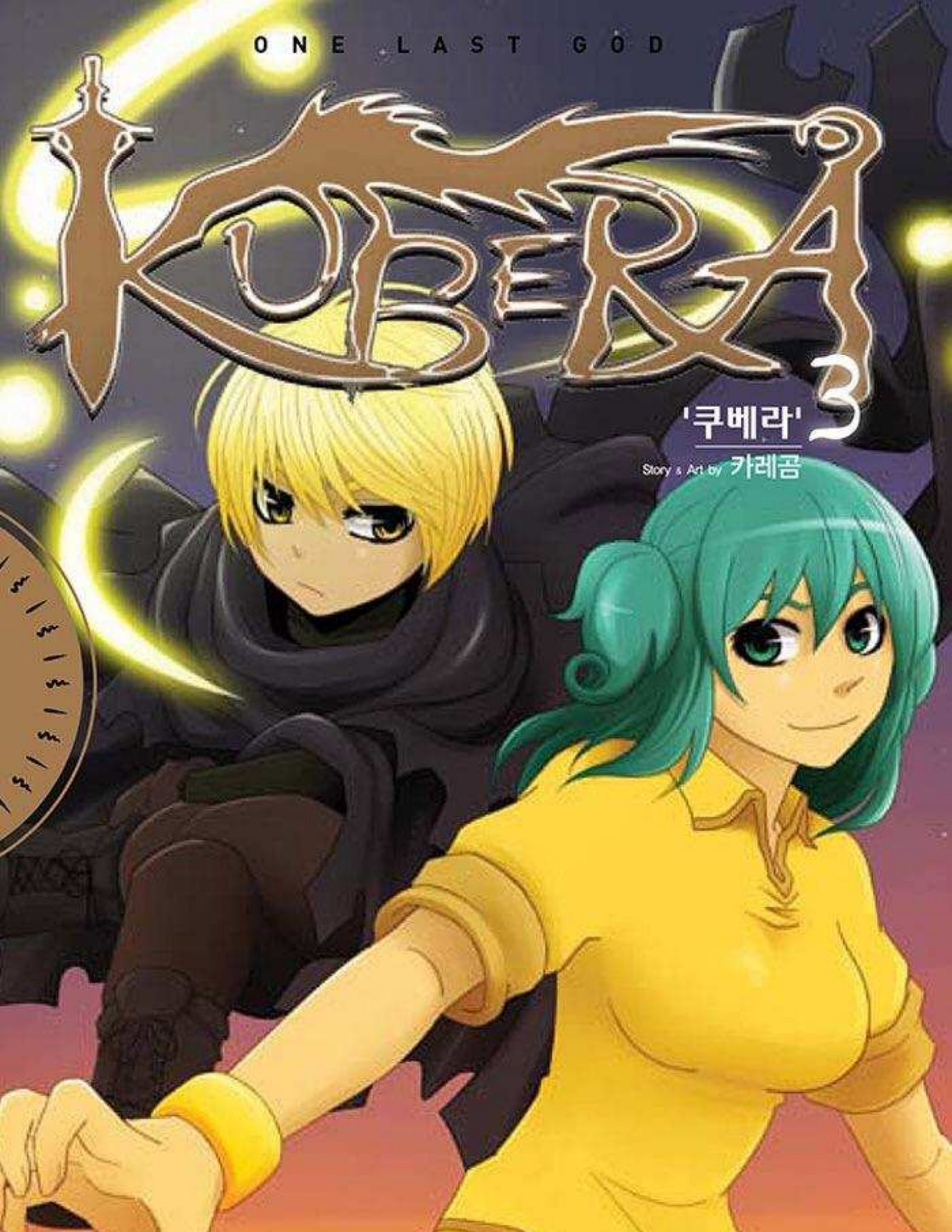
ONE LAST GOD

KUBERA

3

'쿠베라'

Story & Art by 카레곰



Jump
By Anon Heart
V 1.3

Welcome, traveler. You are a mysterious one, are you not? Nevertheless, you are a traveler, and so I shall offer you what hospitality I can, and tell you of the universe in which you shall reside for the ten years to come.

This is a universe filled with Suras and Humans, a universe still rocking from the effects of the great Cataclysm a mere fifteen years ago.

In this upheaval, Lord Vishnu made his Judgement; that the greatest Suras would be banished to the Sura realm, that the gods would remain in the divine realms, that only mortals would remain in the mortal realm.

But few are happy with this judgement. Mortals are meant to worship gods, and strive to return them to the mortal realms to guide and lead them, while even the Suras find the Sura realm toxic and deadly, a place to be fled at all costs.

Three of the four Primeval Gods may be gone with the Upheaval, but lesser gods remain, and though Visnu's curse protects mortals from the full strength of the Rakshasas and Nastikas, even bound, they are creatures to be feared.

This is the world into which you have entered, Traveler.

Have 1000 CP to guide you on your way.

You may choose your gender for free, age, and starting location for free:

1. The Beginning: You begin at the birth of the universe, as the Primeval Gods forge reality. You are spoken into existence by Brahma's words, and granted a Name of your own by one of the four. No curses have yet been lain, and gods and Sura have yet to settle into their mutual hate... but beware, for that hatred is instinctive, and not easily broken. Not available to any but Gods or Nastika unless a Drop In.

2. The Rejection: You begin in the year D0. In three months, humanity shall declare, once and for all, that they will no longer draw power from the fickle strength of the Sura. Though Vishnu's curse has yet to be lain, it is here and now that the dislike between Sura and mortals sparks into a true hatred.

3. Start of the Finite: You being in the year D864. In one year, Ian Rajof's village will be destroyed, and in another 8, she will meet Taksaka. Vishnu's curse has yet to be lain, and few mortals traffic with Sura.

4. The Cataclysm: You begin in the year D1000, also known as N0. Beware, child- the Cataclysm will occur in mere days. The Primeval Gods shall deliver their judgement, and God and Nastika alike will be banished from the mortal realm, while three of the four Primeval Gods shall disappear, never to be publically seen again. It is here and now that the Primeval Gods shall lay their curse- Nastika must begin in the Sura realm, and Gods in the Divine Realm.

5. Start of Canon: The year is N14, and in one year, the home village of Kubera Leez will disappear beneath a crimson sky. Vishnu's curse is in full effect, and Nastika are forbidden from entering their Sura form while within the mortal realm, while Gods are bound the divine realm unless summoned.

Origins:

Drop In [Free]: You're a drop in, with no names, no past, and no future but what you make it.

Warrior [Free]: You're a warrior. A being who, unlike a Magician, focuses purely on physical strength. You may not share their sheer reputation, but you remain a powerful foe nonetheless.

Magician [Free]: You're rich and powerful, a natural result of your divine affinity, and ability to invoke the gods. Of course, this is no easy thing. Casting spells will require impressive calculations on your part. Even an average magician is a great threat and highly versatile, calling upon their divine power to strike out with fire and lightning, turn invisible, enhance their strength, and teleport short distances. While a magician's greatest limitations are the twin limits of their vigor and how many copies of a spell they can call upon each day, both of these limits can be worked up from the once-per-day of a starting magician that bears little affinity. The greatest magicians were extremely powerful, notable for their magic permitting them to stand up against beings who, at their height, were capable of wrapping themselves around planets in order to crush them.

Races:
Mortals Side:

Pure Blooded Human [Free]:
Be a human. In ages long past, your ancestors chose to side with the Gods in the wars between them and the Suras, causing a hatred that has yet to cease. You have 3 Birth Attributes.

Quarter [100]:
The child of a Half and a human, your powers are not to be underestimated. You are neither so hated by the gods as to be incapable of Magic, nor so far from the Sura blood as to be incapable of Transcendental skills, as most Purebloods are. You have 3 Birth Attributes. Furthermore, you are significantly stronger than most humans are.

God [800]:
The Natural Gods- the Astikas. Those who are weak, but can resurrect infinitely. You are now one among their number. For the duration of your time within this world, even death will not kill you permanently, for your infinite lives will resurrect you once more at the source of your power. A God of the Earth would be reborn from the surface of a planet, while a god of the flames could rebirth from flame or even the burning heart of a star. When this jump ends, this resurrective effect will only function once per jump. You have one Birth Attribute. Once you end your chain, your infinite resurrection ability returns.

Sura Side:

While within the jump, all Sura are incapable of the local magic.

Maras [+200]:

As the child of an Upani, your power is far lesser than any other. Most will treat you as prey to be killed and used as raw materials. Even other Suras will wish to eat you so they can use your life force, Vigour, to power their abilities. You will never become good enough to take human form under your own power, and only at at level 4 will you be considered a threat to humans. Even at stage 5, though powerful enough to count as a Superior Sura, many magicians will consider you a non-threat, and your chances of reaching this level of power are low. All your abilities purchased within this jump are weakened until the end of it. You have only your clan attribute.

Upanis [+100]:

Children of Rakshasas, your power is far more than a Mara, though you do not yet possess the strength to destroy all within your vicinity as your parents or grandparents do. You are a lesser being, you must advance to your second stage before you may take upon yourself a human form. Advance further to your third stage and you will be considered among the Developed Unapis, beings considered extremely dangerous to an average Magician. Regardless, even at this level, you do not possess the raw power of even a second stage Rakshasa, weakened in the mortal realms as they are. You have only your clan attribute.

Half [200]:

You bear the curse of being half Sura, half human. Your abilities from this world are impressive, granting you inhuman power and access to the transcendental skills that of your ancestors. Beware, however, your connection to your Sura parentage has left you mistrusted in the human world, and Suras are too eager to tear each other apart for you to find refuge with them. You have 2 birth attributes. One must represent the clan of your Sura side. If you have a Rakshasa as your Sura parent, you have a third one.

If you wish, your Sura half may be a Dragon, increasing the cost to 400, and increasing your power massively, to the point where you could match a Rakshasa. You are also capable of taking on your Sura form- that of an immense and powerful dragon, capable of the Transcendent Skill, Breath, and only slightly lesser in strength than Kasak. However, in return, while in this alt-form, your emotions will be suppressed. Your purchases grant thrice the strength they would others.

Rakshasas [400]:
You are a Rakshasa, a child of a Nastika. Vishnu's decree did not weaken you as much as it did the Nastika, who may actually be weaker than you now. Your strength is only slightly lesser than Yuta was at your Stage, and by the fifth stage, your strength is such as to destroy a city filled with average Magicians within seconds. Although you lack the inborn transcendent skills of your parents, you possess the ability to learn them. Simply by virtue of your form, your strength is great enough that few Magicians would dare to face you even in groups, let alone by themselves. When you choose your attributes, one *must* represent your clan. You have a total of 3 Birth attributes. Furthermore, affinities you purchase or gain for free are thrice the strength listed.

Nastika [800]:
One of the Unborn and the Godless, you've existed almost since the beginning of time, created personally and Named by the four Primeval Gods. You were powerful, once, but much of your power has been stripped from you while in the mortal realm. Where once the greatest among you dwarfed entire galaxies and could crush planets with your sheer bulk, in this age, Lord Vishnu has banished you from the realm of mortals, and cursed you that when you enter it, your power shall be heavily bound, reducing both your form and your strength. And yet... even weakened, you are *mighty,* a good candidate to be King among your species, though beaten out by those of Gandharva's strength or greater. Those gods who remain know to fear you, even weakened as you are, and your raw strength could scatter entire armies of Magicians if you wished. Your purchased affinities have quadruple the strength listed in their entries- this includes purchases you gain for free.

You have at-will gender and age shifting, and can use Transcendental Skills. You have 2 attributes.

The size of a Nastika's Sura form depends on their Transcendental Affinity:

- Default: Large enough to crush a planet.
- 25,000+: Large enough to swallow a red sun.
- 35,000+: As large as a Galaxy.
- 45,000+: Large enough to swallow a galaxy.
- 75,000+: As large as Ananta.



CLAN:

Sura must furthermore choose a clan to belong to. This clan will provide one of their Birth Attributes in the form of its' Clan Attribute. If they found a new clan, their Clan Attribute must be Death, Creation, Destruction, or Resurrection.

Vritra:
The clan of dragons, the Vritra clan's Clan Attribute is Fire. They are incapable of reproducing among themselves, and are universally emotionless "males" (See Nastika Genders- namely, they don't care). In return, they have two boons- first, that each have access to the Transcendental Skill - Breath, and second, that any Halfs they produce will have the potential to match a Raksasha in strength. They are enemies with the Tarakas.

Taraka:
The most hated of all clans for being patronized by the mad goddess, Kali, the Taraka Clan's Clan Attribute is Chaos. The very name of this clan is heretical and forbidden knowledge, and those within it have base corruptions of a human form even in their Sura forms. Their crimson eyes nullify all magic and transcendentals within their sight, including the Sura forms of their foes, and their blood runs black.

Garuda:
The clan of birds, the Garuda clan claims the Clan Attribute of Sky. The clan is allied with the Yaksha and Gandharva clans, and bears enmity for the Taraka and the Ananta clans. They have the greatest flight ability, move quickly, and have powerful eyes, but their regeneration is slowest among the eight clans. Their presence can be detected by the fact that their transcendentals stain the skies whenever used.

Yaksha:
The clan of non-hooved land mammals, the Yaksha clan lays claim to the Clan Attribute of Light. Their bones weaken the powers of the impure, and their physical strength is the greatest among the clans. They are, however, pacifists, and view the consumption of humans as beneath them.

Ananta:
The clan of serpentine beasts, the Ananta clan bears the Clan Attribute of Earth. One of the few clans whose ruler has expired, Ananta has been replaced by Sagara, and the clan is in chaos over her ascension- she is weak for a Nastika, and far better candidates exist. The Ananta clan is notable for its skill in poisons and deception, but those within are often considered easy prey for the Garuda. They are allied with the Asura clan, but loath the Garuda that consume them and the Taraka, who bear Kali's madness.

Gandharva:
Gandharva's clan is that of the creatures of the sea, and so naturally, it possesses the Clan Attribute of Water. It is allied with the Garuda and Yaksha clans, and can take on the most human of disguises amongst the clans, such that even the King is indistinguishable from an ordinary human if he wishes. In return, however, the clan is weak to poison, and living on land leaves them weaker than they ought to be.

Kinnara:
A mysterious clan of herbivorous mammals with the Clan Attribute of Wind, the Kinnara are neutral, and believe in justice and righteousness. Their original King is dead, and Airavata rules them now. If they possess a clan trait, it is unknown.

Asura:
The insectile clan of the Asura are notable for their Clan Attribute of Darkness, and for their immense reproduction rate that strangely, leaves half their number sterile. The clan is allied with the Ananta, but do not appear to support Sagara's actions. Furthermore, it serves as a refuge for Nastikas who wish to defect from other clans. The members of this clan are generally weaker, but appear in greater numbers.



Perks:

100's are free for their origin. Remaining are discounted.

Free for All:

Birth Attributes: Birth Attributes serve to determine what sorts of magics you may easily call upon and to enhance or limit your transcendentals. They serve as a multiplier for the power and frequency of use of any spells from the appropriate type that you know, and without at least one iteration of the proper attribute, some spells are simply beyond your grasp. Similarly, a Transcendentals' power depends on your attributes. Some cannot be used at all if all your attributes are not the same, while others simply grow in power, and yet others require one of multiple types. For example, the Transcendental skill "Transcendental Trap" *requires* that you have Darkness + Resurrection + Wind, while Eye of Earth *requires* that you have Earth + Earth + Earth, (or more specifically, only Earth Attributes), making them mutually exclusive.
A warning, however: Taking only Chaos attributes means that you have a flat 50% spell failure chance whenever trying to cast a spell during this jump.

- Chaos: Born by the children of Kali and the Taraka clan, the power of Chaos is one that negates all others. After Kali's disappearance, this attribute has become "Null", making humans born with Chaos attributes far rarer.
- Darkness: The power of Chandra, and the Asura clan, Darkness is a power which hides.
- Resurrection: Patronized by Asvins after the disappearance of Vishnu, this is the power of healing.
- Creation: The element that Brahma bears, the attribute of creation does what you would expect of such a name.
- Wind: Vayu's domain of Wind grants him control over the power of the skies, one shared by the Kinnara clan.
- Light: Surya's element of Light shines through the darkness, a light which the Yaksha clan also calls their own.
- Fire: Agni's attribute may not share his easygoing disposition, but neither he nor the Vritra clan would ever flinch before it.
- Water: Though the Gandharva clan may be best known for their control of water, Varuna is the god who rules it.
- Sky: Lord Indra's rule encompasses the sky, much as the Garuda Clan would contest his power.
- Earth: All the wealth in the world belongs to Kubera, Lord of the Earth, and his opposition is Anata, whose size dwarves galaxies and whose clan searches for him even now.
- Destruction: Though once the domain of Shiva, Marut now bears the strength of Destruction.
- Death: That which comes for us all, the Attribute of Death is ruled by none other than Yama.

Drop In:

Fiendish Affinity [100, Only first purchase free, further purchases discounted for Drop Ins]:
Each purchase increases your Fiendish Affinity by 500, allowing you to cast spells at greater strength and with greater frequency. Note that a Fiendish Affinity of 1000 will counter your ability to use Divine Magic if you are capable of doing so, setting your Divine Affinity to 0. This limitation will be lifted post-jump. If you wish, you may cap your in-jump affinity at 999 in order to retain access to your Divine affinity if you have purchased both.

Pureblood Humans and Quarters may choose to begin with a Divine Affinity of 500 or a Fiendish Affinity of 500.

Fell Fleshcrafting [200]:
The body parts of a Sura are wondrous things, are they not? Imbued with infernal power... if only it could be turned to better ends than destroying humans! Fortunately, it can. You possess the skill to harvest the body parts of your opponents, converting them into magic items ranging from swords to spaceships. No, that's not a joke. Building a spaceship will, however, require a sufficiently powerful corpse.



Incalculable Caster [400]:
Your talents are strange. Within you lies the ability to use magic that should require thought without thinking, casting spells without even a moment of calculation. Though this will be difficult at first, over time, you will find that even the most complex spells come to you as if by instinct.

Fiendish Magic [600]:
You've learned the ancient arts of calling upon the wrong magics entirely, granting you the knowledge to allow you to use the magics of the Sura despite the humanity's rejection of it. During this jump this casts from lifespan instead of from your Vigor, but gives you a far greater range of spells for you to call upon. Once this jump is over, as well as retaining the spells of this world, you will also be capable of making pacts with powerful beings, allowing you to borrow their lesser powers as unique spells. You will also no longer need to cast from lifespan, instead expending vigor as normal.

Warrior:

Transcendental Affinity [100, Only first purchase free, further purchases discounted for Warriors, same and stacking discount scheme for Rakshasas, Dragon Halfs, Nastikas, and Gods]:
Where Fiendish and Divine affinity represent one's ability to align themselves to suras or gods, Transcendental affinity is one's own personal strength. Each purchase increases your Transcendental Affinity by 500, allowing you to use your abilities at greater strength and call upon more powerful abilities that would otherwise be out of your reach.

Quarters begin with a base Transcendental Affinity of 500.
Non-Dragon Halfs begin with a base Transcendental Affinity of 1000.
Rakshasa and Dragon Halfs begin with a base Transcendental Affinity of 5,000. (This is not affected by their multipliers.)
Gods begin with a base Transcendental Affinity of 10,000.
Nastika begin with a base Transcendental Affinity of 15,000. (This is not affected by the multiplier).
Raksasha and Dragon Halfs receive a x3 multiplier to their purchases.
Nastika receive a x4 multiplier to their purchases.

Unstoppable Hate [200]:
Your hatred is an absolute thing. Where others are driven forward by willpower, you are driven by hatred, an utterly consuming need for *revenge.* No matter how bad the situation may become, so long as you can recall your absolute *loathing*, you can force yourself forward.

A Warrior's Strength [400, Discount Quarter, Free Half]:
Your strength is immense. Even a glancing blow from you can kill an ordinary person, and attacks that others would find lethal, you can shrug off without much issue, to the point where being struck by a lightning bolt is only kind of painful rather than nearly lethal. If you are a non-human race, this perk rises in effect proportionately.

Hoti Jumper [600, Free to Gods and Nastika]:
It is the duty of a Warrior to protect those who cannot protect themselves. Though most do so by standing between them and their foes, some are unable to do so for whatever reason. And though it would, of course, be best if they could defend themselves, sometimes such a thing is impossible. And thus you have learned the greatest strength of Gods and Suras, the ability to loan out your powers to others, allowing them to use these abilities by invoking your name. This is restricted to inherent abilities such as Transcendent Skills, but does not remove your own access to these powers. Their ability to call upon these powers will depend on how much affinity they possess toward you, and they will not only have to pay the inherent cost of the ability, but an additional cost in order to call upon it as a spell. Inborn superhuman strength could be loaned as a spell to increase the caster's strength, for example.

Magician:

Divine Affinity [100, Only first purchase free, further purchases discounted for Magicians]
Each purchase increases your Divine Affinity by 500, allowing you to cast spells at greater strength and with greater frequency. Note that a Divine Affinity of 1000 will counter your ability to use Fiendish Magic if you are capable of doing so, setting your Fiendish Affinity to 0. This limitation will be lifted post-jump. A Divine Affinity of greater than 10,000 is possible, but *extremely* rare, and the canon example required stealing the divine potential from a massive number of people who'd been imbued with the power of a god. If you wish, you may cap your in-jump affinity at 999 in order to retain access to your Fiendish affinity if you have purchased both.

Pureblood Humans and Quarters may choose to begin with a Divine Affinity of 500 or a Fiendish Affinity of 500.

Barrier Creation [200]:
You have an affinity for creating and maintaining barriers, powerful shields that guard entire cities to the point where forcible entry or exit is generally considered impossible for any less than a high stage Raksha or a Nastika. Your skill with them is such that can maintain them simply by being in the same city, where most others must remain near a "Barrier stone" located in the heart of the city in order to maintain it. Expect for people to want you in their city once they hear about this. If you are a God, your barriers are "perfect". This means that unlike mortal barriers, which often falter and shift as mortals tire, yours are sustained with barely any effort or thought, and are far stronger than those created by mortals. They are not unbreakable, however, and a determined Nastika can still break through with time. After this jump, you can create powerful city-spanning Barriers of your own instead of merely maintaining those placed by Brahma.

Silent Magic [400, Free Gods]
The divine counterpart to the inhuman Transcendental Skills, these require no vigor to use on their own, but increases the cost of a spell if used through that spell. For example, Flame Mastery allows you to control fire functionally at will and without vigor, or enhance Hoti Agni spells to do more damage and keep it from burning its caster. However, as an inherently inhuman ability, the more human you are, the harder it is to use. Thus to use this, you need to desire strength, lack compassion, and be willing to sacrifice anything and everything for the sake of your objectives. Gods are able to use this even without those traits... as are you, Jumper.

A special note: Silent Magic grows stronger the fewer different attributes you have. The Chaos Silent Magic, weakens transcendentals by 99% if you're a Chaos + Chaos + Chaos human or a God with Chaos as your attribute, by 60% if you have Chaos + Chaos + Something Else as a human, and 30% if you have Chaos + Something Else + Something Else as a human.

Idha Etu [600]:
You're a powerful summoner, capable of calling upon even the gods. While calling upon the gods is not impossible here, for most it would cost them immense amounts of both lifespan and vigor to maintain the gods' existence in this world. You, however, can ignore this price of lifespan, maintaining your god in this world with Vigor alone. Outside this jump, it will permit you to call upon and manifest powerful spirits or divine beings of the world you are within, even if normally these beings would not be found within that world. If you are a God or a high ranking Sura, this also allows you to maintain yourself or take on a greater fraction of your Sura form despite Vishnu's ban upon doing so.



Mortals Faction:

Vigorous Despair [100]:
The greatest weakness of Vigour is not so much that it is limited, but that regeneration is weakened when you fall into despair. Fortunately, this is no such problem for you. Your vigor restores at the same rate, no matter what your mental state may be. Fortunate, since happiness and relaxation are often difficult to achieve at the times when you *really* want your vigor to be regenerating. Furthermore, you'll find that your Birth Attribute serves as a power multiplier for spells even outside of this jump, using the Hoti table for how much your spells are enhanced. (See Notes.)



Insight [200, Free to Gods]:
You possess the divine ability- Insight. By gazing into the eyes of any younger than yourself, you may know their thoughts and emotions, and see glimpses of their past and future. For an additional undiscounted 200 CP, this power increases, allowing it to be called upon even without eye contact.

Smite the Monstrous [400]:
Magic is illegal to turn against fellow humans. The punishment for killing a man with magic is death. Killing a monster, on the other hand... well, who'd object to that? And so you've honed your monster-hunting to perfection. Your attacks strike twice as hard when turned against inhuman beings.

Curse of Vishnu [600]:
You have learned- or perhaps been gifted- the secret of Vishnu's curse, and may lay it upon those who oppose you. By invoking his name, you curse the being before you to be bound to a mortal form, stripping them of permission to enter a monstrous form within the mortal realm. Beware however, for sufficiently powerful or determined foes may temporarily break past this curse.

Sura Faction:

Strength of the Clan [100]:
As a Sura, your strength lies within your clan- the children you spawn, and the strength in their heritage. Especially now that the Nastika have are unable to resume their Sura forms within the mortal realms, it's important that every member of the clan try their best. As such, your capabilities as a parent are *quite* important. Fortunately, you are a capable parent indeed, able to raise children with little issue and with great skill, as well as being assured that your children will not turn on you unless you commit a truly egregious crime against them.

Stage Increase [200]:
You can increase your Stage by 1, giving you an immense boost to your capabilities. This may be purchased up to 4 times, maxing you out at Stage 5. Beyond its natural effects, this will also increase your visible and mental age, bringing you from a child toward adulthood if you're a Sura. Furthermore, it will grant the equivalent of 4 purchases of Transcendental Affinity. Beings without Stages that purchase this will simply receive a basic boost to all physical stats, and will not receive either the age-up or the boost to their Transcendental Affinity.

Sura's Hunger [400]:
It is perhaps the greatest vulnerability of a Sura that their Vigor restores itself far more slowly than that of a human. Fortunately, they have ways around this. By eating another being, you can gain the vigor they had within their body. This perk upgrades the ability until you can regain not just your vigor, but every other resource that they might contain at full efficiency, including life force... or other, more esoteric things.



A Sura's Despair [600]:
It is in our darkest moments that we find our strength. By allowing yourself to fall into an emotional chaos, you may, for a time at least, shatter any curses or bonds upon your power.

General:

Anatman [Free/200]:
You are not of this world, and the world acknowledges it. The Insight of even the most powerful divine beings simply fails against you- none may call upon supernatural powers to find your past, your future, or search your thoughts or emotions without your permission. For 200 CP, you may retain this ability post-jump.

Mathematician's Mind [200]:
Your mind is razor sharp, and well suited for math. Among other things, this gives you extreme skill with aiming your spells, as well as perfect mental calculation ability.

Self Sword [400, Free Gods]:
You are capable of forging from yourself a magic item, capable of channeling a number of your powers. This item is linked to your very self- If a mortal attempts to modify it, you may reject the modification, and may at any time dissolve the item and return it to yourself. Due to this, these items share the lifespan of the being who created it- For example, a God's items would be indestructible unless the God were permanently removed from reality. Even outside of this jump, if you are a God, this indestructibility remains. There is no limit on how many of these items you may sustain at once.



Companions and Territory:

Treasured Companions [50/200]:
You may import a companion for 50 CP. They have 600 CP and an origin of the same cost as yours or lower for free. You may import all 8 for 200 CP.

Magician's Guild [200]:
In your time in this world, it's natural that you would find yourself with authority, is it not? You have found yourself in charge of a branch of the Magician's Guild. Unlike in many worlds, here the Guild doubles as a temple, to either a God or a Sura of your choice. If you are a God or a Sura, this temple may be dedicated to you. This temple will follow you through your adventures, and may be deployed wherever you wish at the beginning of a new Jump, and will be populated with a number of generic, low class magicians. It is also home to a Barrier which shares your personal alignment, allowing you to put up a near-impenetrable defense if you stand by it and hold your hand against it- only the most powerful of Sura could break through a Barrier. Any modifications you make will remain.

Clan [200, Sura Faction Only]:
As a Sura, it is essential that your clan stand beside you. Henceforth, you may bring them with you into the worlds you traverse. They will not take up a companion slot, but cannot be imported as companions. Any modifications you make will remain.

The Wheel Turns Eternal [200, God Only]:
As a God, it is your privilege and your duty to watch over the souls of the fallen. Because of this, you have been granted an afterlife of your own in which to store those fallen souls until they achieve reincarnation. You may set the conditions of this afterlife however you wish, as well as how things are there. You may also split it into multiple pieces, each with their own conditions and terrain, allowing you to, for example, create a heaven and a hell for your pure or sinful followers. These souls will not follow you throughout your chain, although at the end of it, you may choose to connect each afterlife into a large meta-afterlife containing all the souls you've gathered.



Items and Equipment:

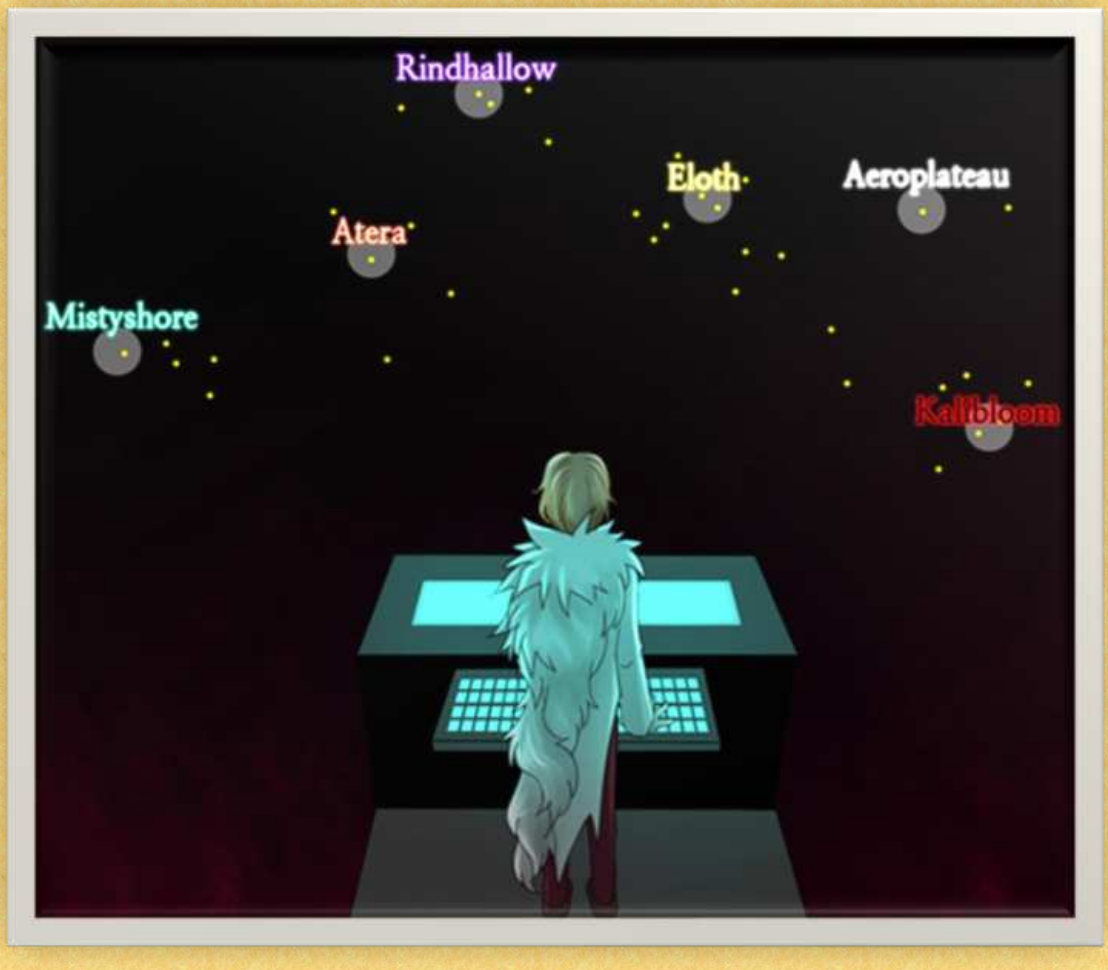
Drop In:

Meter of Dead People [100]:
A magic item forged from a sura's bone, and attributed to death. This item is capable of detecting the passage of souls in the area surrounding it, and can tell if how many people have died nearby recently. Good for casualty counts, if you want to know such a thing.

Prison of Silence [200]:
This magical prison is imbued with the blood of a Taraka clan Sura, granting it the ability to negate the magic and transcendental skills of any trapped within.

Hide of Bondage [400]:
A hide that gets drawn toward the being with the greatest transcendental value (affects highest powered supernatural creature in later jumps). Functionally unbreakable, to the point where even a Nastika can't break out if they were in human form when caught.

Human Search System [600]:
A powerful supercomputer stored within your Warehouse, this artifact can search the planet for any given figure with nothing more than a name. It will then tell you exactly what spells they've cast, and when. Furthermore, it will record all it sees, so you can, at a later time, activate it to look into the past activities of your target.



Warrior:

Lockpick [100]:
An enchanted lockpick, this device does not merely bypass ordinary locks, but it is also designed to break enchanted seals, shattering them to let you forth.

Anti-Conduction Cream [200]:
This cream is well respected amongst those who would fight the Garuda. It protects from any and all electricity for the being this is lathered on, including supernatural electrical attacks. You have enough of it to cover 5 people for 2 hours each, and the container refills every day.

Golden Knight [400]:
A bracelet that can't be removed... though your version can. It has five transcendental skills loaded. Perforating Hit lets the user's fists attack as if blades, Push Force knocks away nearby foes, Counterattack expends vigor to negate and return an incoming blow, Regeneration expends Vigor to heal a mortal wound, and Earthquake causes an earthquake. Finally, if you wish, you can use this bracelet to convert your Transcendental Affinity into Divine Affinity.



Sword of Return [600]:
The blade of a Primeval Goddess, this weapon is equipped with three powerful transcendental skills. First, it negates the regeneration of those it hits, second it fires black and red bolts of energy, and third, it can be used to open a gate to the Sura realm. Finally, if thrown, it will return to the user's hand. This version doesn't seem to inhibit the user's regeneration. In later worlds, this will send you to the local Hell dimension, if one exists, or to a toxic hellscape if one does not.

Magician:

Flying Car [100]:
A Flying car. Simple, straightforward, and made from the grafted-together corpses of multiple Sura.

Yaksha Fur Coat [200]:
A fur coat, it grants high resistance to light magic and prevents supernatural detection. It's also extremely soft and fluffy, and quite comfortable no matter the temperature. Perfect for the stylish Magician who's unwilling to sacrifice her defense.

Neutral Bow [400]:
A magic bow, its effects are simple and straightforward. When drawn, it starts draining vigor from the bearer. When fired, it converts all the stored vigor into a massive tornado-like whirlwind that gathers around the path of the shot.

Staff of Agni [600]:
The staff of the God Agni, somehow reworked to allow usage even without Silent Magic. Calls divine fire upon your foes. If you wish, you may purchase a different version of this, aligned to a different type of magic.



Drawbacks:

One Kalpa [+0]:
No matter when you begin this jump, you will find yourself here until ten years after the canon story begins.

Unattractive [+100]:
It's unfortunate, but you're not exactly the most attractive looking person out there. With a good enough personality, you can get people to ignore that, but you won't be sliding through checkpoints with a pretty smile.

That Dark Desire [+100]:
This universe is filled with monsters who hate mankind. Demons that desire nothing less than the extermination of those who follow the gods. In such a world, weakness cannot be permitted. But isn't it fortunate that with magic, you can make yourself safe? All you need is a little more power, a little more strength, strength enough to match even the primordial gods... but even then, will you be safe? No, you will always desire more strength, more power, and there will be nothing that you will allow to stand in your way.

Idioty Smith [+100]:
Traveler… have you not been informed of how fake names work? You will forever find yourself choosing fake names that are incredibly stupid, meaningless, and obvious. Though this will have little impact if you have no wish to lie, for those who deal with falsehoods, or who must travel human lands without being human, this will make it difficult to do so undetected.

Betrayal [+200]:
How pitiful. You will forever find your trust betrayed. Any allies you bind, any friends you make, all of them will, in the end, turn upon and betray you. There is one solace, however- your true companions, those who have joined you on your journey through the multiverse, will stay by your side, as will those who serve you throughout these worlds.

Broken Limit [+200]:
Perhaps the greatest danger in this world is not strength, but the lack of control to use it. And you, poor traveler, lack this control. Until you forge for yourself a binding, your power will rage at the slightest hint of emotion, flowing and striking as if with a will of its own. But with a binding, properly crafted, you can regain control over your strength, and harm none but those whom you wish to.





Delicious [+200]:
Well. This *is* a problem, isn't it? For the duration of this jump, every Sura you come upon will look upon you in hunger, somehow *knowing* that at this moment, you are the weakest you will ever be, and that if they wish to devour you, they must do so *now,* before you grow even further in strength as you continue onward. This effect shall be especially strong among the members of the Taraka clan.

That Useless Thing? She Died Long Ago [+300]:
Ah, Jumper. What tragedy has befallen you? One among those you love and cherish have disappeared, and you shall do whatever you must to find them once more. You will commit any sin, follow any possible trail, fulfil any desire in this attempt to find them, though of course, you will not give up your life. But deep in your heart… you know this is a foolish quest, don't you? They've died long ago, and you're chasing nothing but a ghost, long gone and beyond resurrection. When you find out about this, it will break your heart. I only hope that you will not do too much damage to the world around you in your grief. If you wish, you may place one of your own companions upon the altar of this disadvantage, in which case they will be resurrected at the end of the jump.

Scattered Name [+300]:
Do you know what it means to bear a Gods name? It is to gain a fraction of their power... and to take upon yourself a curse of misfortune. Unfortunately for you, it appears that eighteen years past, a hundred were give your name, and not being a god, your power was reduced by the naming. And now, you have no strength but that which you have gained here. But fear not. All is not lost. Across the various worlds, you will find exactly one hundred beings who share your name, each eighteen years of age, and each innocent. Slay them, and take back your power! But best do it quick, for other magicians, some less moral than most, have also heard of the Name these children bear, and they too will seek them out, and attempt to slay them and steal your power, reducing you in strength for the rest of the jump... unless, of course, you hunt them down and steal it back. Fear not though, even if you do not, at the end of the jump all the power will return to you.

To Bear God's Name [+300]:
For the remainder of the jump your name will be Kubera. As the God Kubera's power fades, it will find a home within you, and every Sura will seek it, attempting to hunt you down and kill you. Even your allies may turn on you when they learn of either the power your body may offer or the threat that your very existence presents. If you are a Nastika, then instead your own Name has become unstable, easily available for any who wish to take the power it holds within.



The End:

It appears that your time in this universe has come to an end. Go onward in peace, my friend... unless you wish to stay?

Stay: You shall stay in the cycle of reincarnation forever more, endlessly reincarnating in this universe, until it dies and is reborn.

Move On: Your next life shall claim you, and you shall reborn in another time, another world. Move on in peace, my friend, and do not forget what you have learned here.

Go Home: In the end, even Brahman must come to an end. Your journey is over, return to the life you once lead, slightly more awake than you are now, and with all that you have learned in your journies to guide your way.

Notes:

Transcendentals and Magic:

In the universe of Kubera, supernatural power comes in the form of a special ability known as a "Transcendental Skill." They are most common among beings such as Suras and Gods, with only pureblood humans having no innate access to them.

Transcendental Skills range from effects such as a dragon's breath to teleportation to defensive shields to fire manipulation to, well, practically anything. They're split into two kinds: General Transcendental Skills, which can be learned from others, and Unique Transcendental Skills, which certain beings develop, and which have the prerequisite: "Must be [Developer of this skill] in order to use". Thus while they can probably be taught, the person learning it would not fulfil the prerequisite of using the skill, and thus be incapable of doing so. Yes, that means that if you have Jumper Bullshit that means that you count as the original user, you can use it anyway, while if your jumper bullshit just lets you copy a seen attack, it wouldn't help.

Magic, on the other hand, is more like eastern divine magic than western magic. Common magic is split into "Hoti" and "Bhavati". A spell incantation is just the type, and then the name of the appropriate god. For example, a fireball spell is simply "Hoti Agni." This roughly translates into "Invoking Agni." Hoti magic can be used even without a Birth Attribute relating to the god in question. Bhavati magic, on the other hand, translates into "Become". Bhavati magic is stronger, but in return, it's more specialized, and requires at least one Birth Attribute relating to the god in question.

Naturally, this means each god can only "sponsor" two spells. Before the cataclysm, most priests could call upon weaker gods as well, giving them a much larger range of spells they could use. Before they rejected the Sura, they could call upon *them* as well.

Both Magic and Transcendentals have limits, however, and cannot be used carelessly. Both abilities call upon your "Vigor", which only really regenerates when you're happy/relaxed, and their power depend on the appropriate affinity. Magic has an additional limitation, however. Each spell can only be used a limited number of times per day before they must rest and recover. This number can be increased through work and training, but presents a major limitation for most Magicians.

	Hoti magic		Bhavati magic	
Attribute	Minimum Daily usage	Power multiplier	Minimum Daily usage	Power multiplier
None	1	1	-	-
Single	3	2	1	1
Double	9	4	4	3
Triple	27	8	16	9

A Magician starts with a number of usages per day as shown on the table, so a starting Magician with the Fire - Death - Death attribute spread could use Hoti Agni (the fire spell) 3 times per day, and Bhavati Agni 1 per day. He could also use Hoti Yama (The death spell) 9 times per day, and Bhavati Yama 4 times per day. Finally, he could use Hoti Kubera (the earth spell) once per day, and could not use Bhavati Kubera at all.

Spell “Power” works similarly, although the number is a multiplier applied to their Divine Affinity. So if the previous Magician had a Divine Affinity of 500, then when he cast Hoti Yama, his spell would have a “power” of 2,000, when he cast Hoti Agni, it’d have a power of 1,000, and when he cast Hoti Kubera, it’d have a power of 500. Because of this, magicians tend to prefer spells of their own attribute, and magicians with a narrow focus in birth attributes tend to be slightly better off than those with one of each type.

>Do I still get the first purchase of my class’s affinity free?
Yes. This is in addition to the base you get for your race.

>How Does Hoti Jumper work?
It’s a passive ability. You designate that the words “Hoti Jumper” (or whatever) will allow a magician to invoke your Fireball Transcendental (or whatever) and whenever a magician with sufficienty affinity to you says Hoti Jumper and pays the costs, they’ll get a fireball, even without your active attention. You can, however, choose to not grant them the fireball.
You may have as many spells as you have powers.