Tome Of Radiance Jump



Light is everywhere. It springs from the candle at a child's bedside, warding off the monsters in the dark. It shines from the sun, high in the sky, bringing life and warmth to all the lands of the world. It hangs in the endless void between stars, bearing witness to the awesome splendor of the universe. It lingers in the Astral expanses between worlds. But more than anywhere else - more than in the brightest lamp, or fiercest fire - Light shines in the hearts and souls of mortals.

Not all of them can feel it. Most truly experience the surging of Light a handful of times in their life. But for some, the Light is a calling. It is a purpose, ingrained into their very nature - to live and breathe as the beacons to hold fast to the Light in an often dark and terrible world.

The children of Light fight for a bright new day. A morning that shines in innocence, where love and laughter drown out the wicked dark. Their hope burns strong and swift, though older and wiser heads will gently rebuke such fanciful dreams. For even the sternest admonition must falter before wide and innocent eyes. After all... what wonders might be wrought if they are right?

Welcome, Jumper, to a realm called Vomughar, a place you may find familiar in some ways, and yet strange in others. You see, a long time ago, monsters began to appear all over the world. Soon after, children who held love and justice within their hearts gained the ability to use supernatural powers to protect the innocent and slay these beasts. The people did not know what the nature of the force that granted such powers was, so they simply called it the Light. Nowadays, the balance between the Light and the Darkness has settled down into what one might expect from a typical fantasy world.

There are, of course, those who worried about children, even superpowered ones, setting off on their own to fight monsters. And so, these people threw themselves into training, studies, or religion in order to gain the strength needed to protect those they saw as too young to properly protect themselves, eventually becoming known as the Lightless.

Origins

You can drop in, or you can have a backstory appropriate to your chosen origin.

Shining Star: Ah, the classic option. You are a true champion of the Light, fighting for love and justice. You've had a pretty nice life, and you want to make the world a better place. This idealism is great, but be careful not to be too naive.

Fallen Star: Love and justice? Where were such things when you were suffering out in the streets? You've never had friends, but you don't care. That said, if someone were to give it an honest try, you may find that in the end, you were just lying to yourself.

Twisted Star: Of course, who says that the bad guys don't feel love? Who's to say they don't seek out their own twisted justice? You are what some would call a 'dark' magical girl, were it

not for the fact that apparently that's a whole other thing. You are bad to the bone, and you know it.

Lightless: Love and justice? Eh, you can take it or leave it. Why would such things be important in the first place, anyhow? Regardless, you have trained yourself in order to keep up with the children you have sworn yourself to protect. Or perhaps you don't care about the evokers at all, and have your own reasons to be setting off into the world. Obviously, you won't be getting any benefits from certain purchases. As such, take 200 more CP.

And of course, on top of that, there's also the question of what kind of evoker you are.

Champion: Champions are the warriors of the Light, though frequently they are ignorant of the nature of their new power. They know that they are stronger, and faster, and that when they call for aid they are answered by a mighty torrent of illumination, but they ultimately do not care. Their power is their own, and how they use it is all that concerns them. They are the guardians of light, its stalwart wardens, and its vanguard against the darkness of the world.

Stargazer: Stargazers are those who hear the song of Light written in the stars, a song of beauty and ugliness both, and of the battles fought by the purest radiance the cosmos has ever known. Calling upon hidden secrets imparted by the very constellations above, stargazers shine as stars reborn in flesh, and they shall chart the way to an era bathed in Light.

Empath: An empath does not kindle some grand beacon within herself, or shout out for the lights of the world to awaken at her command. An empath simply opens her eyes. She looks within her fellow mortals and sees a sea of embers - a thousand-thousand candles, impossibly faint, which together illuminate the world below with a brilliance no celestial body could hope to match. The light of an empath is the light of mortals: from their victory fires to funeral pyres. As such, the empath's power is based on taking on manifesting personas - fragments of the collective psyche, which the empath channels into her own being for the sake of drawing power from them.

The Lightless, of course, are not evokers. As such, they instead take a default 3.5 class, such as barbarian, cleric, or rogue.

Age and Gender

Your gender is a free choice. Whilst most evokers are indeed female, male evokers have been known to exist. As for your age, a human evoker would most likely be around 9 to 14 years old, whilst a dwarf would be in the realm of 20 to 35. The Lightless are fully grown adults.

Race:

Of course, speaking of humans and dwarves, a question that needs to be asked is what, exactly, you are.

0CP: Mundane Race: Most people in this world aren't too special, compared to one-another. This option lets you take any race from DnD or Pathfinder that wouldn't need any level adjustment for free.

0CP Dawn Elf: Elves that saw the truthful way of the sun's valor, they burned away their long lifespan to gain an innate connection to the sun's glory. They innately have two motes, which they can invest into their eyes to see and search for things better. They are also trained in using longswords, rapiers and shortbows. They are innately passionate beings, making them seem more charismatic, but this causes them to be less wise, due to missing social cues. They typically become champions.

0CP Constellation-Touched: Humans who have had the stars smile down upon them, the constellation-touched are powerfully adaptable. Each morning, they wake up with a new amazing feat that they can pull off, though only for that day. They also have two innate motes, though they have no means of using them by default. The price they pay for this amazing adaptability, however, is that they are less fortunate when evading attacks, leading to an overall worsened constitution. They usually become stargazers.

0CP Crater Dwarf: Dwarves who believe that the craters of the moon simply make its radiance mightier within their hearts, the crater dwarves are hardly lacking in prowess. They lack the charisma of most races, making up for it in wisdom. They have two motes innately, which they can imbue into themselves to better appraise and work with stones and metals, as well as resisting being tripped or pushed around. If they have four motes imbued, they become less vulnerable to magic, and better at killing goblins. Typically, they become empaths.

0CP Mascot: Animals who were blessed with radiant sapience, the Mascots are charismatic and helpful when dealing with Evokers of any sort. They know and understand the light's ways, leaving them more intelligent and charismatic, though their small frames makes them regrettably frail, being less strong and having weaker constitutions. They innately have four motes of light, and can imbue it into knowing things, though knowledge about the Light itself is easier to call up, or into being better able to assist others. They typically become evokers, though they don't tend to any class in particular.

Perks

0CP Genuine Friendship: The thing about the whole "power of friendship" thing you have, is that just because someone shares the same alignment as you now, doesn't necessarily mean that the two of you are friends, or even that you share the same goals. That could be a problem, especially if you've corrupted a hero to evil and they decide to give this whole 'murder' thing a

try. Not to worry, though! With this, anybody you bring over to your side of the whole good-and-evil thing will also naturally begin to see you as a friend.

0CP Rising Star: Though you stand at the dawn of your journey, it's clear you stand out from the masses; possessing potential for greatness. Whether you bear the strength in body and spirit of a Champion, the brilliant mind of a stargazer, capable of weaving the secrets of the stars into complex formulas or even the stealth and expertise of a lightless rouge, you possess the physical and mental capabilities to make you a figure of note among your peers despite your lack of experience. More importantly, like any fleeting ember you can nurture this potential, and perhaps one day become a blazing light that the dark will know to fear.

> *200CP Gleaming Star:* You are no mere rookie; indeed, you are an experienced veteran, possessing a firm grip on your talents, and easily being able to carve out a name for yourself as an experienced adventurer. Though this may not grant that much strength in the grand scheme of things, this is certainly the point where even a mere swordsman might begin to become less a man, and more a legend.

100CP Light And Shadow: Your connection to the light enhances a tad, allowing for you to have manifestations of your radiance such as the prism and attuned components or the primal costume imbuement to be able to count light and darkness as elements.

100CP Prism Shift: The primal energies in your radiant powers are highly unstable, prone to dance along the spectrum at the slightest fluctuation of your mood. As such, you can switch the element of any of your prismatic blasts on a whim.

100CP Moe As The Nine Hells: As a magical girl, you must be cute and marketable. This even goes for the Twisted Stars, because the fans of these kinds of worlds find hero-on-villain yuri hot. As such, you now have a certain form of cuteness to you, whether it’s the adorable kind, or the adorifying kind.

100CP Mature Radiance: While many Evokers come into the power of the Light at an early age, not all of them are held back by the limitations of youth. Some draw on the power of the Light to transform not only their clothes but their bodies, humans growing to the age range of 20 to 25 years old and other races reaching their own equivalent. You, however, have taken this one step further than even them, and have not only learned how to grow up but also how to reverse this trick. If you have passed the equivalent age range of 8 to 14 years old, then while transformed you may regress yourself back to an age within this range. Maybe you just find it easier to give speeches about friendship as a child?

200CP Hope Springs Eternal: Of course, no matter how hard you fight for the sake of the Light, its reach doesn’t stretch to all worlds. Fortunately, however, this perk helps you deal with that. Now, in future worlds, you will be able to choose whether or not young girls and boys will have the potential to awaken to the power of an evoker, and a connection with the Light.

200CP Valkyrie: You have studied at the Temple of Nine Swords, learning how to be a warblade, swordsage or crusader. As well as the nine that Reshar teaches, there is also a tenth discipline, a creation of an evoker who found that the light did not provide as much strength as she felt she needed to defend herself, known as Prismatic Glory. If you choose, you may replace one of your known disciplines with this one.

200CP Aerial Mage: You gain the weightless imbuement for free, and it automatically acts as though you've invested personal radiance into it. Furthermore, the flight abilities it grants increase with the amount of invested light and your flight produces dazzling displays of light, making it less likely that enemies will be able to hit you whilst you are in motion. You can invest your light into this effect, and with enough light invested, your movement will leave behind an area of reduced visibility of about ten feet, or, again, with enough invested light, twenty. Finally, you can choose to accelerate to supersonic speeds over the course of thirty seconds of continual movement in a specific direction, although when you drop out of supersonic speed, you will need to spend about eighteen seconds to bring yourself to a stop.

200CP Light-Runner: You gain the nimble imbuement for free, with it automatically counting as having your personal radiance invested. Furthermore, with enough light invested into it, it grants the ability to run up walls and on top of the surface of liquids. You also gain the same dazzling displays that an aerial mage gains, and by running in a straight line for twelve seconds, you may begin a magical parkour run. During your magical parkour, you can jump ten times as far, take no damage from falling and can run on any solid or liquid surface, including vertical ones. You must keep running at least twice as fast as you would normally be able to move if you weren't running, and can end it by spending six seconds to land.

200CP Bombardment Mage: You can drain your light from your costume in order to enhance the power of your blasts, which you can now reshape into any applicable shape component as long as you don't go over the maximum amount of light your body can handle. With enough training, you may even be able to do this at will. You can also split your blasts into multiple, less-powerful blasts.

200CP Firekeeper: You can now kindle magic fires with a ritual requiring ten minutes of focus, turning them from a simple flame, to a beacon of hope and protection. This imparts benefits upon the flame, such as it shining twice as bright and no longer needing fuel, as well as on those around it, who benefit from a magic sanctuary. Those who would break this sanctuary by attacking will not receive any benefits for a day, and can be attacked freely by those who still benefit. It will also eventually heal people's wounds. You can also teleport between any sufficiently large source of flame. Finally, you can awaken these flames into fire elementals. They aren't under your control, but they will never attack you, and will do their best to protect those who seek sanctuary at your flames. These flames cannot be moved without returning them to their base form.

Other powers you will gain from this path are being able to use the primordial flame to bypass fire resistance and immunity, causing sources of fire damage to burn brighter and punishing those who would dare attack you with fire, imbuing your allies weapons with fire and, of course, an apotheosis into an unaging fire-elemental native outsider, although you don't become vulnerable to cold damage. Also, you gain a fire-aspect primal costume imbuement for free.

200CP Frostfell Maven: When crafting mundane items, you may replace the materials with conjured ice which shall not melt, allowing you to complete a week's worth of work in ten minutes. With work, you can learn how to sacrifice finesse for efficiency, allowing you to construct crude constructs of magical ice that are a foot in thickness which melts at normal speeds, create magical arms and armor which disappear immediately when removed from you, breath life into that which is made of ice and snow and construct fortresses out of ice with the durability of reinforced masonry.

Other things you are capable of include using the inevitability and pristine nature of winter itself to bypass cold resistance and immunity, gather icy storms when you invoke illuminations of cold prisms which enhance the chill of cold damage, gaining temporary hit-points every six seconds, with anyone who removes them whilst in your icy storms suffering some minor cold damage and leaving zones of primordial frost in the wake of your icy illuminations which allow allies in the area to switch any energy damage they might be about to deal to cold. Once you reach the pinnacle of this power, you shall draw forth from the ancient ice a grace and beauty unmatched by the clumsy works of mortal hands, becoming an unaging native outsider of ice, although without the vulnerability to fire damage. You also get a free ice-aspect primordial costume imbuement.

200CP Stormcaller: For countless years, mortals have worked under the sway of the weather, hoping that sun, wind, and rain will obey their whims. Even as civilisations rise and fall, people are always subject to the primal forces of nature. They can develop ways to cope with the world around them, but always they seek to rule them.

Now, with magic rampant throughout the world, their wish is achieved. The world dances to their tune. Some call it unnatural. Others do it as if they were born to it, shaping the forces of the wind, rain, and the very storm itself like a maestro shapes a symphony. Greatest of them are the Stormcallers, confident heroes who shape the weather with their desires. Entire nations will call on them for their skills.

With a highly personalised ritual, typically involving furious movement, you may shape clouds from nowhere. This typically takes five minutes, and is more effective the more familiar you are with your inner light. The clouds crackle with static electricity, and send down rain thick enough to obscure the senses of those within, completely blocking out the form of those on the other side. However, the static of the clouds energizes those underneath, causing muscles to grow less fatigued than usual. You control these clouds, and can make the rain start and stop at your command, as well as shape them with simple exertions of your will. As you grow more familiar

with the aspect of Light, you will learn how to send the clouds to the ground to act as fog, and they will make sleep more restful, and even bring it to the point where the most strenuous of activity will still be considered as refreshing as a rest, or even sleep, and your allies gain a boon of enhanced speed. You will also eventually be able to call down lightning from the skies, shape the clouds in the sky into something hard as stone or even send your boundless radiance through your clouds.

As well as all that, you will also be able to overcome an enemies resistance to both your thunderclaps and your lightning, cause electricity that hits enemies you've already hit with light tuned to the essence of electricity to be followed by thunderclaps, teleport when hit in melee and allow those who strike enemies you've electrocuted with the light to convert damage they deal into electricity. At the end of this path, you will ascend into a being of pure energy, who may or may not be wearing pants. And by that, I mean an unaging native outsider of air. This doesn't mean you can fly, but you are immune to electricity. You also get a free electric-aspect primordial costume imbuement.

200CP Magical Idol: It is relatively common for those blessed with the power of the light to find themselves as the center of attention. Their radiant energy pulls at the spirits of all who witness it, and many find themselves touched by the words and deeds of those who bear the mantle of evoker. But some go further, reveling in the spotlight and harmonizing their natural charisma with the mystical showmanship of a bard. With such abilities at their disposal, such individuals quickly rise to a level of fame and recognition to rival that of the greatest legends.

You now have the ability to perform Bardic songs and spells, invoke a blast or companion at the same time you begin performing bardically, invest your radiance into your barriers to make them last as long as you desire, power your illuminations with left-over mana from bardic spells and whilst performing, you can invest your music with an illumination, allowing any allies within earshot to use it for themselves. It fades after six seconds, or once used twice.

You also become famous as an idol, and can easily re-reach this level of fame with your performances. This fame is tied to your identity as an evoker, so you'll only have the normal amount of luck becoming an idol if you aren't in your Costume, and it's harder for people to recognize you as a famous idol when out of costume. You can also now use the power of friendship on anyone who's heard you perform for at least an hour, although the slightly impersonal nature of such an attempt means that you don't receive any of the bonuses or penalties such an attempt would normally have. Once you get about half-way to ascension, you can even cast a suggestion on the crowd to come to your next show, as long as it's in the same location, although it only works on those who are already on the path to redemption/damnation.

Finally, when the chips are down, you can perform a show-stopper, allowing you to cast or invoke three spells or illuminations for free, at the cost of being exhausted, your mote pool being emptied, your performance ending and your mote pool being halved until you take a minute to recoup from the intensity of what you just did.

The Lightless can take this, and will gain the ability to use the power of friendship along with the fame and the bard stuff. They still need a flashy costume, but it doesn't need to be granted by the light.

200CP Light's Artist: You gain a special costume effect, similar to the defiant imbuement in that it grants slight invulnerability, enhanced with imbuements of light, but also granting immunity to lucky strikes, as well as the evasion of rogues and, eventually, the mettle to negate effects that would test your fortitude. More importantly, you are a part of the Light in a way that none of your fellows can ever imagine. You have become a living conduit of the infinite love and endless forgiveness that is your particular facet of Light.

As such, you can now wrap your foes in magical ribbons with a touch, calming their emotions via flooding their mind with visions of the past and possibilities for the future for as long as you maintain this embrace, and being able to show them the power of friendship when it ends, with this being more effective the longer you were able to maintain the embrace. As you grow stronger, you will be able to embrace multiple foes, reach your ribbons up to 25 feet away and cause your foes to realize they never truly wanted to run.

You also gain a bonus to your abilities to lying, diplomacy, gathering information, intimidation and sensing the motives of others, as well as a non-supernatural ability to charm others, even those that would normally be immune by nature of their blood, although you will still have some difficulty with such beings. You may also designate a target once per fight, who you will approach regardless of any possible instructions. As a precautionary measure, you also gain the ability to protect yourself in an invincible energy cocoon for six seconds twice a fight.

200CP Immortal: Very few choose to walk the path of the Immortal. Not out of disinterest or lack of desire, but for it is difficult and demanding. The Immortal walks an ascetic path, devoting herself completely and utterly to a single cause. Her heart is cleansed of impurity and vice, dedicated wholly to the people who have put their trust in her.

The first effect of this is that you become harder to hit when unarmored, or when wearing your costume, and gain the same costume effect as a light's artist. Next, you become harder to put down, and find yourself capable of fighting on even when you should, by all rights, be dead from bloodloss. You also begin to become even more capable of shrugging off that which would hinder you. First, you become better at shrugging off attacks on your fortitude, and may heal yourself if you succeed. Next, you can shrug off that which would test your will, dazing your foes with your success. Finally, you may force open paths in that which you would otherwise need to weave through, negating anything which would test the reflexes of you or those you protect. And, at the pinnacle of this path, if despite your best efforts, you still perish, you may kneel, unleash a powerful blast of pure light and, upon standing up, say "There remains one task. I apologize; I have broken my word and have knelt. It shall not happen twice." If so, you will find yourself reinvigorated and cleansed of all that might ail you, including lost limbs. You also

become a better pinnacle of a warrior, especially when avenging your murder. However, once it finishes, you will have to try and endure the shock of over-exertion or you will die. Furthermore, true to your word, it only works once in a particular jump.

200CP Ferzian Slave: There are many who wield light, and many from diverse backgrounds. As such, it is not unheard of for a magical girl to have been enslaved at the point in time when she realized her power. However, what is rare is for such a girl to use her new power to aid that which traps her. Those evokers who remain loyal despite their great quantities of new power are frequently promoted to greater positions, and are frequently put in charge of the mundane slaves.

Those who do as such can become a great leader, strong and commanding, yet subservient to any greater than her.And in the supposed darkness of slavery, she sees nothing but light, for her master has always shone in her eyes. And that's just how the master likes it.

Anyway, powers! First of all, you gain an animal companion, and will gain more as you get more experienced. Furthermore, it has the benefits of a powerful bond, allowing you to communicate telepathically with it if it's within 100 feet, and you are better at overcoming mind control when it's within this range, and you can force any attack that targets it to hit you instead, with it being able to do the same for you. You also learn how to form similar bonds with individuals in an eight-hour ritual, and for every non-animal you share this kind of bond with within 25 feet of you, you become enveloped in a shell of amber that protects you from enemies, which you can send to such beings. You are also able to carve through the hides of those resistant to mundane blades more easily, and know how to bolster your allies spirits, or lower your enemies morale.

200CP Bringer Of Twilight: There are many colours to Light. But just as much there are many shades. Not all have the luxury of being able to take the path of purity and cut-and-dried morality. Sometimes all the available choices are bad, sometimes not even the powers of Light and friendship can solve a solution without loss. It is well known to all Evokers that, no matter how hard they might try, there will always, somewhen, come a time when you just gotta stab a dude. Destroy a life to save millions.

Many of their sisters reject this idea as cynical or lost, but the Bringers of Twilight know better. They have been there at those precipices, where they had the ability to save worlds by killing one man or woman or to let it all come crashing down if they spared their foe. And whatever their 'more enlightened' kin might say, they know they made the right choice. Nothing else could be done.

You gain a special enhancement to your device, allowing you to deal extra damage to those you have the element of surprise on, and if you were to invest radiance into this effect, you will find the hides of those typically immune to mere blades caving to your device's might. Unlike the sneaky tricks of rouges, this extra damage does not rely on attacking the foes vital organs. You also gain an assassin's skill with the blade, being able to kill or paralyze with a single strike, and

it is hard to tell that you are the cause of this. You also gain the ability to sneak away in broad daylight as easily as you would under cover of darkness. Eventually, you may learn the Nightfall technique, which involves coating your weapon in radiance in order to carve through any and all magical protections your target may have.

200CP Dawnguard: When you become a Dawnguard, you become light made flesh, a being of such luminosity that even the most grievous injuries are little more than an inconvenience. Whenever you receive damage, you may choose to delay up to half of the damage until six seconds have passed, at which point you'll take it as non-lethal damage. You also gain a form of regeneration that only heals your wounds without being able to replace missing limbs, become harder to kill and as long as you get four hours of sunlight, you don't need to sleep.

200CP Avatar of Light: A few rare evokers go beyond wielding the Light to become the Light, and now you are among their number. This makes you a first tier mythic hero of the Avatar of Light path, though further growth will depend on your own efforts. If you should hold the power to bring forth the Light sleeping within others, then this will even enable you to awaken others to the power of an Avatar, though this will prove far more difficult then merely granting the ability to wield the Light.

200CP Fashionista: Every costume effect you have, including your device imbuements, is automatically imbued with parts of your inner light, and you can now start up a transformation sequence which removes your current clothes, but covers you in light and makes you invulnerable. When it ends, you may equip any of your costumes. Furthermore, your ability to summon your devices is faster, and your enemies will be thrown off guard by the speed at which you summon it. Finally, when you take the radiant arsenal enhancement, you get both a weapon and a costume.

200CP Seeker of Light: Many fall to the temptations of great evil; accepting demonic gifts in order to protect themselves. Most, when they learn the full ramifications, wish they could undo it. For those with the spark of the light within them, there is a way. You are one such person, and as such, have been granted some gifts, or to be more formal, invocations, although having reneged on your pact, you need to invest your light into them to make them work. Your ability to blast people with raw eldritch might is fine, though, and you can add secondary blast components to it. As you progress further down the path of redemption, you will find a reservoir of light dedicated solely to this purpose. Eventually, you will find yourself secure in your new identity, and confident that nothing will ever cause you to fall again. As such, you find yourself with increased resilience against mental control, especially if it might cause you to violate your personal morality. That said, given that the light is, in the end, an amoral force, like gravity, this will remain even if you do happen to fall once more.

Lightless who take this gain radiant armaments, the Merciful feature and two illuminations.

200CP Rituals Of Light: Although an Evoker's first use of the Light is often as a weapon, with time and effort an Evoker may learn to do so much more. Healing wounds, talking with plants and animals, telepathic communication, traveling to other planes, all these things and more are possible to one who has both the Light and the knowledge to shape it. Whether or not you currently have the practical knowledge and strength to use them, you're well versed in the rituals that are known, and if you wish to develop new ones you're one of the best people for the job.

300CP Heartwielder: Your device automatically becomes enhanced for free, as well as becoming sentient, with its purpose being to serve and protect you. Furthermore, in any situation where it would gain control over you, it will automatically relinquish said control. Any pre-existing intelligences can be merged into this one if you wish, otherwise they will both exist within the device. If it is damaged or destroyed, you can restore it with a special ritual, taking one hour if it is damaged and six if it is destroyed. Eventually, you will be able to sense its presence as long as it's on the same plane of existence, and even if it isn't, you can take six seconds to sense its current planar location and you can restore it to full functionality with a one-minute ritual of remembrance, although this is taxing, os you'll probably only be able to do it once a day.

As your bond grows stronger, you'll end up being able to use its senses instead of yours, as well as becoming able to deal with mental control by surrendering your will to it, and possibly giving a simple command. It will try to fulfill such commands, but will be incapable of using any of your magic, or shaping your light into anything but an assault.

Other, related effects include being able to completely negate any attacks on your will or immune system that would normally cause half of the intended damage, assuming you have a strong enough will or immune system, and eventually, immunity to poisons, diseases, paralysis. stunning, anything that would kill you outright and necromancy.

300CP Listener To Light: The Light knows many things. As a listener, it will tell you these many things, as well as showing you psychic impressions of places. Eventually, it will improve to the level where you will be able to effectively read minds, and even know if those you talk to are mundanely disguised, or using magic to enhance their lying skills, as well as being better at sensing lies in the first place. Finally, you will be able to commune with the light itself, which will always seek to answer you as fully and helpfully as possible,although to avoid burning out your mind, you'll only be able to contact it again after a week has passed.

You can also boost your skills at intelligent thinking with a moment of concentration, and will eventually gain the ability to cast augreys and divinations up to ten times a day. You will also gain the ability to see through illusions, and, eventually, the power to ignore obstructions to your image of your foe, and any invulnerability to physical damage your foes may possess.

Finally, you also gain increased luck with divinations, know more things, and can use what you know about an opponent against them in a fight. Since the Light's knowledge is limitless, this is double as effective as such tactics would normally be.

300CP Radiant Armorer: You have focused on the nature of your radiant arsenal, and come to several breakthroughs, the first of which is that you can now summon multiple copies of not just your device, but your costume and your shields too. This isn't actually useful on it's own, though. Luckily, your second breakthrough is that with fifteen minutes of work, you can teach your allies how to use your arsenal, as well as being able to summon them onto any ally within thirty feet, although they can only benefit from a single armament effect.

With work, you may awaken to other secrets, such as how to reforge your devices into new forms, as well as granting them the ability to hold about half the normal amount of light even when you aren't the wielder, a process that takes about an hour. Eventually, your link to your arsenal will be so great that when you invest light into one of them, the rest will count as having half as much invested into them, and eventually, summoned costumes and devices that you aren't using will be able to benefit from two armament effects. You get twinned device once for free.

300CP Knight Of The Dim Star: None chooses the Order of the Dim Star. It is a burden brought upon the young and innocent, taking both away in exchange for great expertise and determination in the war against the darkness. These valiant warriors are compelled to make certain that no other suffers through their brand of enlightenment. They are pragmatists and uncompromising in their struggle, the pale and dim radiance that surrounds them keeping them hidden from sight even as they leave a trail of blood and destruction in their wake. Together they build a world which, if they succeed, will have no need for people such as they. That is the price they pay, willingly, for a better world.

When you begin to walk this path, you create a mask, a mental construct to separate yourself from your loss. Thanks to it's malleable nature, you are immune to all attempts to divine your alignment, and may return a false reading of your choosing. You also gain a special imbuement to your device, which, though it has no base effect, will grant you double the amount of radiance you put in, that you may put into other imbuements, and become better at crafting disguises, even if you are disguising yourself as someone of a different gender, race, age or size.

You will also learn to erase yourself from history, causing people to have a harder time divining information about you, or even remembering you were even there, although you may toggle these effects, should you wish, and detect those who have a certain alignment opposed to yours. For instance, should you be as much of a paragon as you would expect a typical paladin to be, you may detect those who are evil or those who strive towards chaos.

After a while, you will have completed your harsh lessons in how to take on any role, thus gaining the ability to negate and fool any ability which would scan your surface thoughts, as well

as the ability to take on a false alignment so strong that it fools magical effects. You will also become able to, for up to ten minutes a day, see through all disguises, both magical and mundane, as well as become aware of the location of anyone able to ignore compelled untruths, as well as if such a protected person is lying to them. This causes your eyes to look like a replica of a clear night sky, and is known as fallen star sight, incidentally. You may also imbue a melee attack with your radiance three times a fight, in order to enhance your attack and cause it to cleave through any level of invulnerability, although it only works on those you have decided to detect. Should you use it on someone who does not meet that criteria, the smite is expended, but it has no effect.

Finally, you will gain the ability to tear away the illusions that up until now, only you could see, by spending a minute of your fallen star sight. Illusions are dispelled, and disguises simply disintegrate. You can also now see through all forms of darkness and, at the pinnacle of this path, you will find the Knight's ultimate weapon; Judgement. At any point whilst you are using your fallen star sight, you may target an individual, binding them in chains of pale light which, even if they manage to shrug it off in the early stages, will ravage their mind. Should they not be able to negate it, they will be forced to confess their crimes, though you may end this recital at any time of your choosing. Finally, when this confession ends, they will be banished to a demiplane of endless torment, accessible only to the knights, and far beyond the reach of any divinations.

After five uses of this ability, you will be presented with a choice. The first, is to rejoin the light, casting off your mask. This causes you to lose this perk, and gain 300CP to spend on anything in this jump except the Knight of the Dim Star. The second, is to become it, and gain the power to travel from your current dimension to this demiplane, as well as some other benefits. First, you will gain the effects of the Mind Blank spell, boosted so that you may attempt to negate even that which would pierce it. Second, you count as a specific alignment only when it benefits you. Third, you are aware of everyone's alignment. Fourth, you are better at disguises, and they cannot be seen through by non-magical means. Finally, you may smite anyone of any alignment.

400CP Child Of Light: You possess an ancient bloodline, though it seems a tad less demanding than usual. This bloodline grants you the powerful light that hinders attempts to harm you, which you can improve by infusing it with your own. It also grants other benefits, such as immunity to any spell of the same or lesser power than Lightning Bolt, the effects of a magic circle warding against those opposed to you on a moral or ethical alignment, or one of your choice if you walk the road of neutrality, though twice as strong, and your apotheosis will grant you immunity to acid, cold, electricity and petrification, as well as slight immunity to flames. Poison also becomes less effective on you, and your magic circle effect becomes a full blown holy aura for you. However, unless you take explicit measure to conceal your alignment, it shall always be as clear as day.

You also become better at negating negative effects, become completely immune to fear, gain the ability to resurrect those you have a good relationship with once a day and, once a week, you may ask the light itself to grant you any selfless miracle you wish for, although the more powerful effects are quite draining on you, and change the cooldown to a month.

400CP Redeemer Of Nine: Following a reasonable-sounding deal with a devil, you have been granted the ability to detect the souls of those aligned, by choice or by nature of their being, with the forces of order or evil, as well as drain such souls when their previous holders expire in your vicinity or by your hand and place them inside your soul gem, which is a small gem that has been harmlessly and painlessly embedded inside of you. Your soul gem cannot be removed by any means other than surgical extraction, in which case it will regenerate within one to four hours. The essences of constructed and undead beings, though not as useful as real souls, are still valuable enough that you will be granted compensation.

In exchange for this service, you shall be granted soul points, the number of which depending on how dangerous the holder was in life, which you may expend in order to manifest pseudo-miracles, which tend towards certain themes. At first, you will only be capable of two themes for your miracles, but as you grow closer acquainted with your bargained power, you will be capable of up to four. Your soul gem is, sadly, merely a conduit, and as such, souls stored within your gem can still be resurrected as normal. In the event that this happens, do not worry; you will be seamlessly reimbursed for any such lost souls.

Eventually, you may even find that your service in the name of your patron has granted you status as a favored disciple of your patron, granting you the knowledge that unless you give them any reason to bother you, most devils will let you carry out your work in peace, and you may freely wander the streets of the afterlife your patron resides over without fear of ambushes around every corner. Finally, you may find that during the course of your work, you will have manifested a brand of the nine hells. Don't worry, that is a natural and completely harmless effect of your status as a useful tool for your patron.

As for what happens after you leave here, well you have a choice. You could decide to seek new employment, in which case, your pact and resume will be automatically transferred to an agreeable devil or devil-analogue. Alternatively, you could choose to simply have your brand give such beings a sense that if they were to interfere with your business, it would most likely draw hostile attention from their superiors, whether in a hierarchy sense, or, if they don't work like that, in a 'they can and will kick their ass' sense.

600CP Shining Princess: Most evokers come to it naturally, finding themselves on one of many paths without ever realising it, and generally not realising it's a path – let alone that there are others. Only a rare few see the other ways, and only a fraction travel on more than one – and only a fraction of them travel on all three. In case it needs to be said, you are now one of them.

The benefits are many, including, obviously, that you now have three costumes and devices, and can access all components when shaping your illuminations. The more important effects are that you'll learn to be able to invest motes from your luminous reservoir into cartridge-boosted devices, use cartridges to hyper-charge your personas and craft a complex formula for each of your personas. Finally, you gain the usual benefits of an ascension when you reach the end of this path, as well as being able to better utilise social skills on all forms of magical girl.

Shining Star

100CP Boundless Optimism: As an evoker, you are still filled with a childlike innocence, which allows you to see the joy in the world around you. Furthermore, this innocence seems to bleed out into your companions, sharing the joys of nature with them as well.

200CP Merciful: You can choose to hold back when using illuminations, casting them as if they had less power infused into their composition. Take note, however, that in their weakened form, they will be lacking in the esoteric effects normally present in their nature. Furthermore, you can now apply your inherent ability to make your attacks and illuminations non-lethal to any form of damage-dealing you may be capable of.

400CP Incorruptible: You are stalwart in your actions and pure in your intentions on a level that no other can be. No force can alter your moral standing other than yourself, you gain a flash of insight whenever your actions would be the wrong thing to do and it is harder for people to make you do things that go against your morality.

600CP An End To Darkness: Your power of friendship is no longer reduced in effectiveness from the target being made of pure good or evil, and if you succeed in bringing them to your side, they undergo a metamorphosis and changing their subtype. Their appearance changes in accordance to their new nature, becoming an entirely new form of creature.

Fallen Star

100CP You're Gonna Go Far, Kid: You've made it this far on your own, and you've gotten quite good at it. You know how to keep yourself alive, as well as having the skills necessary to con and steal from other people. It's not nice, but you gotta do what you gotta do, you know?

200CP Numbed Body: You've learnt from experience how to block out the physical pain as so much noise, for not even all the cuts and bruises in the world could ever match up to the emotional pain you feel inside. For all intents and purposes, you are bullet-and-bladeproof, or rather, bullet and blade resistant. The damage is still there, but you can keep going for longer than normal, and you heal from physical wounds faster than you usually would too.

400CP I'll Make You Listen: Nobody wants to be your friend? Nobody wants to listen? That's fine. That's not a problem. After all, as long as you're strong, people will have to listen, right?. As such, you now have a Champion's ability to bring people half-way to being closer to you with regards to good and evil by beating them in a fair fight, assuming they agree to it. If you actually are a Champion, you can now just straight up bring them one step closer to your moral philosophy through violence.

600CP Lost Spirit: Your grief has now etched itself so strongly upon your heart that it seems, at times, capable of overwriting death itself. Once per jump, if something would kill you, you may choose to live through it, although you will still be left on the border of death.

Twisted Star

100CP A Common Mistake For Beginners: People seem to have certain expectations about evil invokers. Thanks to all the goody-two-shoes' out there, nine times out of ten, they come at you with the expectation that you, too are good 'deep down inside.' How sickeningly sweet! Still, it's a mistake you plan on taking full advantage on. Unless someone has a good reason to consider either you or evil magical girls in general true villains, you'll find them treating you as a victim of circumstance. Hell, if you feel like the bad guys seem to be losing a lot more than you'd like, you could probably arrange for them to let you join them for a 'redemption arc,' assuming you play your cards right. This also works in reverse, if you happen to actually be a good person.

200CP Power Of Hatred: You can use your inherent ability to connect your hearts with others in order to instill anger and discord into others, essentially using your power of friendship not to bring people to your side, but to turn them against some other side, whether that be a certain race, organization or religion. You also know how to use lies and untruths when trying to use either form of your power of friendship on others to persuade them.

400CP Pure Is Not Good: You know how in certain stories, you have certain things that can only be used by the pure of heart? Well, as long as your heart can be said to be pure something, such as evil, for instance, you will qualify regardless of whether or not you would normally need to be pure good for it to work.

600CP Deliciously Evil: As a bad guy, you have certain options that the good guys don't. Well, it's not so much that they can't make use of the options, they certainly can if they wish, rather, it's more like it's harder for them. After all, most evokers tend towards holding love and justice in their hearts, so naturally they would struggle with using more morally dubious components. For you, however, components such as dissonance, vile, consumption and heartbreak, are easier to bring to bear against your foes, leaving you free to enhance any illuminations using such components with even more components to best harray your opponents.

For reference, dissonance makes a blast count as negative energy, vile makes it so that the damage that is dealt can only be healed on sacred ground, consumption afflicts the target of

your surge with a magical disease and heartbreak locks away all memories of friendship or kindness behind wrought doors of sickly radiance, sending the target of the surge into a blind rage of fear and betrayal for the duration.

Lightless

100CP An Adult's Education: You are decently skilled at a chosen profession, as well as being able to cook well enough to feed a party of six people.

200CP Looking For Trouble: You have an inherent sense of where you might find creatures that might mean harm to you or your allies, even if they do not yet even know of your existence.

400CP Guardian And A Teacher: You aren't just responsible for these girl's protections, you know. I mean, you can if you want to be, but it would be a good idea to teach these girls some actual skills as well. Luckily for you, you are now an expert at delivering lessons whilst in the middle of other things, such as exploring a jungle, or fighting off the monsters that live in said jungle.

600CP Sworn Defender: Listen. These girls are your charges. You have sworn to yourself that nothing will harm them as long as you live, and by the gods, you mean that! As such, when you see an ally take a blow that might kill them, you can intercept the attack and take the blow in their place, no matter the distance between yourself and them. Furthermore, if the blow would kill you too, it would instead leave you severely weakened for about a month, although this provides no real protection from the danger deciding to finish you off.

Companions

200CP True Comrades: Magical girls are nothing without friends! As such, you gain a total of four new comrades in arms, each of whom have an evoker class, as well as 600CP to spend on perks from this jump and a 'star' origin of their choice. You may take this twice, as well as being able to import companions into this. For an extra 200CP, the strength of your friendship is so strong, that through the bond that you share, others may find a faint echo of the Light within, although, of course, the form that it takes is entirely dependent on their strengths and personality. (1st free to Shining Stars, Twisted Stars and the Lightless)

100CP A Responsible Adult: This is one of the lightless, who has chosen to aid you on your journey. They get 800CP to spend. You may import a previous companion into this role.

200CP White Fiend: This champion is your typical example of a shining star. She's a fierce believer in the power of justice, and will seek to redeem most evil-doers she comes across here, believing that everybody can be a good person, if they just try. She has a medium costume, and an implement device in the form of a staff. She has Boundless Optimism, I'll Make You Listen, Bombardment Mage and an Intelligent Device.

200CP Egocentric Detective: This empath, however, is a twisted star. She holds a rather nihilistic point of view, but she usually covers it under a mask of optimism. She's got a light costume, as well as a marksman device in the shape of a pistol. She also seems to like cabbages. She's got A Common Mistake For Beginners, You're Gonna Go Far, Kid, Light And Shadow, Prism Shift and Dawnguard.

200CP I Will Save You: This stargazer, who seems to be a fallen star, has taken an odd liking to you. With the way she acts around you, you could swear that the two of you were lovers in a past life or something. She has a light costume, a versatile device that looks like a golf-club and she can also summon a blazing aegis. She has You're Gonna Go Far, Kid, Power Of Hatred, Bringer Of Twilight and Immortal, as well as having a Blazing Aegis.

200CP Ideololis: This is an interesting development. You see, this is a set of triplets who, whether by chance or divine machination, seem to have all developed several different ideas for which system of government is best; one of them supports freedom for all, the second supports everybody getting their fair share and the last is in support of absolute power. Regardless of the details, they appear to have decided following you on your journey is their best bet for sorting out this issue. For import purposes, they count as one companion, and any purchases are shared amongst them. They have 600CP to spend, count as having any origin for discount purposes and are champions, or, if you chose to have them be lightless, feel free to choose their class, though they still share the same class.

Items

The Lightless get 200CP to spend on this. Any weapon or armor that is enchanted gets slightly sharper or more durable. If you buy a magic item, you can choose to have it be a new piece of gear, or enchant an old one.

0CP Starting Equipment: This lets you start off with the items you should have as a result of your starting gold, as well as anything else you should have, like a wizard's spellbook.

50CP Gold: This is a starting loan of 1,000 gold pieces. It should be enough to get you on your feet if this is your first jump, although it doesn't replenish.

50CP Provisions: These are enough provisions to last you and a party of five other people about a week.

50CP Plushies: This is certainly odd. For some reason, you have a collection of soft plushies based on the monsters you might find yourself facing here, such as beholders and rust monsters.

???CP Weapons And Armor: It's dangerous to go unequipped, so you should take these. It costs 50CP for simple and martial weapons, as well as all forms of armor, and 100CP for exotic weapons.

50CP Better Than Ever Before: This is your generic 'plus' enchantment. Use this to make your swords and armor stronger. You can buy this five times. One purchase free with Ghost-Touch, Burst or Aligned, but must be applied to the same weapon.

100CP Cloak Of Resistance: This cloak lets you better dodge and endure hostile effects. The base level is relatively weak, but for more CP, you can get better ones, up to 500CP.

100CP Ring Of Protection: This ring grants a magic forcefield that protects you, the effectiveness thereof varying in the same manner as the previous cloak.

100CP Bag of Holding: This magic bag can hold up to 500 pounds of heavy stuff in it easily, and only weighs fifteen. Just don't put any extradimensional spaces inside. Trust me on this.

100CP Wand Of Cure Light Wounds: This is a wand with five charges of the spell Cure Light Wounds. It recharges after a week.

100CP Ghost-Touch: Mundane weapons have no hope of hurting a ghost. However, a weapon with this enchantment would be capable of interacting with ghosts and other ethereal creatures as if they were solid, allowing mortals to harm ghosts, as well as allowing ghosts to harm mortals.

200CP Aligned Weapon: You can enchant a weapon with the power of good, evil, order or chaos, causing it to cause more damage to the enemies of that particular moral philosophy, as well as hindering wielders who's alignments oppose the one infused into it. Don't worry, even if you happen to be one such person, you seem to be immune to this property.

200CP Burst Weapon: You may grant a weapon the ability to wreathe itself in flames, exploding with power when you get in a lucky strike on the enemy. You may also choose to have this be acid, lightning, cold or sonic energy, but the choice must be made now.

200CP Armor Of Resistance: Your armor is more resistant to a specific energy type.

200CP Awakened Light: Though you may not have awakened to your inner light yet, and perhaps never will, there is still a spark of infinite potential within you. You may craft a single illumination, which you power either with your intelligent mind, wise heart or charismatic tongue. Once you invoke it, you will need to spend a minute concentrating on rekindling this spark. You may also loan this illumination to others, but they will be forced to deal with the choices you have made here, and once they fall asleep, it shall return to where it belongs. Exclusive to the Lightless.

400CP Homebase: This is a tavern, or other place of business, which has been modified so that it may also serve as a home for up to five people, although more space can be added for 100CP per person. The people working there will earn an ordinary wage for the work that they do, and will split the profits with you, and the patrons seem to hear a lot more rumors about nearby forces of evil than normal, or indeed, forces of good, if some of your 'guests' reside on the lower half of the alignment chart.

Radiant Armaments

The exotic, highly personalized equipment of an evoker is in many ways inextricably entwined with her own essence. No crude tools, they are physical manifestations of her inner light, with a singularity and truth of purpose few mortal craftsmen could ever hope to match. The armaments of an evoker are, to many, her symbol – her costume an icon by which others can remember her light.

Whilst all evokers have access to all of the imbuements available here, buying them will mean that you always have them in addition to the ones you get from class levels. Shining Stars and Twisted Stars gain 1000 AP (Armament Points) to spend on enhancing them, whilst Fallen Stars get 1400.

100CP Fashionista: You gain 100AP.

Costume

Light: A light costume provides great resilience while hindering its wearer little, if at all. The most common form of armor across the different varieties of magical girl, light costumes frequently take the form of gowns, suits, dresses, or other unarmored clothing, revealing its protective prowess only when struck.

Medium: Though such generalist armor is generally eschewed by the Lightless in favor of more extreme equipment, there are many magical girls who find a middle-of-the-road quite approach rewarding to their unique combat style. Like a heavy costume, a medium costume is quite clearly designed for defense, but is significantly less restrictive.

Heavy: A heavy costume burdens its wearer, but offers much greater protection. Perhaps as a side effect of its more obvious presence, a heavy costume is far less likely to take a non-militant appearance. Often, it incorporates metal or leather into its design, forming itself as a stylized mimicry of armor in much the same way a light costume mimics clothing.

Aura: Not all costumes manifest as discrete entities - some evokers prefer to channel their radiant power directly, calling upon the pure power of her imbuements rather than distancing herself through the medium of some physical item. So long as the evoker is manifesting her

aura, the amount of light she can channel into her armaments is increased by half as much as the default amount. A manifested aura invariably gives off some sort of sign, such as patterns of glowing runes, or even transforming their skin into shining silver. An aura interferes with the protective qualities of traditional armor, and provides none of it's own, although other means of self-protection do still work.

Device

Versatile: A versatile device can be wielded one-handed, or with two hands. They are typically modeled after normal weapons, such as swords, or maces, but it isn't unheard of for them to be modeled after more unusual things, such as a frying pan, or a still-living ferret.

Mighty: A mighty device is wielded two-handed. Again, these are typically just upscaled versions of more usual weapons, and sometimes they are modeled after items which, though large and heavy, are not in fact weapons.

Stance: A stance has no physical form. Rather, it infuses the evoker's body with radiant power when activated, allowing them to fight unarmed, drawing from the same well of energy that fuels their illuminations. A stance invariably gives off a clear effect, such as the evoker's fists glowing brightly, or her body being covered in luminous tattoos, It can be manifested and dismissed as fast as you might draw a weapon.

Implement: An implement device is held one-handed, although it is not actually meant for combat. Rather, it is a channel for the luminous energy within the evoker, allowing them to fire off a chosen blast without expending any energy at all. As such, they typically take on forms such as wands, scepters or tomes.

Bolt: A bolt device is a two-handed ranged weapon. It reloads automatically and is incompatible with other ammunition. They typically take on the form of a gun, bow or crossbow, but other forms have been known to exist, such as a pair of gloves that fire off and regrow crystals.

Marksman: A marksman device is a one-handed ranged weapon. Much like bolt devices, they reload on their own, and are not compatible with other weaponry. They typically look like pistols, hand-crossbows and thrown weapons, but again, stranger forms, such as a trinket that fires off bolts of force, are possible.

Tricky: These lightweight weapons instantly return to the evoker's hand when thrown. They typically look like similarly light objects, such as needles, fans, daggers or even handfuls of dice.

Flexible: A flexible device will usually take on a form such as a whip, chain, ribbon or streamer of pure energy. They are about 15 feet long.

Vigilant: These devices can be wielded with one hand or two, and grant the evoker the ability to fight beyond their typical reach. They typically look like normal polearms, but some evokers prefer to have them take on the appearance of a smaller weapon, their reach becoming apparent as it lashes out with shockwaves of power.

Harmonious: These devices are also unsuited for combat, being used mainly to channel more energy into their companions, thus letting them fight harder than normal. These are typically musical instruments, although among crueler evokers, whips and instruments of torture are not unheard of.

Enhancements

0AP Inner Light: Your costume can be summoned and dismissed at will, taking six seconds. Your device can also be summoned and dismissed, taking about the same amount of time it would take for you to move around thirty feet, assuming a normal human stride. You can also compress it into an innocuous trinket form, with about the same effort as it would take to sheath a weapon. It can also be turned back into a device with a similar level of effort. The trinket can be stolen, but the evoker will always be able to find it with two to five hours of searching.

100AP Import: You can import a weapon into your device, or clothing, armor or giant robot into your costume, which becomes an alt-form. Weapons that are not man portable will become as such.

100AP Twinned Device: You gain the ability to summon another copy of your device, as well as being able to summon even more with an infusion of your inner radiance. Copies you can't wield will float in the air and fight alongside you.

100AP Radiant Arsenal: You can gain an additional device or costume, or, for another 100CP, grant another form to your existing one. You can import items into these new ones if you bought import.

100AP Blazing Aegis: You can also summon a shield with your device, choosing between a buckler, light shield, heavy shield or tower shield each time, with it being slightly better than other shields. Infusing it with your personal radiance can make it even better, as well as allowing your allies to share in it's protection. It can be enchanted like normal, but you need to be present for the whole time.

400AP Intelligent Device: Your device is now an intelligent item with the same alignment as you, and viewing service and dedication to you as it's utmost purpose. If you have more than one device, the same intelligence is within them all. It also gains magic powers, as a result of this. It grows in power at the same rate you do, and is as competent at using them as you are at evoking illuminations. You may import any intelligences that were previously in your device for

free, and if you imported multiple intelligences, you may choose to have them become willing to work with each other if they might otherwise come into conflict.

Device Imbuements

100AP Enhanced: Your device is a better weapon now, it's form becoming closer to your ideal weapon. Infusing it with your personal radiance makes it even better still.

200AP Berserking: Your device becomes serrated or spined, or inlaid with subtle grooves to best channel the blood of those it strikes. Those struck by it become more vulnerable to further assault from your radiant powers. Channeling inner radiance into it worsens the vulnerability, as well as letting you strike additional foes in range, and you might find it twitching in your grasp, eager to continue to violence.

200AP Oversized: Your device is now outlandishly huge and heavy. It does twice as much damage and, if you are channeling your light into it, it aids you with pushing your foes around and tripping them up.

200AP Protective: Your device manifests several gems or mirrors on its surface, constantly searching for ways to best take advantage of opportunities to strike without fear of retaliation. Channeling your light into it makes it better at doing this.

200AP Resplendent: Your device becomes embossed with jewels and metals of incalculable value, making your illuminations harder to simply shrug off. You may also store an illumination within it for later use, causing it to shimmer with radiant energy.

200AP Resolved: Your device now carves through the hides of those that would shrug off more mundane weapons. Infusing your light into it enhances its ability to do so, and infusing enough allows it to halt an enemies regenerative abilities for a time as well.

400AP Temporal: Your device manifests a timepiece, allowing you to change time itself. Once every fight you get into, if you dislike how a certain action plays out, you can choose to switch to another timeline, where it would play out differently. As you get stronger, you can do this more times, to a limit of three times a combat. It can also be used when not in combat, but that expends a usage until the next combat. Imbuing light into this causes the timepieces to spring to life, with whirling gears and flowing sands, allowing additional timeline-switches.

Costume Imbuements

200AP Defiant: Your costume with this imbuement grows thick and solid, manifesting metal plates to protect your vital areas and granting you slight invulnerability. Infusing it with your light enhances the strength of this invulnerability.

200AP Imposing: Your costume now makes you stronger, with the strength enhancements increasing with the amount of light you infuse into it.

200AP Nimble: Your costume becomes sleeker and more aerodynamic, and you become better at moving, no longer being hindered by heavy armor or loads. With this infusion of your light, you become faster and faster, and your clothes cover less and less.

200AP Primal: Your costume changes to manifest a color scheme and design reminiscent of a certain energy type, which you become more resistant to, as well as enhancing illuminations that use that energy type. The strength of this resistance increases with the amount of light you infuse into it, causing harmless, short-lived manifestations of the energy to erupt from it.

200AP Subtle: Your costume becomes more subdued, making you sneakier. Infusing your light enhances this effect, causing your costume to shift and shimmer as needed.

200AP Warded: Your costume manifests runes all over it, which may or may not just be nonsense, but do grant you resistance to magic, which does, of course, increase with the amount of light you infuse into it, as well as causing the runes to start glowing.

200AP Weightless: Your costume manifests ribbons all over, which grant you a clumsy form of flight. More light infused into it means more maneuverability, a sense of weightlessness to the ribbons and eventually, more speed.

200AP Wild: Your costume manifests animalist features, which grant you a sense of empathy with wild creatures, which you can use to befriend them. If you infuse it with light, your animal features become real, enhancing your bond with animals, as well as granting you a dogs sense of smell, letting you track prey and eventually granting the ability to talk with animals.

Drawbacks

0CP A Mythic Path, You Say: Since there is now a mythic path as an option, you can now choose whether this uses 3.5e DnD rules or Pathfinder rules, which causes the classes that the lightless can take to change accordingly. This also changes what classes can be taken with the Valkyrie perk.

0CP Modern Day Heroes: Vomughar seems to have undergone a real tech-boom lately, huh. The world now works on D20 Modern, or the Modern Path if you took A Mythic Path, You Say.

0CP Specific Story: If there's a specific setting you wish to go to within 3.5, Pathfinder or D20 Modern, this will allow you to set this jump there instead of Vomughar.

100CP Goldilocks Zone: As we discussed, those blessed with the light's power tend to be on the young side. As such, people will tend to treat you appropriately; you'll be condescended to, and

people will be less willing to trust you with important missions. If taken as a Lightless, you are now middle-aged, and people will consider you past your prime.

100CP Personality Conflict: Your device now has two personalities, and one of them is the exact opposite alignment of the other. Both will still consider helping you to be their purpose, but they will constantly bicker. Your choice whether one of them disappears afterwards or they learn to work together. Requires Intelligent Device.

100CP Slavemaster's Loyalty: You have been trained to obey authority, and even if you desire to rebel, you have an inherent servile nature, meaning that it would take considerable strength of will to refuse a direct command from a superior.

200CP Tragic Backstory: Arguably, this is a must in order to be a proper fallen star. Whatever the case, your life here is terrible. Your parents don't love you, frequently abusing you both emotionally and, in some cases, physically, and every time you've tried to make friends before, they always ended up betraying you. You'll find it hard to trust others here.

200CP Ancestral Seal: You become literally incapable of dealing lethal damage to others. No matter how hard you try, you absolutely cannot kill anyone or anything.

200CP Twilight's Fall: Any abilities you may have, including the Merciful class feature, which would allow you to hold back your powers to make sure they don't kill no longer function.

200CP Nobody Must Ever Know: You now have both the class you bought here and an NPC class. The downside being that you absolutely cannot let anybody know that your PC class is you; you will have to keep a secret identity now, or you fail the jump.

200CP Old Life Baggage: When you enter the jump, it's no longer your soul's first go around on this plane. You see, you used to be a famous hero, or villain, and now you have to deal with all the baggage. Jilted lovers who believe you're destined for them, ancient enemies that you know nothing about and people calling in checks and debts written by your old self. Maybe someday, you'll find someone who wants to kill you, and not just your dead mom.

200CP I Have You Now, My Pretty: There is now an ugly guy who is obsessed with you and your light, and seeks to marry you both to forcibly waifu you, and complete some ancient ritual to achieve ultimate power. For an extra 100CP, the ritual needs you to die. If you have Old Life Baggage, they knew you from back then.

200CP Light Of Hope: Your radiance is now tied to your hope. If you fall into despair, you lose the ability to invoke it, as well as all your other powers, until you regain your lost hope, which might be hard, depending on what caused the despair.

200CP Give To Me Your Heart And Soul: You are now a firm believer in redemption, and will always seek to use the power of friendship on your enemies instead of killing them, with the exception of anything that is pure in it's morality; and if you have An End To Darkness, you will seek to befriend even those.

300CP Dump Stat: When you were studying, you made the decision that you only really need your evoking stat. What this means is that Champion's are idiots with no common sense, Stargazer's lack in both common sense and force of personality and Empath's are idiots lacking in force of personality. If you are a martial lightless, you are an idiot who lacks in both common sense and force of personality. Cannot be taken with Shining Princess.

300CP Shoulda Read The Fine Print, My Friend: Your radiance was not awakened in a natural fashion. Instead, ignoring any lessons you may have learnt from a certain story about a pink-haired archer, you made a contract with an adorable plush critter. As such, you've now been drafted into something like collecting seven macguffins, or preventing the resurrection of some ancient evil. And if you don't play along? Say goodbye to all those lovely radiant goodies you bought. For an extra 100CP, the mascot's mission is in opposition to your personal alignment. Can't be bought by the Lightless.

300CP We're In The Middle Of Something: Jeez, what's with all these assholes? The 'plot' of your magical girl adventures keep getting interrupted by more typical fantasy plots. You will frequently find yourself having to decide between stopping Queen Nefaria and dealing with cultists trying to bring about the rise of Tiamat.

300CP Selune Prism Power, Make Up: You now need to have your device and costume manifested to use any of your supernatural abilities. If you're a Lightless, you now need to perform a transformation sequence into an outfit fitting your class in order to use any of your skills.

300CP All Is Dark, All Is Cold: Hey, so, you know that smile and optimism you have? Turns out, a powerful fiend, be they devil, demon or twisted star, has taken personal offence to it, and has decided to do their best to snuff it out. Even if you happen to be a fallen star, they want to make you lose that last glimmer of hope you don't even know you have.

Luckily for you, they seem to prefer the subtle methods, setting things up to slowly tap away at your hopes and faith. However, if you manage to hold onto your hope and persevere, you might find you turn their world upside down, and offer them a chance to find their own hope, and possible redemption. This might be part of some cosmic wager. Oh yeah, and if you're evil, feel free to have them be a celestial.

300CP A Caged Bird Will Never Sing: This is someone else who took notice of you. Unlike the previous guy, this one feels that you are too pure for this world, and wants to protect his quote-unquote "sweet Titanya." He'll do this by locking you up 'for your own good', and he has a

lot of resources at his disposal to achieve this. If, by the end of your jump, you are held captive against your will, you lose the jump.

300CP Some Other DnD Game's Problem: At some point during your visit here, you are going to be hit by a train, and barely survive. You'll be left in the hospital with several broken bones for about a month, until the cleric's get around to regenerating your shattered appendages.

600CP Absolute Purity: The fate of all evokers is to become a spiritual being, made up of pure good, evil, order or chaos. This happens as a natural consequence of becoming more experienced with using your powers, and is normally seen as a good thing. For you, however, this is an absolutely terrible thing.

You see, when you reach the point of apotheosis, you will become something else, something that can not be called a human being, but rather, a being possessing true purity of heart. As this new being is not you, this will cause you to fail the chain. Even if you've genuinely acquired true purity of heart, the Light has a different enough perspective on the matter of purity of heart that you will fail anyway.

As such, your goal here is to avoid becoming too familiar with your new power that you would reach your apotheosis. This would be easy, were it not for two things. One: you have no out of jump powers. Two: this is still a world where danger seeks people like you out. Cannot be taken by the Lightless. If you studied at the Temple of Nine Swords, you only get that class after the jump is finished.

ENDING

All drawbacks no longer apply.

Go Home

Stay Here

Keep Jumping

Notes:

Shining Stars and Twisted Stars who take Numbed Body or Lost Spirit are allowed to have it work in less edgy ways; their endless dedication to the cause, for instance.

The wording of the perks Incorruptible, Numbed Body and Sworn Defender are merely fluff; you aren't forced to be 'pure' by Incorruptible, fallen stars with Numbed Body don't necessarily have

any emotional damage and Sworn Defender does not actually force you to defend the girls at all. Similarly, when you reach the capstone of your evoker class, you can choose how much your new alignment subtype affects you, including the option of not being noticeably affected at all, although you will still count as having a 'pure' heart. Obviously, this is overridden by the Absolute Purity drawback for as long as that is in effect.

If you manage to ascend to being a native outsider, you will come back from any death that occurred anywhere other than the material plane after a year and a day, and this will not count as a chain fail as long as you are not still dead by the time the jump is over. In future jumps, the dimension you start in, as well as any parallel universes that may exist, count as your native plane. However, this is not fiat-backed, and a strong enough attack, as well as one that would destroy your soul, will be enough to kill you for good.

Yes, if you were to record a performance where you were using the Power of Friendship, anybody watching would be affected by the performance, as well as the suggestion if there's still time. Repeated listens wouldn't stack, however.

If you take Modern Day Heroes, your apotheosis may include up to two allegiances. The primary one must represent a moral (good/evil) or ethical (law/chaos) philosophical allegiance, and the second one (if taken) may be either a corporation or country. For instance, you may be a being of Lawful Burger King, or Evil America. Similarly, you may choose when using your Power of Friendship whether to use your moral allegiance, a corporate or national allegiance, or both. This also applies to Knights of the Dim Star. If so, you must choose a specific enemy of your allegiance to detect and smite.

Important Links:

Tome of Radiance Wiki:
https://tome-of-radiance.fandom.com/wiki/Tome_of_Radiance_Wiki

The Prismatic Glory school:
https://docs.google.com/document/d/1uGuflCuP6tZrdmFkYwPSyGS1BDGwOUSHRNT3mw2RT-A/edit

Avatar Of Light Path
https://forums.giantitp.com/showthread.php?258654-Tome-of-Radiance-Mastering-the-Power-of-Love-and-Justice&p=14715326&viewfull=1#post14715326

Seeker of Light
https://docs.google.com/document/d/17p1Id3GpUnhVm1F9EnJNhQfkml_qgZCkwU97wAUSBCg/edit
Rituals Of Light
https://forums.giantitp.com/showsinglepost.php?p=13684997&postcount=337

The Races
https://forums.giantitp.com/showthread.php?258654-Tome-of-Radiance-Mastering-the-Power-of-Love-and-Justice/page30&p=17261929#post17261929