Aion

Aion tower of Eternity jump.

The story of Aion is rich and diverse, stretching back thousands of years to the creation and subsequent shattering of Atreia to the present day.

Aion is the god of Atreia. He created the world itself, as well as the Humans and the Drakan that occupied it. The Drakan were to be the protectors of Atreia and of their Human counterparts within the world. Inside the world of Atreia, though no star could reach, the light of Aion kept the world bright.

When the Drakan (Now the baluar) turned, using their power to try to take over the world of Atreia, Aion saw fit to grant certain Humans god-like powers. These beings became known as Daevas, and it was up to them to save the world of Atreia.

The inevitable battle started, which soon turned into a long and bloody war. Humanity had found protection around the tower, inside the Aetheric shield the Empyrean Lords (mightiest of daevas) had created for them. However, the shield was small, and the land outside of its boundaries stayed under the control of the Balaur.

After hundreds of years of this struggle there came a call for peace, the barrier would be lowered to allow a delegation of Drakan to enter.

None know what happened that day but what is clear is that the delegation of drakan attacked and in the ensuing destruction the tower of eternity was destroyed.Five the empyrean lords went north and five south to try and save the tower while two tried to save it from the center.

With the towers fall the world split in two, the southern half became bathed in the light of a nearby star, became a tropical paradise. the northen, which recieved only reflected light, became a a cold dark and rugged land.

It has also come to light that unless the tower of Eternity can be repaired both sides of atreia will perish, the broken remains of the tower are bleeding aether by calling out to one another, destruction of one side will allow the other to survive but doom the land that loses their portion of the tower.

>Location Roll

Depending on which side you choose your roll will determine your starting location or you may pay 100 cr to choose

If you choose asmodean you get the left locations, if elyos right.

1-2.Beluslan/Heiron- this area is filled with mostly weak creatures and bandits, safe from enemy elyos/asmodians and has a relatively comfortable climate.

3-4. Altgard/Verteron citadel- Slightly more dangerous than beluslan/heiron, bandits here are actually competant and pose a threat to you, as well you will be required to take part in missions each week to keep the numbers of violent wildlife down. May occasionally be raided by beastmen.

5-6.Pandemonium/Sanctum- as the Capital city of your faction it is completely safe from things such as bandits and rabid wildlife. However other members of your faction may take it upon themselves to test your right to be there with violence unless you can prove you belong.

7. The Abyss- a limitless expanse of space neither in asmodae nor elyssia this place connects the two. Getting lost in this void without binding your soul to a fortress is certain death as hostile balaur, erupting volcanoes, exploding stars, or limitless deserts are only a few of the hazards that exist here. Enemy factions are also here in strength with their own armies and garrisons.

8. Free choice.

AGE: roll 2d8 +18

Backgrounds

Drop in- 100, you have no memories of this world and no ties starting out, but you do seem to have the makings of a good healer.

Mage-100 Your mother noticed your sensitivity to aether at a young age and had you sent to learn magic from a local mage at the age of ten. You have a knack for manipulating aether to produce amazing, and dangerous, effects

Warrior-100 your parents where both in the city guard and raised you with a strong sense of honor. Specializing in meelee weapons you bring swift death to your enemies at close range.

Rogue- 100 you grew up raised by bandits and live the life of a rogue. Using swift attacks and ranged weapons you cause your enemies to suffer damage over time and weaken them.

> RACES

Asmodean- free- Living in the cold frozen lands of asmodae is difficult but because of this you are stronger, you are adapted to the cold and can see in the dark as if it where broad daylight. Your hands and feet have claws and a mane runs down your spine.

Elyos-free- living in the lushwarm climate of elyssea you posses an almost inhuman beauty of a supermodel, you are also adapted to hot climates and are almost impossible to blind with light.

Balaur- 100- you are of the dragon race known as balaur, you can survive in most any climate and are physically tough, and posses a draconian (humanoid) body twice as strong as a human and twice as durable. When choosing location you may choose abyss free or join one of the other two factions.

> PERKS

Ascendant wings-free to all, you are an immortal daeva capable of flight. By simply summoning your will you can cause a pair of majestic wings to appear on your back.

healing touch- 100 (free drop in) You have the ability to heal minor wounds by touching them.

Aetheric bond- 100 (free mage) you can create and absorb mana to cast spells to harm your enemies, lobbing an ice scycle at them or a fireball are two uses.

Warriors strength- 100 (free warrior) heavy weapons dont slow you down and you can move effortlessly in armor that would make others strain.

Slight of hand- 100 (free rogue) you can pick an enemies pocket during a fight to take an something they are holding. Works even if the enemy has no pockets.

Drop in gets one of the following half price.

Advanced job chanter- 200 you become proficiebt in the use of a staff, and can cast special chants to improve morale and give added defenses and attack buffs to yourself and others

Advanced job cleric- 200 you can heal grievous wounds with a prayer and even return the recently dead back to life (within 30 minutes provided the body could sustain life and is generally in one piece)

Mages get one of the following half price.

Advanced job summoner- 200 You can summon aspects of nature to your aid in the form of spirits.

Advanced job sorcerer- 200 your spells are now more powerful, instead of fhooting fireballs or ice at your enemie you now have the abilty to incinerate or freeze them solid via sheer force of your will.

Warriors get one of the following half price.

Advanced job Gladiator- 200 you are a master at weilding polearms, and with your added strength you become an expert at fighting against many enemies at once.

Advanced job Templar- 200 you are a master of defense, you can use buffing skills that raise your own defense as well as wear the armor thick enough to shrug off most mundane damage as if it where nothing.

Rogues get one of the following half price.

Advanced job assassin- 200 you know the secrets of movibg silently and can go invisible for short periods of time at will (invisibility lasts up to thirty minutes with a ten minute cooldown)

Advanced job ranger- 200 you are a master of the bow, you also can cast spells on your arrows to give them status harming effects, from slowing your enemies movement to poisoning them.

Clerics touch- 400 (drop in discount) once a day you can heal any illness or wound short of death no matter its source.

Aether tap- 400 (mage discount) once a day you can tap the aether in the abyss to cast a spell

large and powerful enough to destroy a medium sized building in one shot.

Warriors stance- 400 (warrior discount) where others grow tired and can no longer fight you hold the line, as long as there are enemies to kill you never grow tired.

Bleeding wounds-400 (discount rogue) twice a day when you wound an enemy it has a chance to inflict a bleeding wound to them, these wounds cannot be healed by anything short of healing magic.

Miracle-600 (discount drop in) once a day you may return a person from the dead with no ill effects, this reconstitutes the body as well as the soul provided you have the remains. So long as they have been dead for less than 6 months.

Titan summoning- 600 (mage discount)once a month you may summon a faction specific titan, a being of emmense destructive power to fight for you (elyos summon an angelic woman with the power to control typhoons and wind, asmodeans a demonic humanoid which controls volcanoes and earthquakes, balaur can summon a massive dragon who can control time while summoned[only while summoned and cant send things back to or after the current summoning]) summons last a full day unless released by their master.

Legion General-600 (discount warrior) once a week you may summon a group of twelve daeva (or balaur) from your faction to fight or aid you. They are veterans from the war between the races with hundreds of years combat experience.

Kiss of death- 600 (discount rogue) once a month you may craft an arrow that when fired will always hit its mark and will ignore any defenses. Must be able to see your target.

> ITEMS:

Weapon- one free melee weapon or bow, 50 cp after first purchase.

50,000 Kinah- 50. Enough gold to last a year.

Clothing skinner- 100 this magic device allows you to take the look of one set of clothing and apply it to another set of clothing. Want to have full plate armor that looks like a tuxedo? This will allow you to do that.

Feathercrafter- 100 this magical tool allows you to create new wings for yourself and others, simply place a feather from a creature/beings wings inside and it will create a spell to alter your own wings or create the creatures wings for your friends.

Cloudrunner- 200 this magitech machine flies at 100 mph and never needs fuel. Resembles a mix between a motorcycle and a jet. If destroyed it will reform in your warehouse a day later.

Cipher blade- 300 this key shaped blade allows you to summon a customizable bastion, a bastion is a robot powered by aether. It has an open cockpit seat and comes with jumpjets. Although this is an older model It is possible to upgrade it as you see fit, provided you have the technological aptitude. If destroyed it will reform in your warehouse a day later.

Muses Instrument- 300 allows you to play bewitching music to damage or stun enemies, also works great for stage performances because it allows you to channel your emotions and thoughts into music. (This starts out giving you the ability to heal extremely minor wounds

such as scraped knees, cause paralysis in a single target, and damage enemies around you with a weak sonic attack.) Given time you may be able to do truly amazing things with it, but that would take time and dedication to your music. If destroyed it will reform in your warehouse a day later.

Armsfusion crafter- 400 this magical machine will merge any two weapons or pieces of armor placed into it into a single weapon or piece of armor. The two items need not be weapons or armor, but the must be similar. The machine is roughly the size of a coffin. When used the items merge so that it keeps the superior properties of each without stacking old properties. (For example sword A has +5 str. Sword B has +3 str as well as deals lightning damage. The resulting sword would have +5 str and lightning dmg.)

Kisk stone- 500 This special kisk stone can be placed anywhere and instead of death you will be teleported to it upon recieving a mortal wound, You will awaken in weakened condition and will be unable to use your powers for a day. It must be in the same dimension as you to work however, It also cannot be copied by any means and can only be used once per jump.

DRAWBACKS, may take up to 1000.

Mau whisper +100 some point within your first five years you will learn to speak mau, and they will come to you with every problem and complaint they have.

Limited flight +100 your wings just get tired faster than others, once every hour or so you will have to set down and take a rest from flying, its not optional and you may find yourself falling often.

Hated rival +200 you have a rival, for some reason they will go out of their way to discredit you, make sure you get the hardest most dangerous missions, and generally make things hard for you

Aether challenged +200 your ability to absorb aether is noticably slower than others. Any skills/spells you use or crafting you do will take twice as long to complete.

Amnesia +300 for the first three years of your stay you will have absolutely no idea who you are other than your name and your current skills.

Wanted +300 one of your enemies has put a bounty on your head, expect to be targetted first by every enemy. Expect your enemies to also be tougher and stronger than before.

Dev bias +600 at least twice a year whenever you are about to win a major victory or beat someone from the alternate faction a being known as the dev will step in and warp reality to cause you to lose. The best you can hope for in these situations is a stalemate.

Till the end +600 your jump doesnt end in ten years, you must stay until the war between asmodeans and elyos ends. Whether by peaceful means or otherwise.

>End section.

Go home, taking your powers with you.

Carry on to the next jump.

Stay here.

Regardless of your choice your abilities will carry with you and drawbacks will no longer apply.