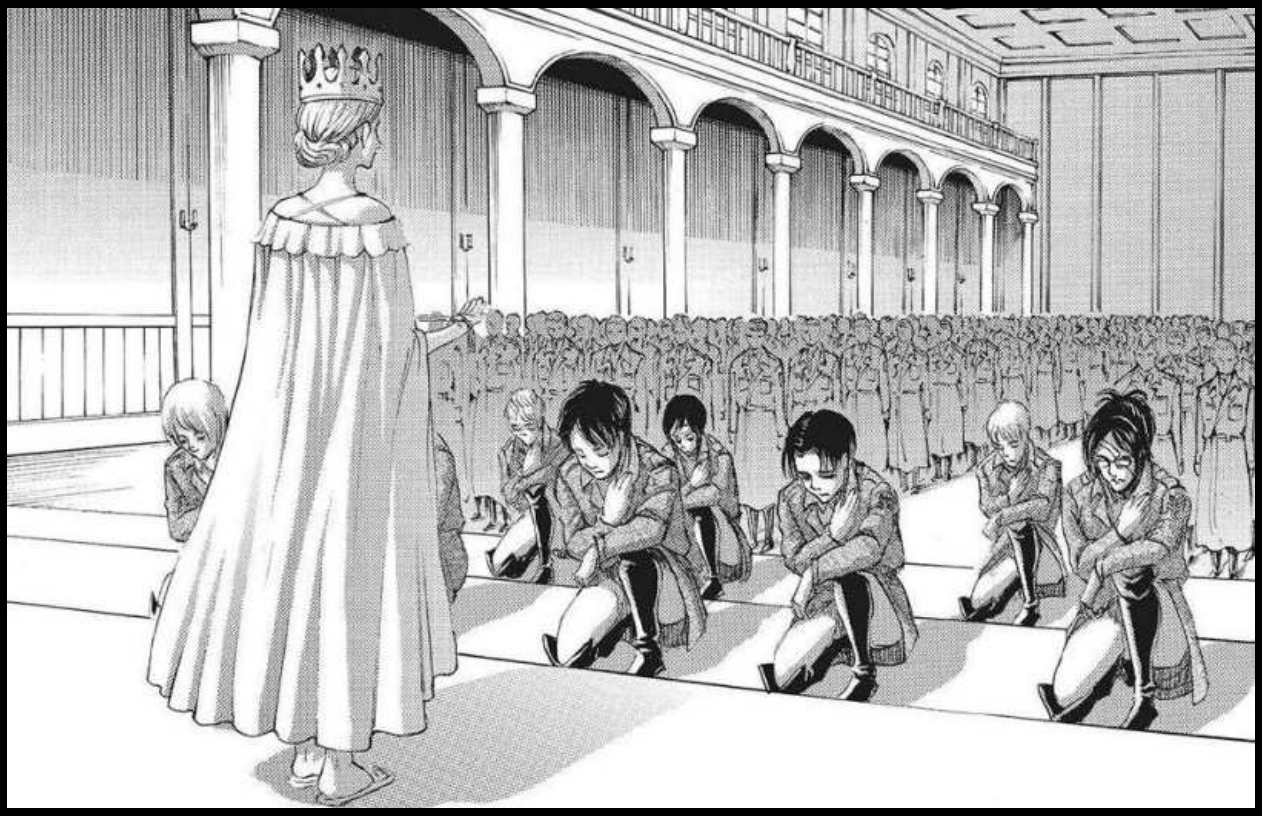
Veteran
(200 CP) Capstone booster for the Soldier and Warrior backgrounds. Add 1d8+20 years to your age. Choose two of your skills to upgrade as the focus of your career. You have years of experience working, fighting, and honing your skills. You've climbed the ranks of your organization, and while you're not the one calling the shots you have a significant amount of experience and influence among your colleagues.



Royal Blood
(400 CP) Capstone booster for the Drop-In and Shifter backgrounds. Choose one of three families:

> Fritz
> Controls life inside the Walls on Paradis, and was involved with the Eldian Resorationists in Marley. Inside the walls, they're now known as the Reiss family.
>
> Tybur
> Holders of the War Hammer Titan, influential aristocrats, and the secret rulers of Marley.
>
> Azumabito
> Descendants of the old Shogunate clan in Hizuru, and known as the Asian clan on Paradis.

You're now a member of this family. Descendants of the Fritz bloodline can tell who is and isn't a Subject of Ymir at a glance, and can use the full powers of the Attack, Beast, and Founding Titans. Members of the Tybur family have full access to the memories passed down through the War Hammer Titan for the last few centuries, including the truth about the Great Titan War, as well as a secret authority over Marley and a unique lack of discrimination by the rest of the world. Descendants of the Shogunate branch within the Walls, now known in Hizuru as the Azumabito family, will be given special treatment by Hizuru once Paradis is cleared of Pure Titans, including an offer of shelter and safety.



Because I was Born into this World

(600 CP) You have a sense for things that hold power over you, and over those around you. It could be as obvious as someone telling you what to do or walls that keep you caged, or as subtle as genetic compulsions or the vicious cycle of pain and revenge. As weak as an unhealthy habit used to cope with pain and fear, or as strong as knowing nothing but unending slavery for countless years. You're much more resistant to allowing these things sway over what by all rights is your decisions and yours alone. You're no slave. By actively trying to free yourself and others, you can break the control that binds them. It doesn't matter how strong it is, or how long they've been subservient. Sometimes they just need someone to give them a choice.



Their Deaths Weren't in Vain
(100 CP, free for Drop-Ins) Everyone's lost someone. Everyone has people they want to honor, people they carry on the memories of, so their lives and sacrifices weren't meaningless. You can see the ghosts of these people, and make them visible when you need to remind yourself and others of what you're fighting for.

Devilishly Handsome
(100 CP, free for Soldiers) Despite all your flying around on vertical maneuvering equipment, your hair never seems to get disheveled. It stays as neatly combed or brushed as it was before, and your glasses stay on your face. If you keep it loose then you won't be blinded by stray locks of hair whipping around in the wind either.

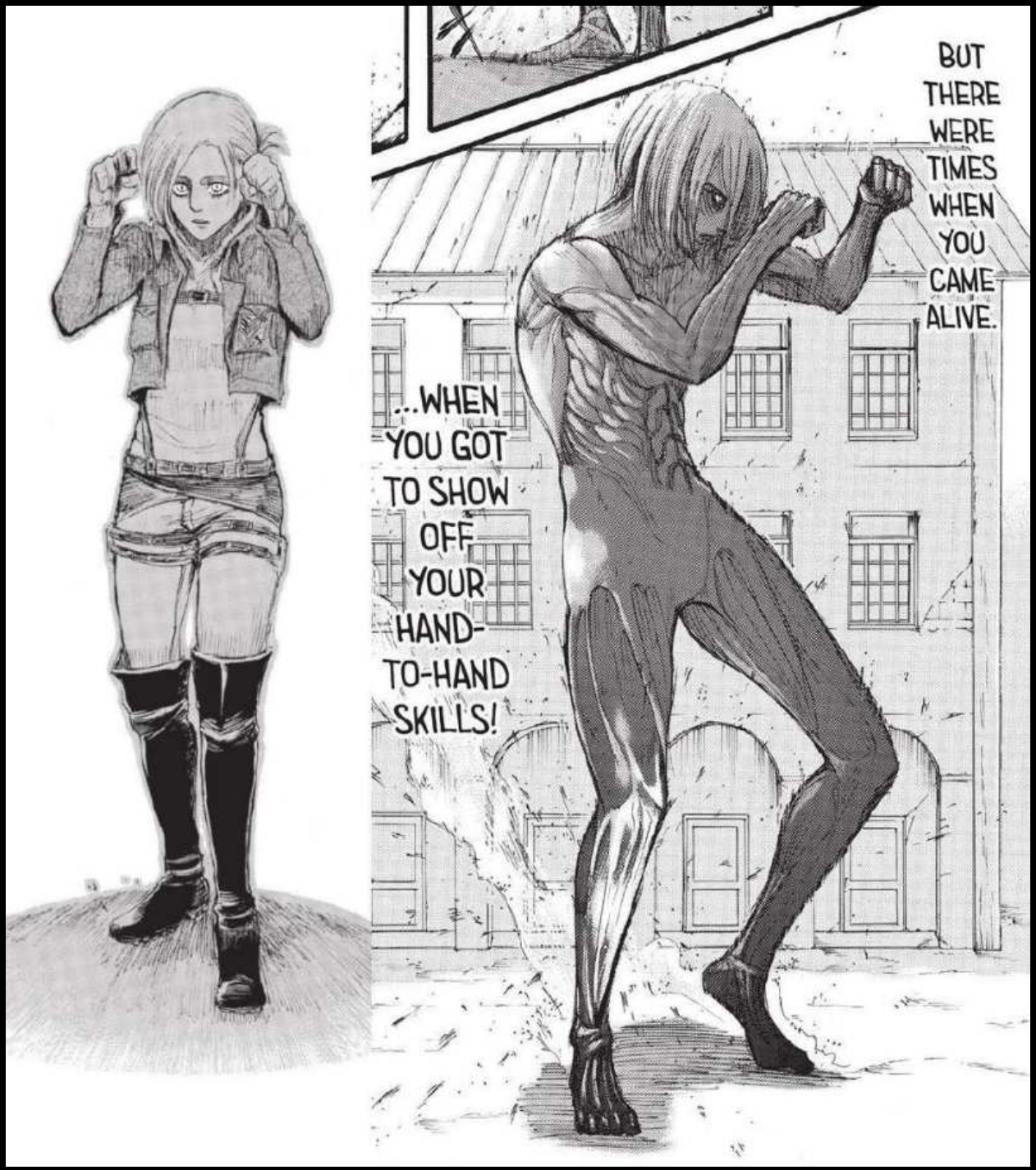
Quick Reflexes
(100 CP, free for Shifters) You'd think that vertical maneuvering gear would make the humans unstoppable, able to fly through the air and remain as catchable as the wind. But the enormous casualties sustained by the Survey Corps over it's short history says otherwise. You share this talent at killing, as you can snatch things out of the air and from around you with high accuracy and speed. This doesn't necessarily mean with your hands either, diving towards something headfirst with your mouth wide open is a perfectly valid strategy for Titans (and certain hungry humans).



Bloodhound
(200 CP, discounted for Drop-Ins) Your sense of smell is far better than it has any right to be. You could smell Titans approaching from kilometers away, accurately enough to predict which direction they're coming from and the exact number of them. Of course, you can pick up on other scents as well, such as what sort of lifestyle someone lives based on their smell, but the advantage of having an early-warning sense for incoming Titans can't be understated with their tendency to sneak up on even experienced and alert soldiers.

The Devil Himself
(200 CP, discounted for Soldiers) Who has the luxury of being the good guy when humanity's fate is on the line, or when the entire world wants you dead? Sometimes hard calls have to be made, and you're just the guy to do it. You have a talent for risk assessment, and when you know what needs to be done you won't hesitate to abandon your humanity to give your people a fighting chance. They may hate you for it, but they'll know it was the only way.

Leonhart Martial Arts
(200 CP, discounted for Warriors) A distinctive and highly effective martial arts style that makes heavy use of throws, kicks, and grappling. It's designed to be used against an opponent who's stronger than you by using their own weight and momentum against them. If you had some way to harden your body, your strikes would be absolutely devastating.



Fast Learner
(200 CP, discounted for Shifters) You have a knack for kinesthetic learning. You could pick up a fighting technique much faster than normal just by having it used on you once. You won't instantly master it, but you'll be able to turn around and use it on someone else with passable skill. And remember, practice makes perfect. You could pick up someone else's fighting style incredibly quickly by mimicking their movements.

Not Your Subject
(400 CP, discounted for Drop-Ins) As Subjects of Ymir, Eldians are susceptible to the decrees of the Founding Titan when it's wielded by the royal bloodline. Even their minds aren't truly their own, as the King or Queen can use the Titan to remove and rewrite their memories as they see fit. And what else is a person but a result of the experiences they've lived through? However, you aren't a slave to this power. Your memories can't be altered, by the Founding or otherwise, so they can't be manipulated to change who you are or what you choose.

I Just Want to Kill Titans
(400 CP, discounted for Soldiers) Your spirit, and your will to live and be free, are the rocks across which hardship breaks. You fight with everything you have, your sheer tenacity keeping you going where anyone else would fall. Being maimed and eaten alive, sitting in a Titan's stomach with lethal injuries and surrounded by the corpses of your friends, would only drive your further onwards to survive and avenge their deaths.

I'm the Same as You
(400 CP, discounted for Marleyans) They say everyone's the hero of their own story, that nobody sees themselves as the villain. During extended periods of time apart, your enemies often find themselves realizing that, deep down, they aren't all that different from you after all. Of course, they aren't going to switch sides just because they understand what motivates you unless they barely believe in their own cause, but it'll make it much easier to talk to them or come to an agreement, and they'll find it harder to fight you when it so easily could have been them in your place.

Fury of the Human Race
(400 CP, discounted for Shifters) You know the difference between right and wrong, and no one's going to convince you that wrong is right. No matter how difficult the situation is, no matter how morally ambiguous the people around you are, no matter how much the world tries to change you, you can dig in your heels and refuse to compromise on your morals, to be corrupted by the darkness around you dragging you down.

Another Takes Your Place
(600 CP, discounted for Drop-Ins) The world always needs people like you. There will be those who are driven into doing what you do everywhere you go, who will in turn inspire others to take their places as they did yours, and so on. If you're a noble hero, others will rise up to take up the good fight, and they'll lead their own successors in turn. If you're a no-nonsense hardass who makes tough calls and gets their hands dirty, you'll see others turning to similarly cynical but practical answers, and causing others still to do the same.
+ Royal Blood: You don't just inspire the masses to turn towards a vague methodology. No, you can pass down specific vows and ideologies to your successors, irrespective of their own dreams and desires. They'll feel your pain, understand your reasoning, and agree with your convictions, and any internal conflict will quickly pass.

Ackerman Clan

(600 CP, discounted for Soldiers) Products of experimentation on the science of Titans during the time of the Eldian Empire, the Ackerman clan are now thought to be a myth outside of Paradis. Within the Walls, their combat prowess is legendary. Kenny the Ripper was allegedly able to kill 100 Military Police sent after him, and Captain Levi is hailed as humanity's strongest soldier. Their abilities are the result of their own path network, based on but otherwise unrelated to the Eldian paths, that's used to inherit the combined skill of their ancestors. When an Ackerman awakens their power they feel an almost inhuman level of strength surge through their bodies, attain perfect control over their movements, and know exactly how to move in order to fight most effectively. As a novice it would take a talented fighter who's trained for years to defeat you, and you'll only get better as you develop your full potential. Also, you can spin around as much as you want without getting dizzy.

+ Veteran experience: After years of honing yourself like a human weapon, you rival Levi for the title of humanity's strongest soldier. You could bring down multiple Titans at once without exerting yourself, and outfight a team of soldiers armed with firearms using only your swords. Even Titan shifters are helpless to stop you as you cut them to pieces before they even know what's happening.



The Boy Wonder
(600 CP, discounted for Warriors) Who'd expect a child to be capable of operating as a double agent, of turning in his parents to be executed just to advance his career? Who would suspect he'd spend his entire adult life worming his way into a position of power, all to accomplish his nihilistic dreams? You have a natural charisma about you, working off your competence to make you seem all too trustworthy. It wouldn't be difficult to rise to a position of political or military power even as a feared and hated minority, all the while arranging secret meetings with the enemy and growing a subversive support base within the community. Almost as far back as you can remember, you've been pulling the wool over people's eyes and making plans within plans.
+ Veteran experience: ...within plans. Forget double agent, you're a born triple agent, your new marks never suspecting you of betrayal even as they help you escape from your first set of victims. You could outwit a master schemer even as he thinks he's outwitted you, and walk him right into a trap as you execute your masterstroke. Just hope he doesn't have anything up his sleeve, like setting your ultimate weapon free.

Reuniting the Nine
(600 CP, discounted for Shifters) The power of the Nine Titans is typically passed down through the generations by the next chosen inheritor being transformed into a Pure Titan and eating their predecessor. However, it's possible for one of the Nine Titans to eat another shifter and take their Titan for themselves. Due to this, the unique powers of multiple Titans can be used by a single shifter. In the same way, you can combine your powers and transformations into a single whole. For example, you could combine a time travel power and a lightning power into lightning bolts that send people forwards through time when struck, or flame control with a ghost transformation to become a fire spirit. Combining powers isn't permanent.
+ Royal Blood: When combining your powers, they work together to unlock their true power, becoming much more than the sum of their parts. While the Attack Titan can normally only send fragments of memories back through time, Eren was able to use it with the Founding Titan and Zeke's ancestry to send not only his entire mind back to communicate directly with a former inheritor, but to send his will to freedom to every past Attack Titan user. Using the power to move through time to unlock the potential of a super speed ability could allow you to slow down, freeze, and speed up time relative to yourself, unlocking sword generation with forcefields could result in the creation of solid structures of whirling blades, and a connection to the planet's spirit or biosphere could result in a plant-based transformation becoming a transformation into an avatar of nature, powered by the life force of the planet itself.

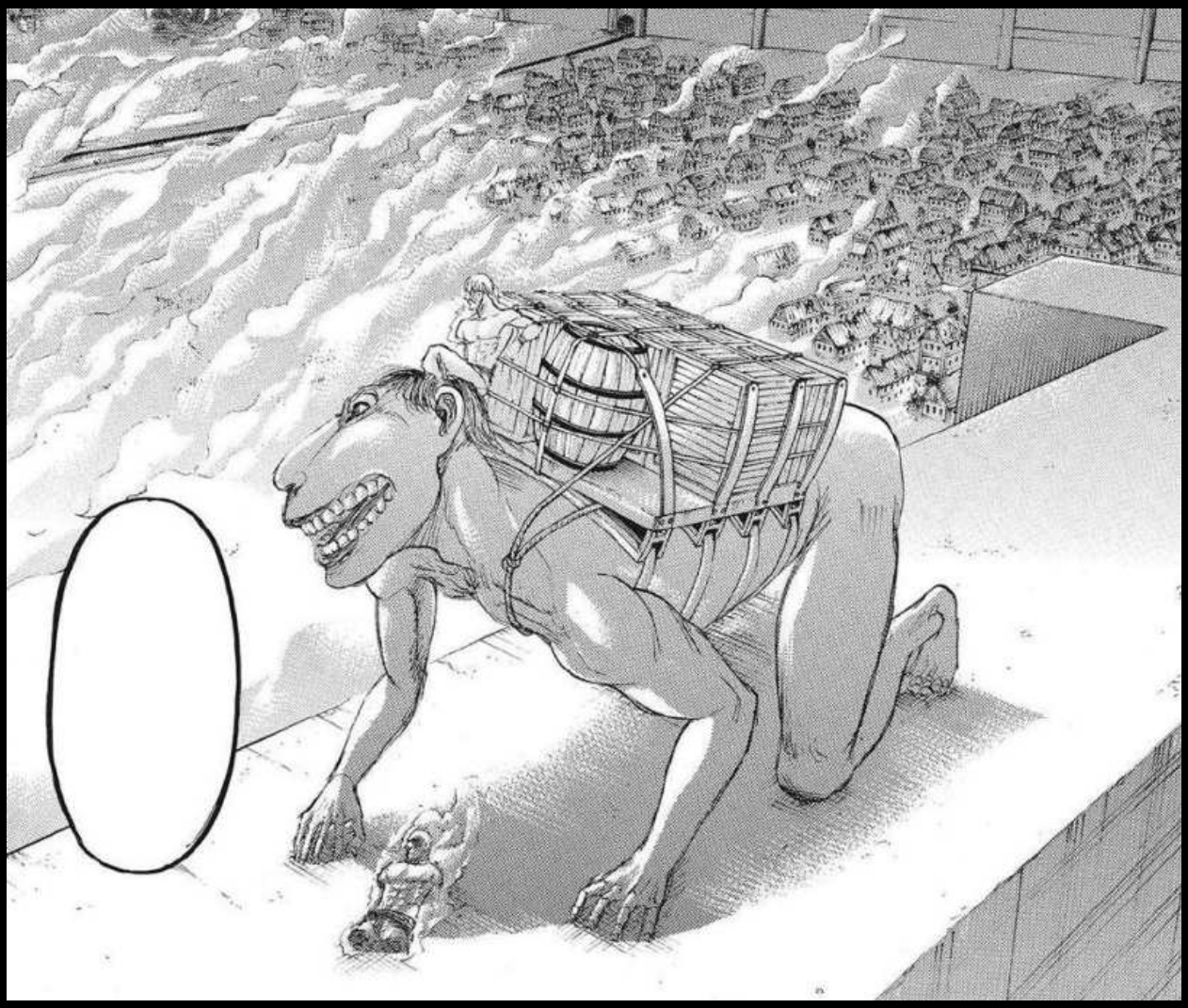


titan form

Inheriting a Titan requires Subject of Ymir and Paths. You take the place of the current inheritors of any Titans bought here. Transforming is done by keeping a goal or belief in mind while injured, whether it's self-inflicted or not. This isn't normally a problem since Titan shifters can regenerate from injuries as long as the nape of their neck is intact and they have a strong will to live. Larger Titans have a higher body temperature and require more energy; the Attack Titan can be summoned several times in a row before becoming exhausted while the Colossus Titan can only transform once a day.



Cart Titan
Current Inheritor: Pieck
(300 CP) The Cart Titan is the fastest of the Nine, and you're able to stay transformed for months on end without exhausting yourself and having to return to human form. This makes the form ideal for long-distance and scouting missions. The Cart Titan's quadrupedal stature makes it easy for you to carry supplies and mounted artillery around with you, and your speed and agility would allow you to rush around the battlefield scooping up injured allies before they can be finished off. However, your regeneration is slower than other Shifters, and if your injuries are grievous enough it might not be enough to save you. You also need to readjust to walking on two legs after returning to your human form if you spend too long transformed. The Cart Titan is capable of speech and isn't considered a target by Pure Titans.



Jaw Titan
Current Inheritor: Marcel Galliard
(300 CP) Befitting to its name, the Jaw Titan has a proportionately large head and mouth to make the most of it's incredibly strong jaw strength. Your jaws and nails are powerful enough to cut through hardened Titan crystal, a material indestructible to this world's technology. The Jaw Titan is also the most agile, capable of jumping between trees and enemy Titans or leaping around defenses. It's capable of speech, but will be attacked by nearby Pure Titans.



Female Titan

(500 CP) Current Inheritor: Annie Leonhart

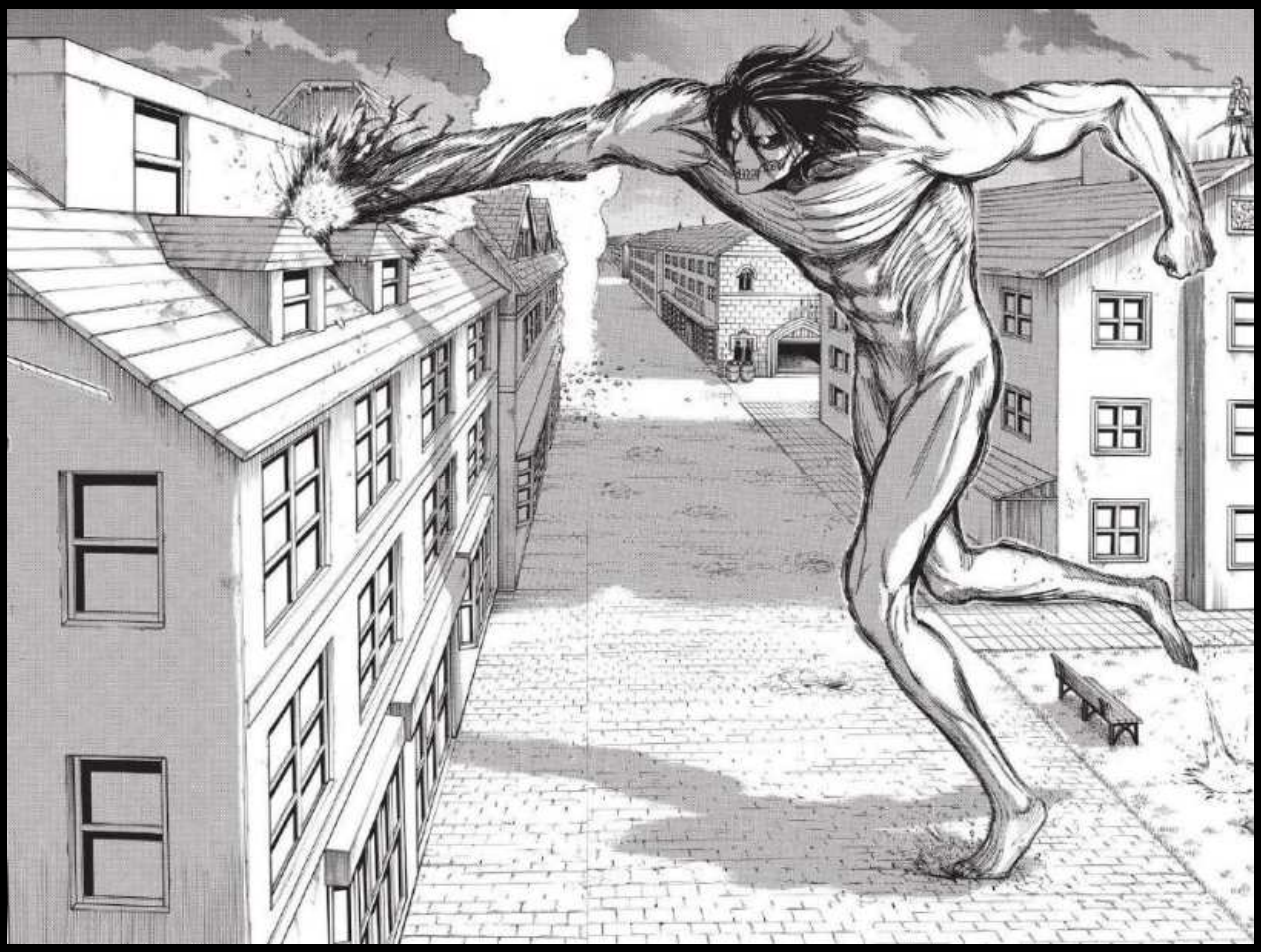
Named after the fact that it's the only Titan with a female body type besides the Founding Titan, the Female Titan is a versatile one. Capable of moving and fighting with all the agility of a human, calling Titans to your location by screaming, and running for miles before exhausting yourself, the Female Titan is highly mobile and dangerous. Your stamina and ability to both draw in and outrun nearby Pure Titans makes you ideal for gathering a horde; collecting a number of them behind you and leading them to your destination, then escaping before they turn on you. The Female Titan can't speak, and will be attacked by Pure Titans if they get close enough.



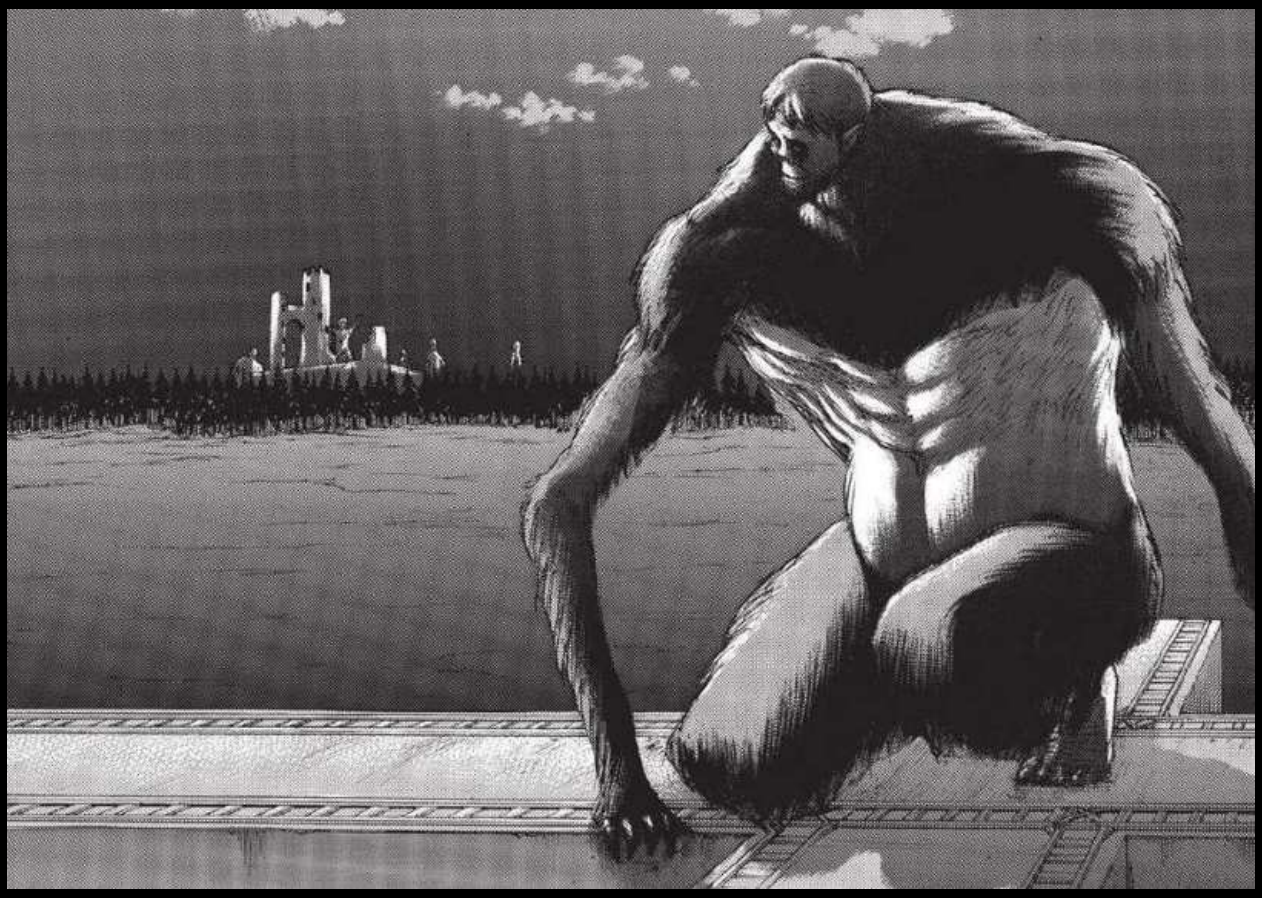
Armored Titan
Current Inheritor: Reiner Braun
(500 CP) The most defensive Titan overall. When fully transformed the Armored Titan is covered in plates of hardened Titan flesh, although these are slightly weaker than the hardened flesh of other Titans due to the hardening effect being spread out across the entire body. Despite this, you're still capable of shrugging off attacks from cannons or ultrahard steel blades without a scratch, and can further harden your hands and feet into sharp claws. A unique trait of the Armored Titan is the ability to decentralize your nervous system before transforming, so that as long as the majority of the Titan's spine survives you can regenerate even if your own neck is cut. Just remember that if your brain is destroyed you'll lose any memories from after the decentralization. When summoned with full armor you'll find this Titan slower than the others, and you can trade off some defensive strength by leaving the joints partially exposed to move freely. If summoned without the facial armor it's the only Titan to look exactly like your human form. The Armored Titan is strong enough to throw Pure Titans its own size as projectiles. With it you can call Pure Titans to your location, although they'll attempt to eat you, and it can't speak.



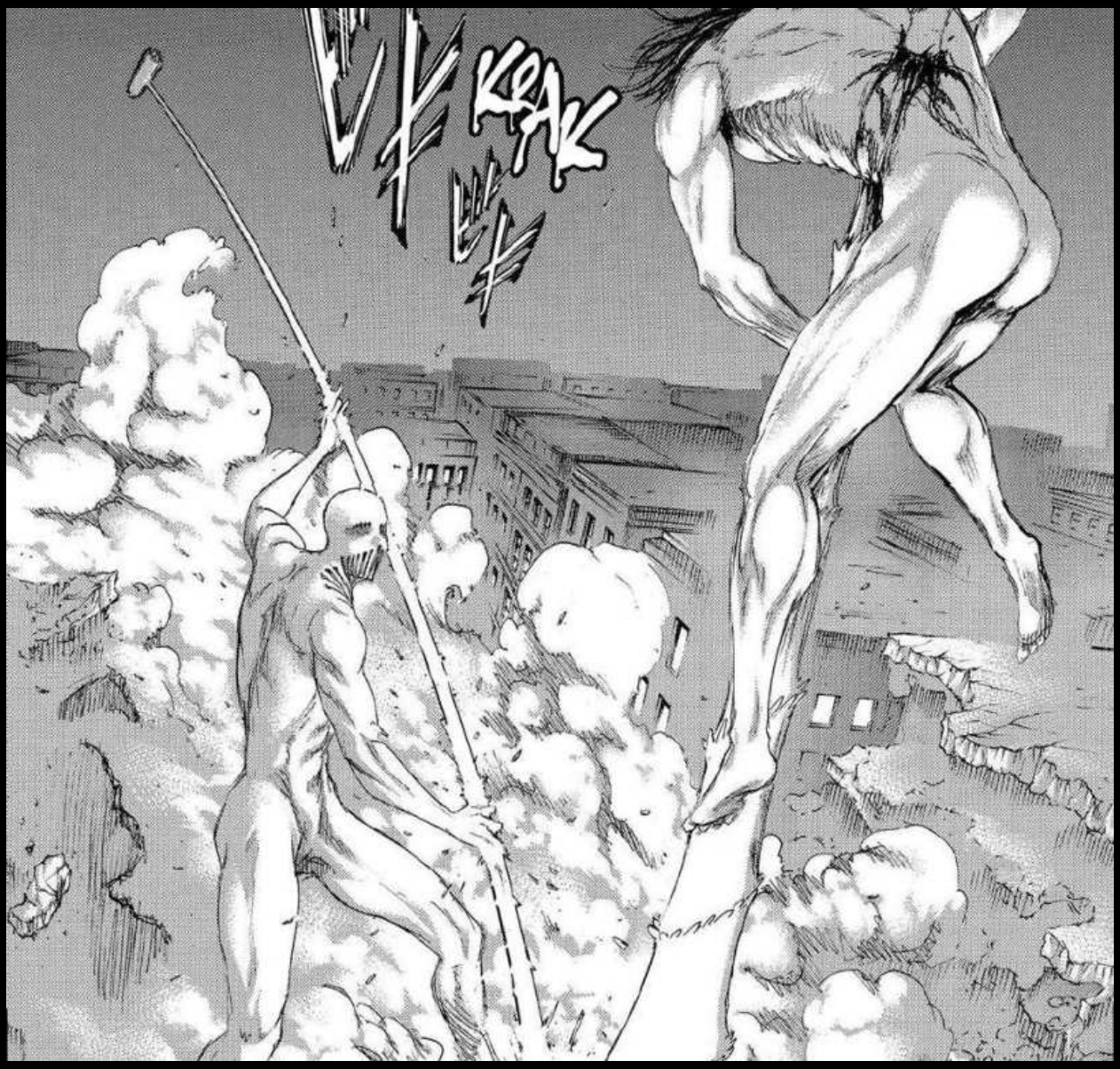
Attack Titan
Current Inheritor: Grisha Yeager
(600 CP) At first glance the Attack Titan seems to be the male counterpart to the Female Titan, a lipless male Titan typically sporting the build of a lean athlete, but its true power goes much deeper than its physical abilities. The Attack Titan is the only one capable of transcending time through paths, sending memories from future inheritors to those in the past. When used with royal ancestry, or when touching one who possesses it, you can even interfere with these memories as they're happening, speaking directly to former inheritors and causing the events of the past yourself. Along with this power, it's physical strength is nothing to scoff at. You can deadlift 1000 tons above your head and carry that weight across a city, and your punches can send other Titans flying through the air. The Attack Titan can't speak and will be targeted by Pure Titans.



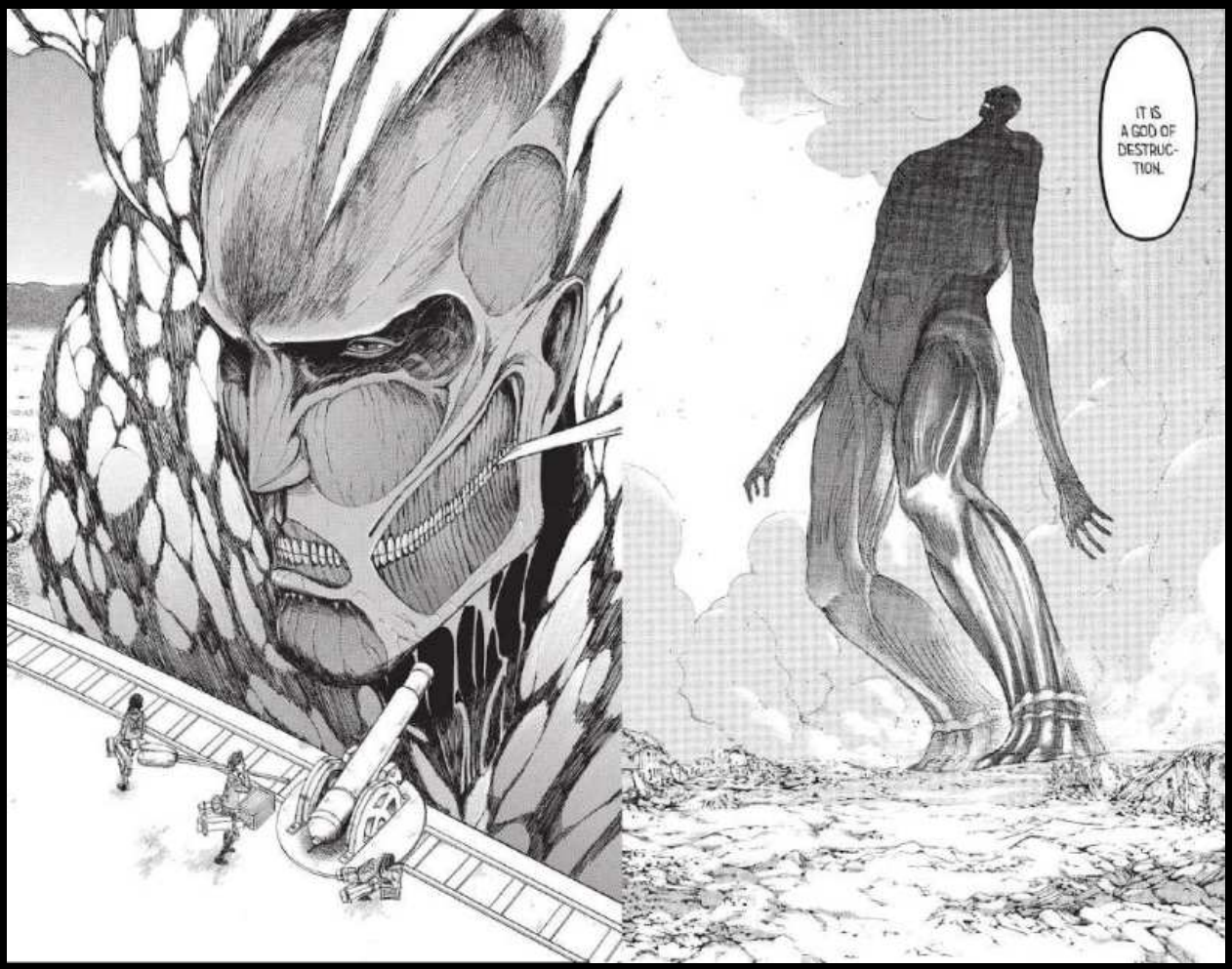
Beast Titan
Current Inheritor: Zeke Yeager
(600 CP) The Beast Titan stands out as the only Titan without an entirely human base, being built like a combination of multiple primates. Your disproportionately long arms and Titan strength give you truly ridiculous throwing power. You could crush a boulder in your hand and launch the rubble fast enough to break the sound barrier. Given sufficient ammunition you could level an entire town in just a few minutes. When combined with royal blood, this Titan has some power over the creation of Titans. The spinal fluid of its inheritors can be used to create time delay Titans so that when you scream, any infected Subjects of Ymir in range will suddenly transform into Pure Titans. You can control these Titans through your screams and commands. The Beast Titan can speak and won't be targeted by Pure Titans.



War Hammer Titan
Current Inheritor: Lady Tybur
(800 CP) The War Hammer Titan has been passed down through the Tybur family since the time of the Eldian Empire. Thanks to maintaining a singular bloodline, this Titan carries with it crystal-clear memories from all those years that can be viewed by Tybur descendants. In terms of fighting ability, the War Hammer Titan is the only mid-range Titan. It's operated remotely from within a protective crystal, and can convert nearby matter into hardened Titan flesh to use as weaponry. These can range from simple spikes to massive pillars to swords and functioning crossbows, and can be used to clear out an area or create a tunnel and other constructs by moving the transformed material around as you shape it. However, this can quickly drain your energy if used too often, and a single drawn-out fight is enough to exhaust the War Hammer Titan's power if you overuse your shaping abilities. The War Hammer Titan is capable of speech and Pure Titans won't try to eat it.



Colossus Titan
Current Inheritor: Bertolt Hoover
(800 CP) The most powerful Titan in terms of raw destructive potential, the Colossus Titan is the tallest of the Nine Titans by a wide margin. When transforming you can control the amount of energy released, from a relatively harmless blastwave to an explosion intense enough to destroy everything around you. Once transformed your kicks could send an ordinary-sized Titan flying, or break through a thick wall of hardened Titan flesh. If your enemies are too fast to hit, which is very possible since your massive body is fairly slow to get moving, you can defend yourself with a blast of searing steam in every direction by slowly consuming your muscle mass. You can also condense this into a concentrated steam breath attack, which is hot enough to set fire to flammable objects on contact. The Colossus Titan can't speak and will be attacked by Pure Titans.



Founding Titan
Current Inheritor: Frieda Reiss
(1000 CP, must take Vow to Renounce War if taken with Fritz Royal Blood) Also known as the Coordinate, as the coordinate that all paths cross, the Founder Titan acts as the ruler of all Subjects of Ymir. It's unique in that the apparant sex of this Titan depends on the current inheritor, but tends to have a skeletal appearance. You can directly order all Pure Titans to do your bidding. You also have the ability to control the biologies of all Subjects of Ymir by screaming or making physical contact. You can make them immune to certain diseases, rewrite their memories, alter their ability to reproduce, and even force them to transform into a Pure Titan form of your choice, including Colossus Titans. These powers can be used both in and out of your Titan form. The Founding Titan can speak, and will never be attacked by Pure Titans.



Tenth Titan

(200 CP) Customize your own unique Titan form. You can speak and won't be attacked by Pure Titans.



Height

2 - 5 m, Human-like

(+100 CP) You can use things like doors, but you aren't much stronger than a normal human.

6 - 15 m, Average

(0 CP) The standard Titan size. Humans and their architecture are like toys to you.

16 - 30 m, Huge

(300 CP) You're larger than many Pure Titans, and can pose a threat even to a medium size shifter.

31 - 80 m, Colossal

(600 CP) You are to normal Titans what they are to humans. Your flesh is almost too hot to touch.

81 - 120 m, Mountainous

(1000 CP) You're one of the largest Titans of all time, and you set nearby objects on fire from the heat.

Appearance

Exposed Musculature

(0 CP) You have no skin, your bones and muscles are exposed.

Normal

(0 CP) You look relatively human. You may have some quirks, like unusual ears or mouth structure.

Bestial
(0 CP) You share traits with an animal, such as an ape or horse.

Movement

Disproportionate
(+100 CP) Your head, body, and limbs don't match up, and you have difficulty moving properly.
Quadrupedal
(0 CP) You can run much faster, but you can't fight as effectively as a human could.
Bipedal
(0 CP) You stand on two legs and your body functions as normal. You look like a giant human.
Winged
(400 CP) You have functional wings, and resemble a giant angel.

Titan Powers

Titan Call
(100 CP) Summon nearby Pure Titans to your location
Emergency Crystal Sealing
(100 CP) Lock yourself in a near-unbreakable cocoon, but you'll be in a coma until freed.
Remote Piloting
(200 CP) Control your Titan from inside a protective crystal, connected through a tether.
Tooth and Nail
(200 CP) Your teeth and claws are tough enough to shatter Titan crystal.
High Stamina
(200 CP) Remain inside your Titan for up to several months without needing to transform back.
Decentralization
(200 CP) You can survive damage to your human body if the majority of your Titan spine survives.
Armor
(200 CP) Your Titan can be summoned with hardened flesh protecting up to its entire body.
Remote Trigger Spinal Fluid
(400 CP) Eldians that ingest your spinal fluid can be transformed and controlled by your screams.
Steam Release
(400 CP) Emit burning steam in a wave or concentrated blast, hot enough to start fires on contact.
Atemporal Paths
(600 CP) You can see memories from the future and visit the memories of your predecessors.
Flesh-Shaping
(600 CP) Convert and reshape nearby inorganic matter into hardened Titan flesh.
Founder
(1000 CP, must take Vow to Renounce War for 0 CP if taken with Fritz Royal Blood) You have total control over the memories and biologies of non-shifter Eldians through screaming or making physical contact. Your scream doesn't have a range limit as it propagates through paths. Requires either possession of or contact with a person with royal ancestry to use.

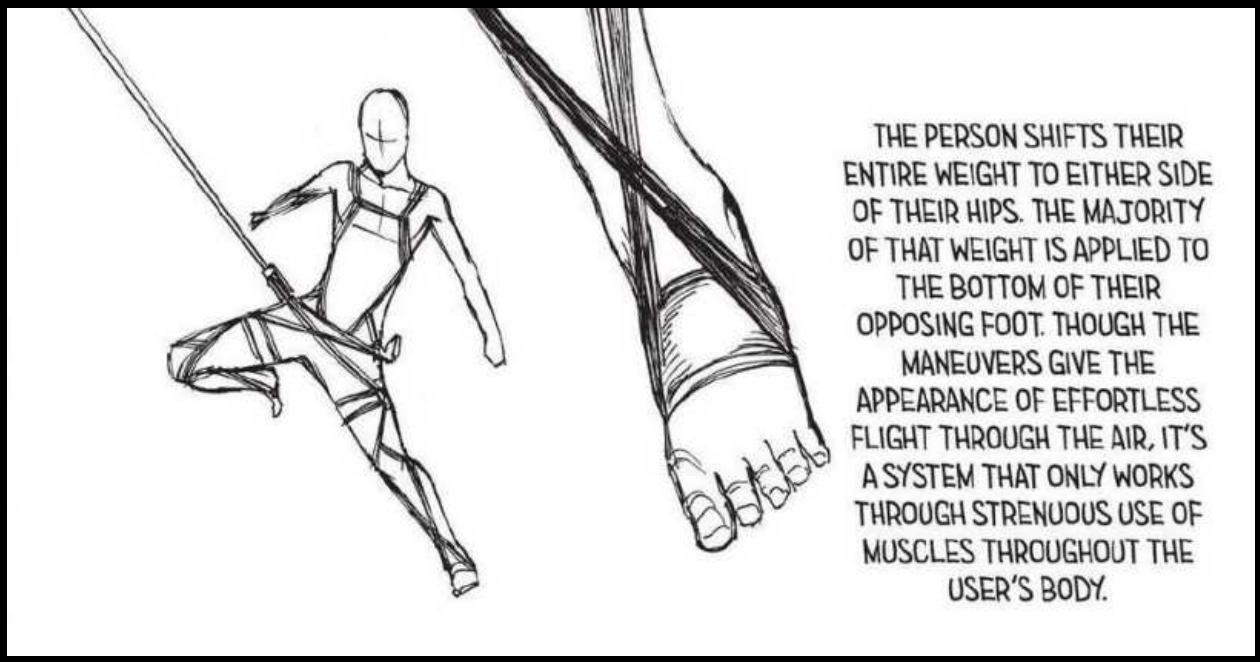
items

Titan Spinal Fluid

(100 CP, free for Drop-Ins) Eighteen syringes filled with spinal fluid extracted from Pure Titans. When injected into the blood of or ingested by an Eldian, they're transformed into another Pure Titan. The spinal fluid can be replicated, but it would take specific materials and an expert in Titan science to do so. Comes with instructions on where exactly to inject in order to create a Titan of the desired size, and what not to do to avoid creating Abnormal Titans. The spinal fluid will begin to evaporate if exposed to air. These are restocked once a month.

Vertical Maneuvering Equipment

(100 CP, free for Soldiers) The only technology both developed within the Walls and allowed by the Royal Government, vertical maneuvering equipment is humanity's number one weapon against the power of the Titans. A leather harness is fitted around the body to allow full three-dimensional orientation mid-air through body movements, dual grappling blades on steel tethers combined with compressed gas to reel, swing, and propel the user through the air, a set of disposable ultrahard steel blades that are both flexible and durable, and sharp enough to slice through normal Titan flesh, and hand grips used for firing the grapples and wielding the swords. The grapples are long enough to easily reach the tops of the 50 m high Walls twice over, and fast enough at firing and reeling in to allow you to move like a blur as long as you have the reaction speed and coordination to keep up. The compressed gas is strong enough to send an adult human carrying two others flying through the air, and safely halt your movement after falling at terminal velocity. The blades, compressed gas cylinders, and grapples can be manually upgraded if you have the resources and know-how. This set comes with a Paradis military uniform of your choice, either Training Corps, Garrison, Survey Corps, or Military Police Brigade. You get twelve swords and three gas cylinders that are restocked daily.

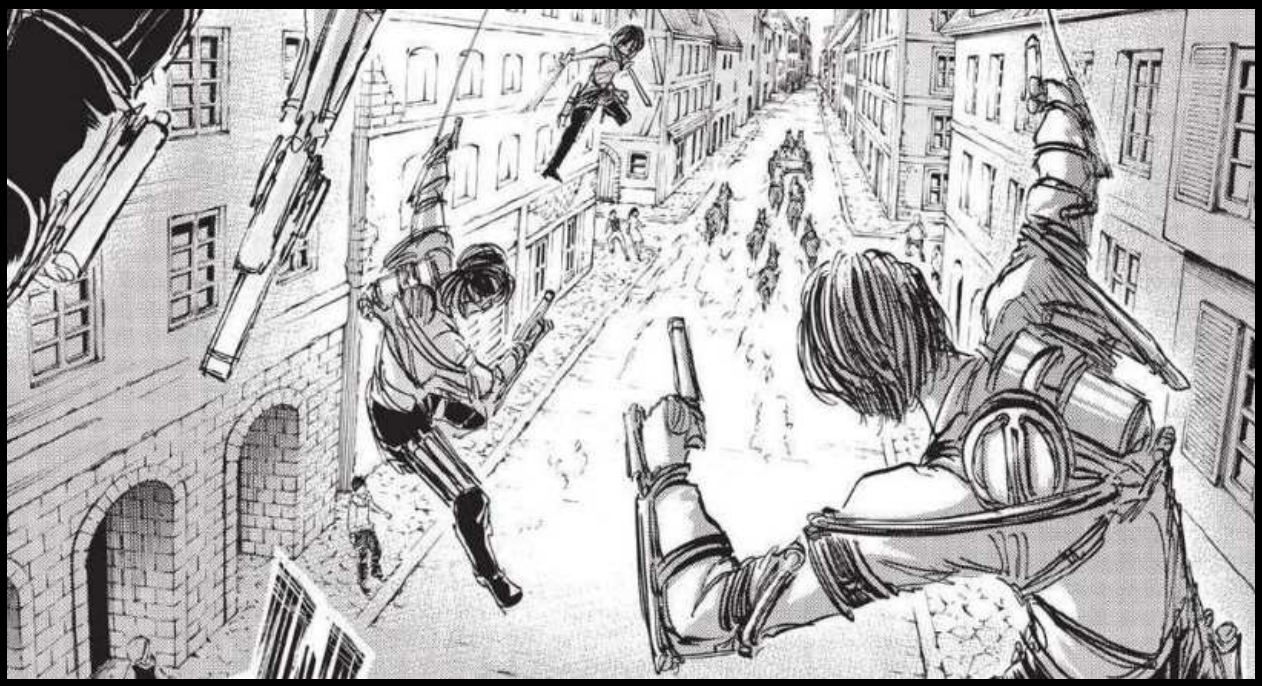


Handgun
(100 CP, free for Warriors) A relatively high-tech handgun that can fire multiple times before reloading thanks to the extended magazine, unlike the bolt-action rifles that make up the majority of firearms here. You receive three magazines which are restocked daily.

Thorned Ring
(100 CP, free for Shifters) A simple, unobtrusive ring that has a flip-out blade on the inside. The blade can be opened with one finger on the same hand. This can be used to injure yourself if you don't like the idea of biting your hand, or if your enemies hold your mouth open.

Food Cupboard
(200 CP, discounted for Drop-Ins) A wooden cupboard filled with all kinds of food, including many varieties of meats. When you close it and open it again all of the food will be replenished. Food stored here won't go bad as long as the doors and drawers are kept shut.

Anti-Personnel Vertical Maneuvering Equipment
(200 CP, discounted for Soldiers) A variation on the standard vertical maneuvering equipment model. This version has the grapple cords coiled behind the shoulders instead of the waist, and uses shotguns instead of swords. The shotguns are single-fire only, and are reloaded by dropping the barrel and equipping a new one from the belt, similar to the method of reloading your swords. While the shotgun rounds aren't enough to kill a Titan they're especially effective against humans, as they can be used at range. However, someone with inhuman amount of skill with the swords could block the blast with one as the spread is fairly small. You get twelve barrels, two in the grips and ten around your belt, and three gas cylinders, which are restocked daily. Given that it'll be a few years before these are actually developed by the internal Military Police, you might want to keep its existence on the down-low if you don't need it right away.



Horse
(200 CP, discounted for Soldiers) A strong horse with good endurance. She's capable of outrunning a Titan's walking speed and almost keeping pace with a sprinting 15 m Titan, and has been trained not to run from Titans or Titan battles. She has a set of colored signal flares and a flare gun attached to the saddle. Comes when called.

Eldian Historical Documents
(200 CP, discounted for Warriors) A folder containing the true history of the Eldian Empire and their subjugated nations, including Marley, with irrefutable proof of its validity. These are great for countering propaganda, or for creating it by selective removing some of the information before showing people. Don't let the Marleyan or Royal Governments find out you have this unless you feel like being hunted down to be tortured and executed.

Tainted Wine
(200 CP, discounted for Shifters) Expensive wine that's had spinal fluid from the current Beast Titan tastelessly dissolved into it. If the victim is in range when the Beast Titan screams, whether it's the same inheritor as the spinal fluid was taken from or not, they're transformed into a Pure Titan. The spinal fluid will stay in their system for several months before fully going away, and even a tiny drop will be enough to trigger the transformation.

Ultrahard Steel Forging Instructions
(400 CP, discounted for Drop-Ins) A set of handbooks and illustrations designed to teach the method of forging iron bamboo and the superior ultrahard steel. The skill is a tightly-kept secret to the factory town inside the Walls. The material is both flexible enough to be unsheathed at an angle and take on a curved shape when used in a slicing motion, and hard enough to hold an incredibly sharp edge through multiple uses on inhumanly-tough flesh and to maintain its straight form when used in a stabbing motion. The instructions also cover smelting the material into existing metals to give them these properties.

Thunder Spears
(400 CP, discounted for Soldiers) Explosive weapons specially-designed to counter the Armored Titan by the Royal Government during the reign of Historia Reiss, using the technology secretly kept by members of the internal Military Police Brigade after confiscating them from their inventors over the years. They're long javelin-shaped rockets mounted on the forearms and attached to the vertical maneuvering equipment by cords. They're fired from the mounts, and when you break off the cord the tip explodes with enough force to blast clear through a tree trunk or hardened Titan flesh. You get six, three for each arm, that are restocked weekly.

Airship
(400 CP, discounted for Warriors) One of the Marleyan military's reinforced blimps. The cabin has the main room along the doors, the pilot's chamber, and a smaller, more private third room. There's a flight manual in a compartment in the pilot's chamber, but if you don't have any flight training you'll need to get some practice in before you could expect to fly this through a combat zone. Optionally comes with wooden beams along the bottom, allowing vertical maneuvering equipment users to grapple up to the cabin from ground level.

Armor Spinal Fluid
(400 CP, discounted for Shifters) A special sample of Titan spinal fluid that, when consumed by a Titan shifter, grants the ability to convert their entire Titan form into hardened Titan flesh. This is distinct from the learned skill possessed by the Nine Titans, in that it can only be used once per transformation as it permanently hardens the entire body at once. It can either harden the body as-is, creating a statue or wall, or shape the flesh into structures, such as pillars to support a falling roof. Seeing as it renders your current Titan transformation immobile and could require a whole new transformation afterwards depending on the situation, it can only be used so often.



Titan Restraint Weaponry
(600 CP, discounted for Drop-Ins) A large stockpile of steel spikes, girders, and cords capable of holding down a Titan when fully tied down, and several dozen sets of special target restraining weapons. The special target restraining weapons are barrels filled with spikes tethered with steel cords, which fire from both sides to anchor them in place. They're capable of holding a 15 m Titan shifter completely immobile. There's also what looks like a rocket launcher with a barrel stuck to the end, filled with some kind of large net. Strange.

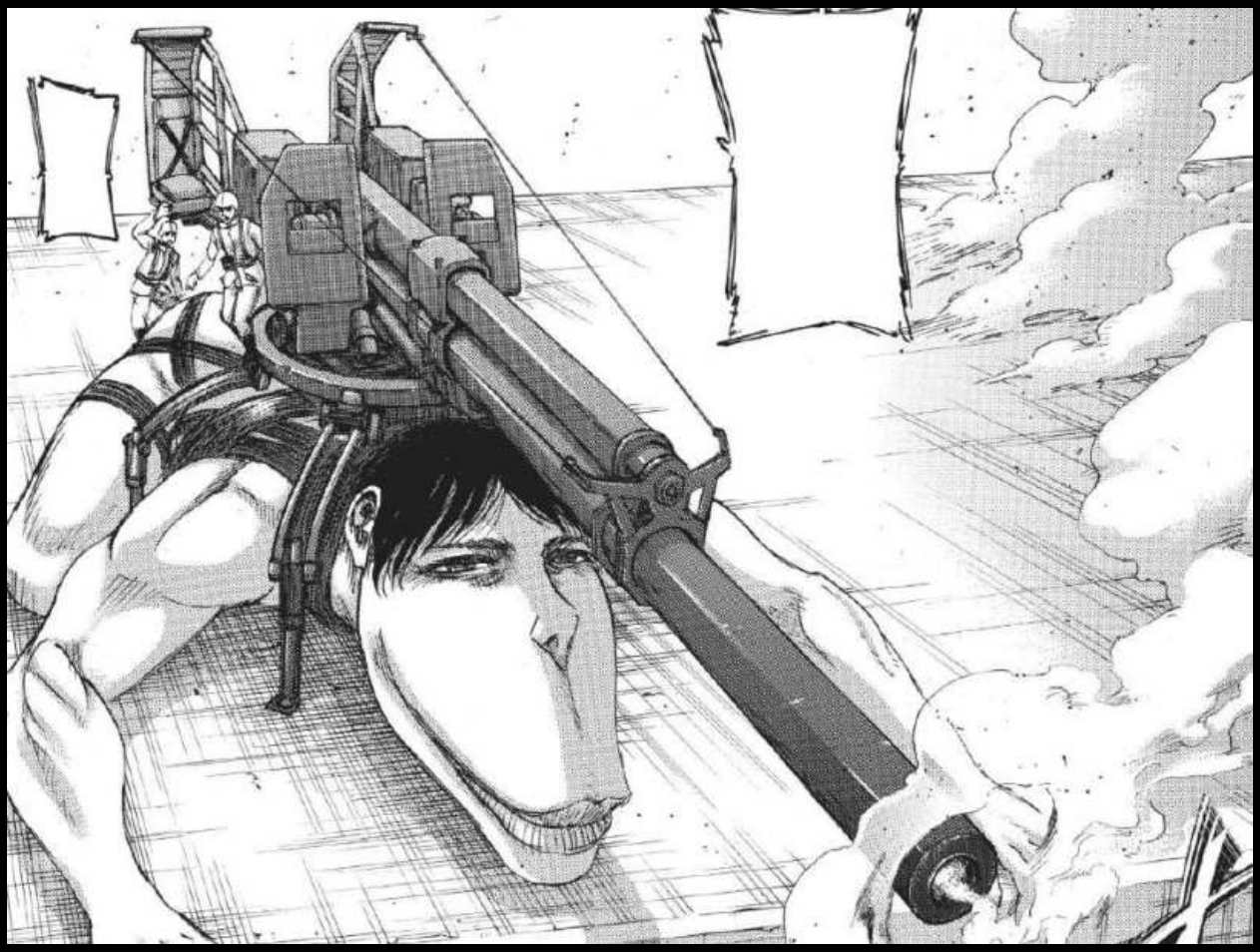


Iceburst Stone Cave

(600 CP, discounted for Soldiers) Volcanic calderas that formed ages ago on Paradis island cooled over time, and the gases trapped inside solidified into strange crystals. When the stones are heated past the caverns' freezing ambient temperature they rapidly sublimate and expand explosively. They're able to fuel the vertical maneuvering equipment used by the Survey Corps thanks to this potent reaction. However, the residents of Paradis are unaware of just how valuable this material is to the rest of the world. If trade lines were established this would be enough to lift a struggling economy to a regional powerhouse just from its industrial potential. You have access to a hidden entrance to an otherwise unknown cave filled with iceburst stone, along with one in each future jump. There's more than enough to last ten years with regular use.

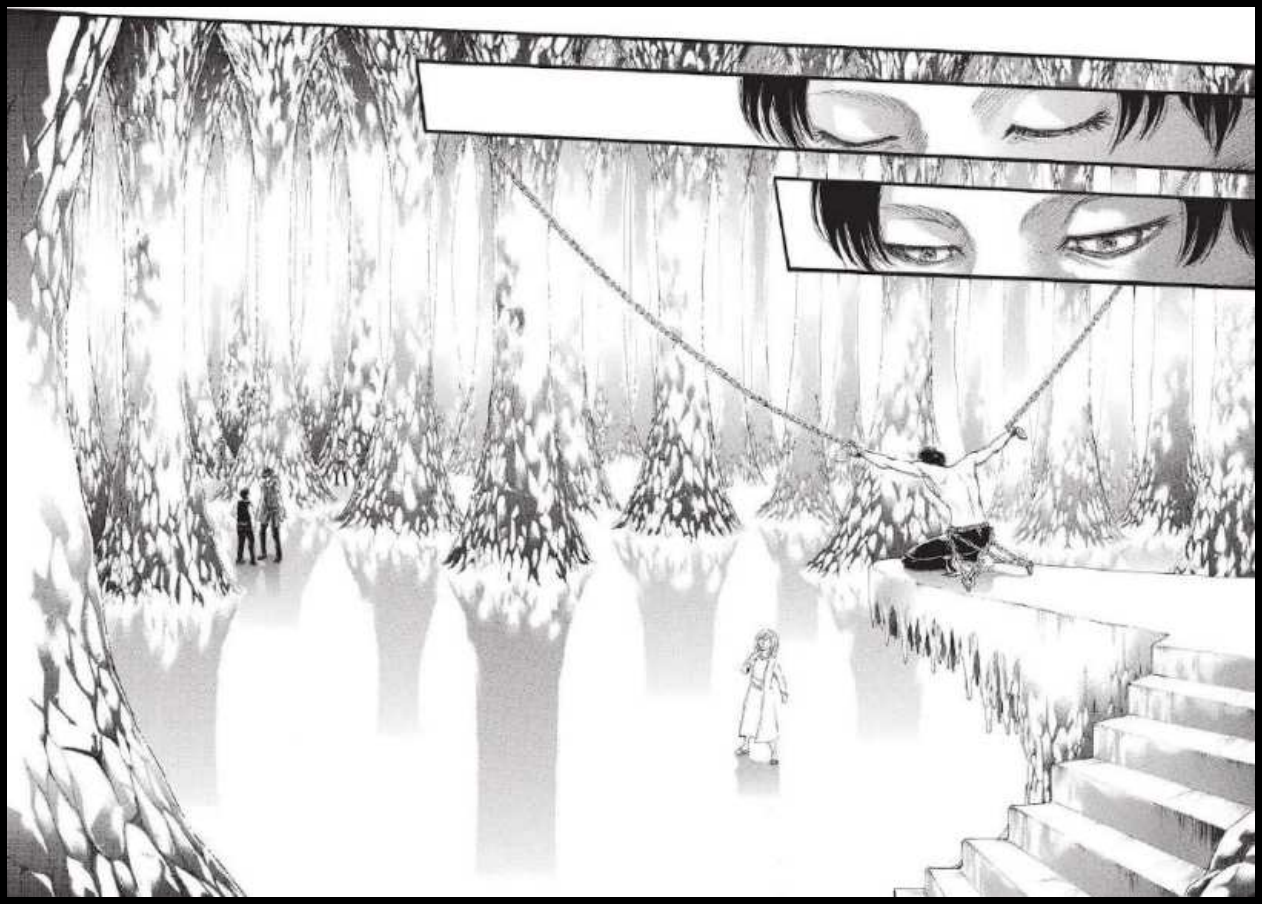
Titan-Mounted Artillery Cannon

(600 CP, discounted for Shifters) A modified version of the cannon used by General Magath in Shiganshina. This one has an upgraded scope and stabilizer system, allowing pinpoint accuracy across an entire city, even for a novice. The harness can be readjusted for the gun to either sit on the back of a quadrupedal Titan or over the shoulder of a bipedal Titan when worn. Comes with twelve rounds that can blow straight through a Titan's body, and are restocked weekly.



Titan Transferal Chamber

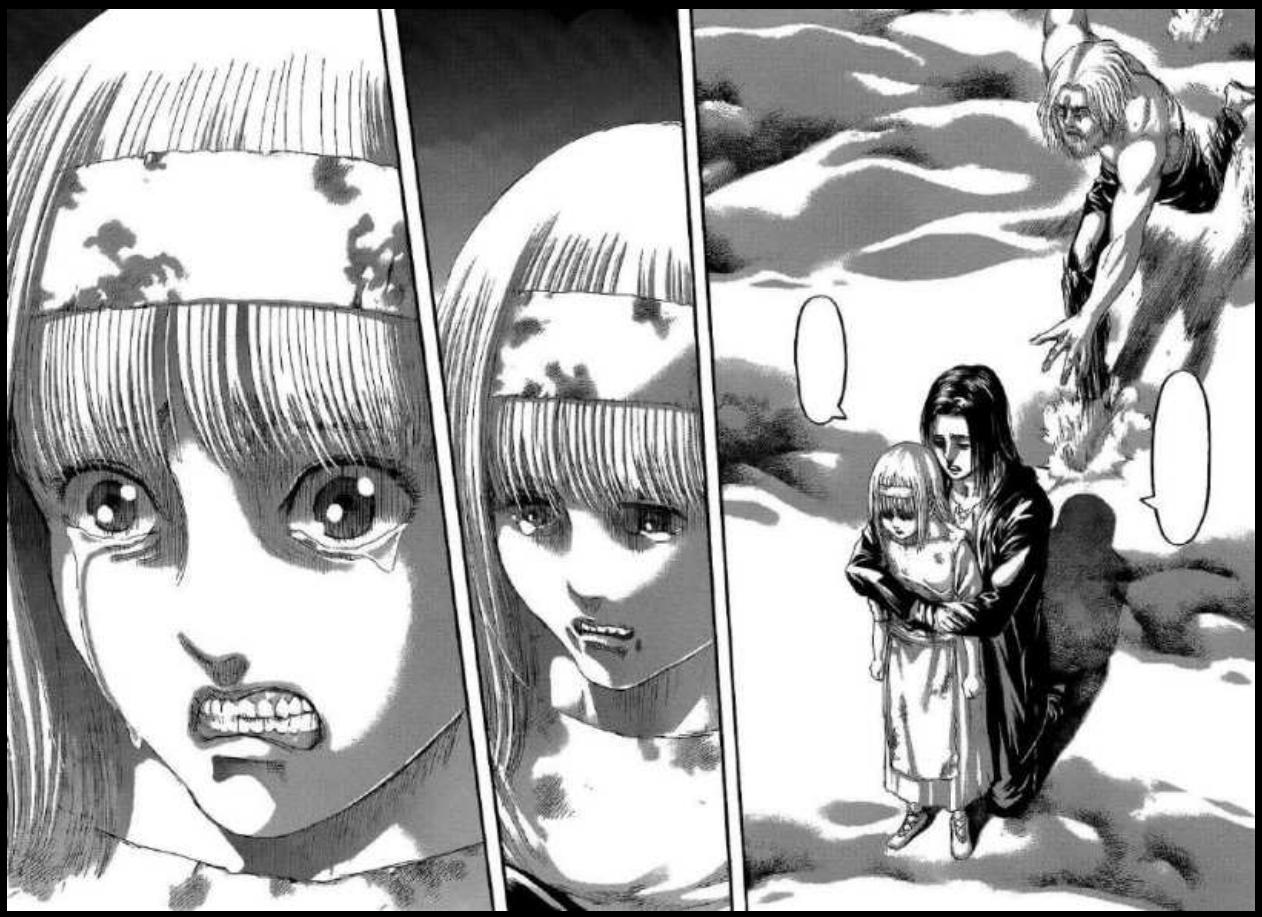
(600 CP, discounted for Shifters) An artificial cave created through the power of the Titans. The structure is that of a massive chamber filled with thick pillars, and an open space at the end. The far wall has a long, thin overhang for the current inheritor of one of the Nine Titans to be chained up, so their successor can be transformed into a mindless Titan and devour them without damaging the cave or risking others. The stones making up the cave glow like daylight, and can be mined and used as a light source with no need of fuel or a power source. They can also be melted down and forged into existing metals to give them the same glowing properties. The cave follows you to future jumps, and if the stones are mined they're replenished at the beginning of each jump.



companions

Ymir

(0 CP, but not free) The Founder herself, the very first Titan, Ymir Fritz. She was enslaved as a child and had everything taken from her, even her ability to speak. Slavery was all she knew, to the point that when she discovered an invincible power she still returned to her master. King Fritz used her to build his empire and bear his children, and even after she threw herself in front of a spear for him he demanded she stand up and keep working. And so, she's toiled away in quiet servitude for the infinite time between moments for the last two thousand years. Every single Titan that's ever transformed, every Pure Titan and Titan shifter, every Titan that's regenerated damage and lost body parts, was painstakingly crafted by hand out of the endless sand that makes up her dimension. Now she follows you. If you leave her be, she'll serve you diligently exactly as she would in this world. If you decide to free her, then she'll be reincarnated through paths into your current jump, giving her the life she never had. As a slave she doesn't fill a companion slot, and she can become a normal companion at no cost if freed.



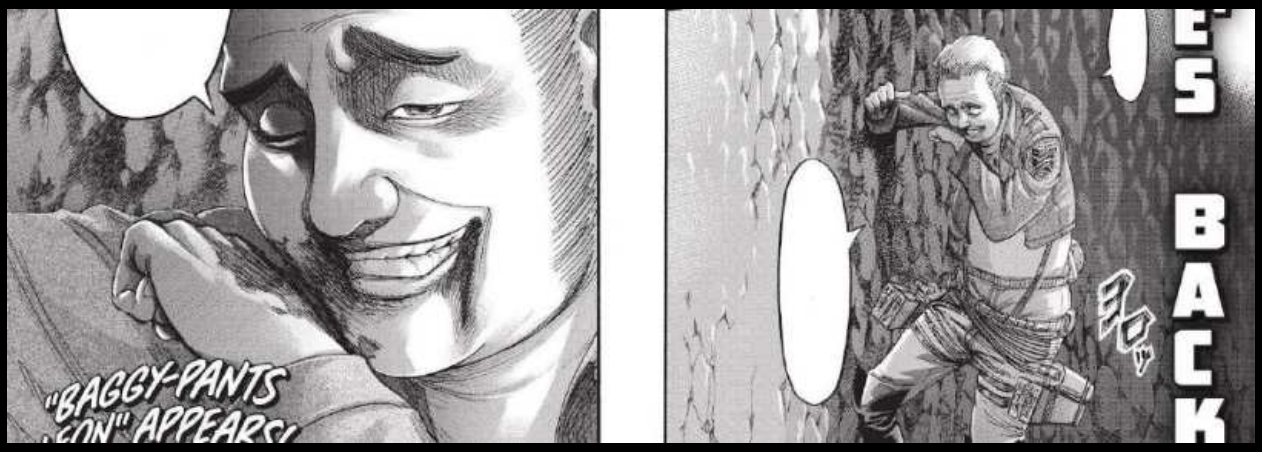
Horde of Titans

(100 CP) Ten Pure Titans. They won't eat you, your companions, or your followers, but unless you can call or command Titans you can't control them. They're capable of speech and have very limited intelligence, similar to the one that spoke to Ilse. However, they aren't interested in much beyond eating humans and obeying the Founding Titan. They take up a single companion slot.

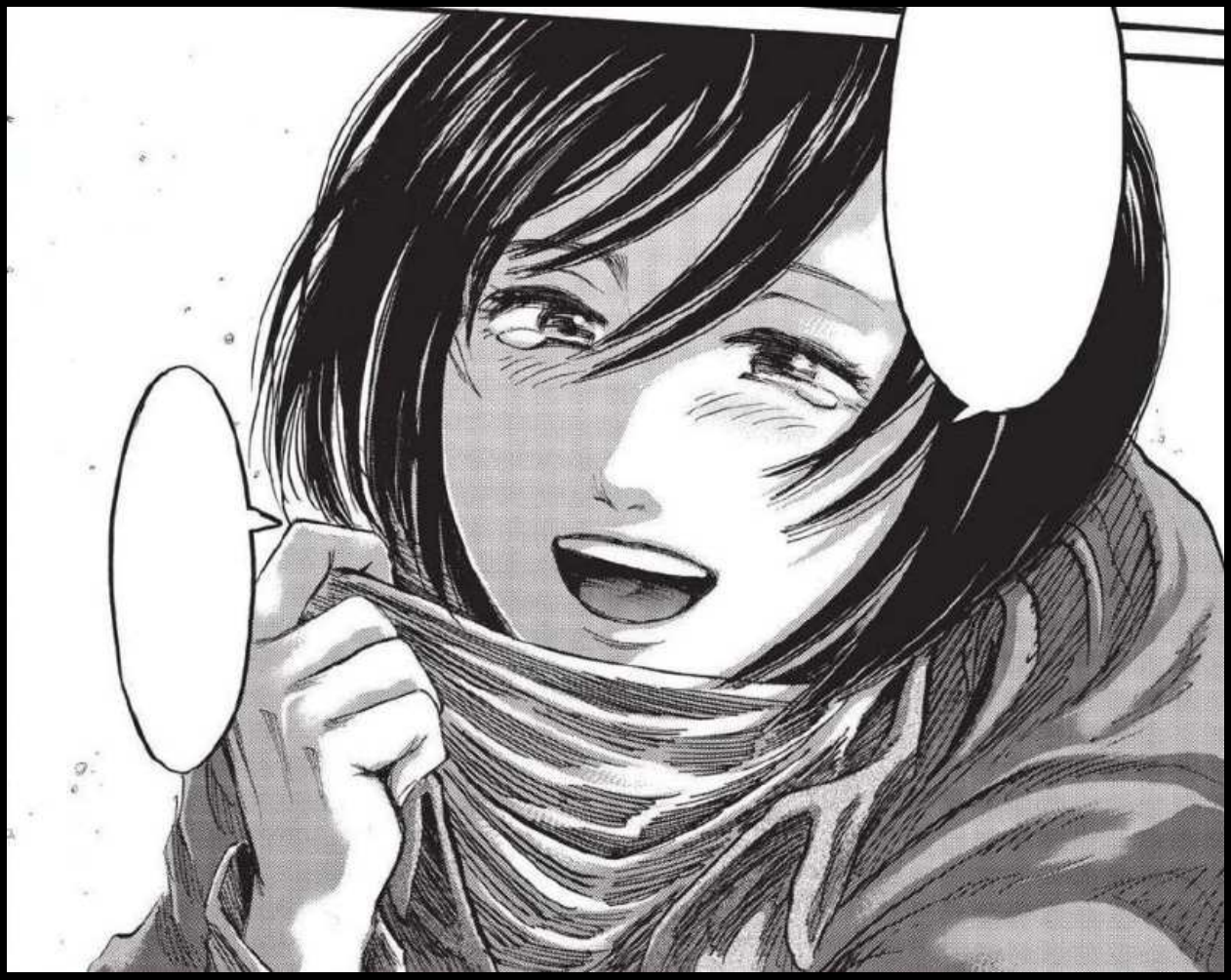


Baggy-Pants Leon

(100 CP) He's back!! The oft-late member of the Survey Corps with a loose belt is here to join you on your adventures! He's not very good at his job, but he's got the courage and bravado to face down even the toughest Titans! You might want to keep him away from said toughest Titans though. We don't need him falling out of his vertical maneuvering gear in the middle of a battle again.



Soulmate
(200 CP) True love is rare and fleeting in this cruel world. But you've found someone who'll stay by your side no matter what. When the two of you were children they were in some form of mortal danger, a danger that already took the lives of their family. However, just as they lost everything and resigned themselves to death, you arrived to save them and restore their will to live. Ever since you've been everything to them, their ideal in every way. If you were to die, the loss would be crushing. They'll protect you at all costs, regardless of who they have to fight or what they need to do, and they have a sixth sense for when you're in danger. They have 600 CP to spend on anything but more companions. You can decide their appearance and personality.



104.5th Training Corps
(50-400 CP) You won't get very far without having some friends and allies to watch your back, and who better allies than ones who've been with you to hell and back? If you have companions from previous jumps you can import up to eight for 50 CP each. They each have 600 CP to spend on anything other than more companions.

Canon Character
(200 CP) If you can convince them to leave with you, you can bring along anyone you meet here. Commander Erwin, Reiner, Captain Levi, or even Eren if you can somehow get him to agree.

Drawbacks

You can receive a maximum of 600 extra CP.

Shingeki no Omake
(+0 CP) Instead of the normal world of Attack on Titan, you can start in one of the many alternate canons and spin-off series. Go to the anime, where not much is different beyond the spelling of some names, or the video game series, where the protagonist leads their own military division with heavily customized vertical maneuvering equipment. The Attack on Titan: Junior High manga, where Titans go to school alongside humans, or the live action movie, where Titans are a seperate species that can reproduce. The fake preview where Mikasa's a dancer in the Survey Corps Idol Division, orwhere the whole plot was Eren's dream in modern-day Earth. The Team Four Star abridged parody, where Eren's a little too obsessed with Titans, or the A Slap on Titan abridged where Titans are constantly partying. A fanfiction where...you get the idea. The point is you have a lot of options. You can expect the characters' personalities and appearances, and the course of events in general, to vary wildly depending on where you go.

The Eotena Onslaught
(+100 CP) The adventures of Erin, Misaka, and Captain Revaille filtered through a poorly-done fan translation and pre-reveal nicknames. It won't be too confusing most of the time, just annoying, but some changes are more difficult to parse. The Rogue Titan might be obvious considering when it first appears, but you probably won't know what the Dancing Titan is until you get an actual description of it. Everything changes again when you get used to it.

A Sudden Slap!
(+100 CP) Your friends will randomly attack you for no reason from time to time. Sometimes they'll spice things up and hit you with a fist or elbow to the face instead. This will always take you by surprise.

Casualty of War
(+100 CP) There are a lot of dangers out there. Cannons, explosives, falling rubble, gigantic regenerating man-eating monsters that can detect and home in on unsuspecting humans to horrifically devour them, so it's no surprise that you've taken a hit or two. You're lucky to be alive, but you didn't make it out in one piece. You lost one of your limbs, an arm or a leg, or one of your eyes. Regeneration powers such as those of Titan shifters won't work on this injury, but your Titan form won't be affected. This can be taken up to six times.

Spoiler Alert
(+200 CP) Information is a valuable commodity within the Walls, and misinformation is a powerful tool outside of them. Only a handful know the truth of their own history and what their future holds if they succeed in their missions. How their 'last bastion' is just an island in a very big world, and how there's no such thing as a 'good Eldian' in the eyes of that world. You lose all information about Attack on Titan going in, so you've only got what you know from your background's memories and what you can discover on your own.

Lockout
(+200 CP, requires at least one previous jump) All of you and your companions' powers and items from previous jumps are inaccessible until this one's over. You're stuck with your Body Mod and what you got here.

Rival
(+200 CP) One of your peers is better than you. At everything. No matter what you do they'll always show you up. Whenever you're proud of your achievements, whenever you accomplish something big and important, you'll still know you weren't quite good enough, and they'll make sure to rub it in your face. They'll also bring up your past failures and grief all too often. Even if you've lost everything and just want to finally die, they'll save you and die in your place purely to spite you given the chance. What did you do to this guy to piss them off so much?



Who Can Depend On Others...
(+300 CP) You're far too trusting for this world. You always see the best in people, which might sound like a good thing. Then you realize what lengths most people here are willing to go to accomplish their goals. You find it much more difficult to watch for lies when speaking to others, and when you're betrayed you won't believe that you've been lied to until the evidence is right about to step on you.

Priority Target

(+300 CP) Titans have a sense for Titan shifters, instinctively prioritizing them over normal humans in order to eat their spinal fluid and regain their lost humanity. But now there's a new priority, one above the shifters: you. Titans will be drawn directly to you whenever you're in their detection radius, and will only turn away from chasing you if other humans and shifters are right next to them. This doesn't make it any easier to kill them by using yourself as a distraction. Fate will also conspire to put eating you as the number one goal of most nearby shifters. You have a Titan that they really want for whatever reason, or at least they think you do.



Let Me Die in Peace

(+400 CP) You've lost your will to live. You just want to leave this hell, but everyone keeps dragging you back. There's something you need to protect, be it one or two people or an entire country. But your one wish is to just escape all of the unbearable pain, guilt, and grief. If you fail to protect what you hold dear, there won't be much reason left for you to stay in this world. If you're a Titan shifter, you won't regenerate injuries without direct encouragement from your wards to help them.

The Cycle

(+400 CP) You will fail sooner or later, everyone does. But it's almost as if some great cosmic force wants to watch you struggle, because everything keeps going wrong. The wind will change at just the wrong moment,

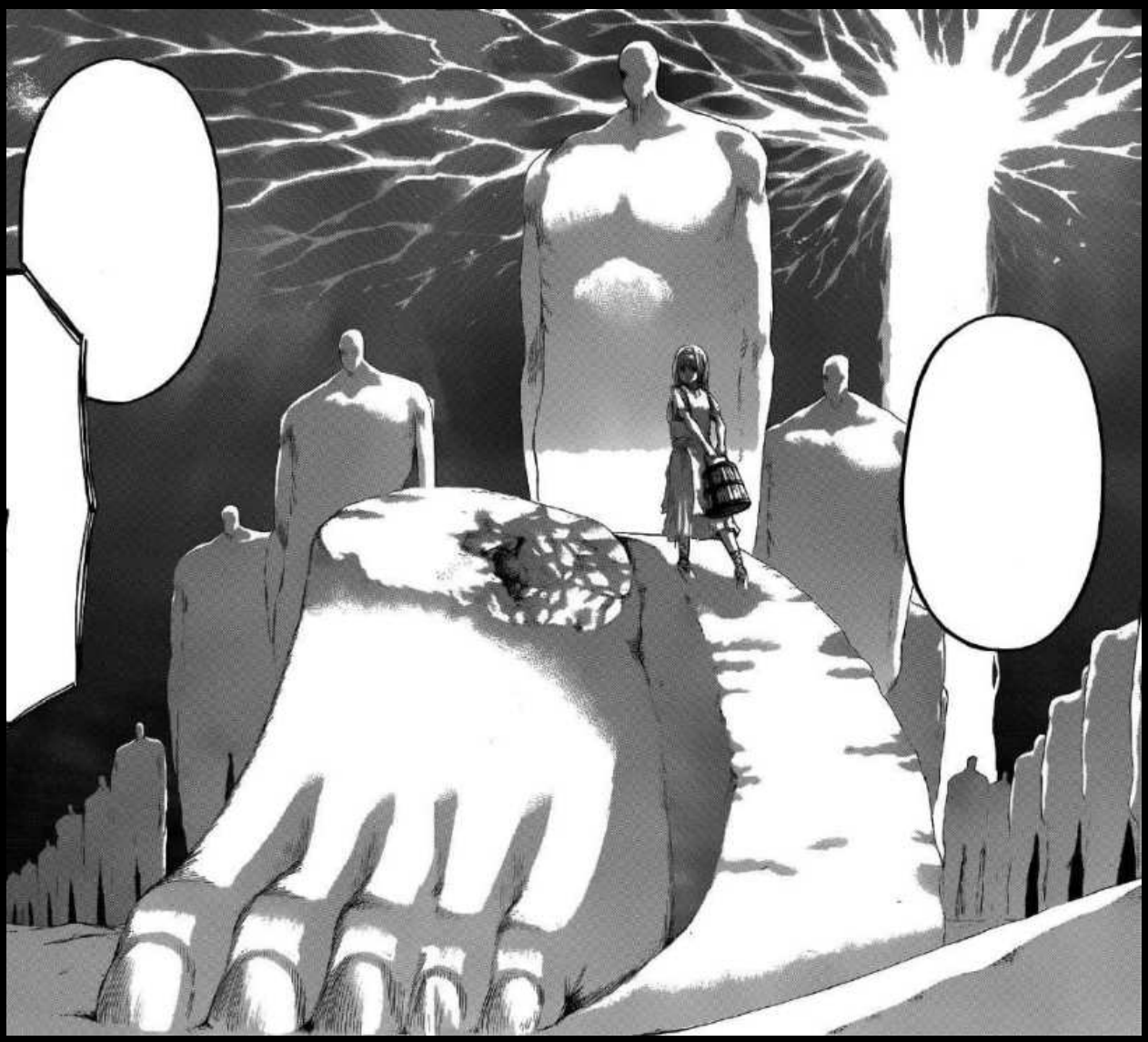
blowing steam into your eyes just as you're preparing the make the final blow. The ledge you're clinging to will give out just as you try to pull yourself up. Your enemies will seem to come out of nowhere, using seemingly impossible tricks to execute devastating strategies. Only by trying your absolute hardest and sacrificing almost everything will you be able to pull through in the end, and even then it will be bloody. Many have failed before you, and you will in turn inspire many more to struggle and fail in your stead. Maybe someone will finally find the path and the will to end this suffering? Maybe that person will be you?

Vow to Renounce War
(+600 CP, requires Subject of Ymir) You've inherited the values, motivations, and guilt that drove the 145th Eldian King to seal his people behind the Walls. It's your firm belief that the Eldian race must be wiped out of existence. You'll do everything in your power to preserve the temporary paradise as a mercy for your subjects, and to stop the outside world from suffering under the power of the Titans any longer. And when the world has decided it's time to raze the island, you'll welcome the end of the Eldians as you do nothing to stop them from slaughtering everyone, including yourself. Better hope they have the ability to save themselves even in spite of your initial 'protection' keeping them from preparing. If it's any consolation, your companions won't be affected and can act freely. Of course, if you stop the four Warriors from breaching the Walls, would the world still be led on that course of destruction before your time is up? And, if you had some way to affect the past, to prevent the crimes of all those long millennia, the Eldian race would have no need to die, would they?



...And Whom Others Can Depend On

(+600 CP, cannot be taken with Lockout) Your starting date is moved far into the distant past, millenia before the story of Eren Yeager. You take the place of Ymir Fritz, and must spend 2000 eternities crafting each and every Titan, and every formation they create, out of the endless sand. All you have is a bucket and your two hands. You're alone, and none of your powers will work in this place. You're going to be here for a very, very long time. Now stand up and get to work...my slave Jumper.



ending

Stay Here
This is a cruel world, but maybe if you had a little more time you can make a difference? Or perhaps you've found some other reason to tie yourself to this place? Your chain ends, and this becomes your new home.

Go Home
Decided to call it here, I see. You return home and your chain ends. Consider yourself lucky, not everyone has a home to return to.

Move On
You head out to your next jump and your chain continues. Let's hope you handle the responsibility of what you gained here better than old King Fritz.

notes

Post-jump, you and your companions aren't affected by the Curse of Ymir. Any bloodlines you purchase will be passed down to your children. Any powers and items that only affect Eldians will apply to 10% of the human population in future jumps, who can be found through blood tests and the Founding Titan as normal.

If you're unsure how strong an upgraded power should be after using Reuniting the Nine with Royal Blood, use Eren and Zeke's adventure through time as a baseline. The Attack Titan can slip bits and pieces of intense memories back through time to past inheritors, and the Founding has access to the minds and bodies of all Eldians regardless of distance thanks to paths. Together the Yeager brothers used the mastery of paths, the ability to transcend time, and Zeke's ancestral access to them, to visit the past in person, through Grisha's memories, and Eren affected the driving motivations of all previous inheritors to orchestrate the Attack Titan's fight for freedom throughout history, in order to bring himself to that one moment. A lot stronger and broader in scope than the components, but not so much so they aren't clearly a result of the two being combined, as if the two are fragments of a single, more comprehensive original power.

Can you use the Founding Titan, Attack Titan, and Fritz bloodline to go back in time and change what Ymir and her descendants did? Maybe. Canon shows a closed time loop, but it didn't exactly account for an out of context problem like a jumper entering halfway through the loop. Fanwank

You can use Soulmate to companion Mikasa and take Eren's place in her backstory.

If you go to the fake preview canon where Armin's little Titan friend eats his bullies and buy the Pure Titans companion group, you can have them be small Titans that eat people you don't like. If you go to the video game canon you can take the place of the protagonist.

Jump made by 