RWBY: Arcanum Jumpchain



Growing up with her sister in the slums of Vale, Ruby Rose works as a messenger, and struggles each day for survival. When a chance encounter reveals she possesses rare and dangerous abilities, Ruby is forced to assume a false identity and sneak into the Collegium, a school for (mostly) nobles to learn magic.

You arrive in this world a day before Ruby meets Blake. You are is 14+1d10, and your sex is the same as it was in your previous jump. You may freely pick both for 100 CP each. You arrive in a location in Vale appropriate to your Origin, though the exact details will be left up to you. If you like, you can be a faunus, which becomes an alt-form post-jump.

This jump is based on the RWBY fanfic Arcanum, by Coeur Al'Aran, and takes place in a medieval alternative Remnant where there is no Aura but people called Arcanists and Wildmages possess incredible magical abilities. Each kingdom has a

Collegium to train and regulate Arcanists - and hunt and imprison Wildmages - which are further divided into several Arcana based on interest. There are Grimm on the outskirts, but by comparison to canon Remnant this world is practically free of them.

+1000 CP

Origins

Dredger

Born on the streets of Vale, and relegated to the lowest level, abused by gangs and aristocrats, you have lived a hard life. But you *have* lived, which is more than many born into your position can say. I'd suggest prepping for the annual floods. I suspect they'll be *unusual* this year, and you can't expect charity. You may take this as a drop in option, if you like.

Noble (200)

Born to pedigree and privilege, you are a member of the aristocratic class, and theoretically somewhere in line for the throne. Unfortunately, Arcanists must give up their titles - officially - but that does not mean that aristocratic culture goes anywhere, and a titleless noble is still a noble, so there's a great deal of posturing, intrigue, and marriage alliances involved.

Refugee

Menagerie, the kingdom of the Faunus, was destroyed mysteriously a short time ago. You are one of the few who knows it fell before endless tides of Grimm - because you were there. Whether you escaped through the Azure Archives or have just finished trekking your way to Vale the long way, however, you survived. The Collegium doesn't know about you yet though, somehow. You may start alongside one of the other Refugees, if you like. The timeline is a little vague, but I'm going to say that the larger group of survivors (which is to say they counted themselves more than one) hasn't had their incident with a certain fanatic yet. Maybe you can avert disaster.

Rogue Arcanist

The Collegiums were set up to limit the power of Arcanists so that the Mage Wars of old would never repeat themselves, though they don't say it like that. Certain practices and certain knowledge is banned, on pain of permanent imprisonment, memory erasure, or death. Naturally, they cannot get *everyone*, yourself included. Whatever crime you have committed, the Collegium - the White Arcanum in particular - has every intention of hunting you down. Fortunately, they have much less sway outside the cities.

Anarchist (100)

The White Arcana will say that there are two types of Rogue Arcanists: quiet and loud. The former, despite breaking Collegium laws, does not make enough "noise" to attract or warrant their full attention. You are the latter - the sort that makes trouble, and thus gets priority. You have every intention of pursuing your project, regardless of the cost - and perhaps even overthrowing the Collegiums, if you get the chance.

Perks

As usual, discounts are half off, with 100 CP perks being free if discounted.

General Perks

The Spark (Free) You are a mage - sorry, an *Arcanist*. That's what the White Arcanum has insisted you call yourself these days. No matter. You have the potential to do powerful magic through mental effort, often aided by incantations. Elemental manipulation, healing, and illusions are just the start of what you can learn. With time, you might learn to reanimate the dead, alter memories, tear holes into other dimensions, or create vast armies of monsters. But all of that is in the future, because for now you're untrained. Only nobles get into the Collegium, generally speaking, but most Arcanists regard doing magic as the most wonderful experience in the world, and even those who can't use it yet find it fascinating, so

I'm sure you'll have plenty of enthusiasm to learn, and there are Rogues out there, some of whom might be willing to teach.

Arcanist (300) You are no mere Initiate. You are instead a fully trained and accredited Arcanist of one of the following Arcana, and quite a natural talent at your Arcana's area of expertise. This comes with a wealth of general magical knowledge and skill, and can be purchased as many times as you like, but be warned; the Arcana system of dividing mages into tightly specialized groups was designed specifically to prevent mages from repeating their former feats of power by limiting their access to knowledge, so the White Arcanum prohibits learning more than two, and will ruthlessly hunt down anyone who tries to violate this compact. The Grand Arcanist is an exception to this rule, of course, and may join up to four.

- Crimson - This Arcana specializes in combat magic, and those who train in it, besides becoming quite adept at destructive magic, are also trained in tactics, strategy, leadership, and swordplay.
- Azure - The Arcana of Mysteries. Azure Arcanists are a diverse lot who spend their lives trying to understand the world around them. In short, they are magical scientists. Each one has their own speciality, of course, whether that is the Grimm or repairing long term brain damage, but every Azure Arcanist has a collection of spells for observing and investigating

phenomenon in-depth, as well as the skills of any scientists: hypothesizing, laboratory observation, note taking, library research, and penning all sorts of papers and books. Oh, and a load of tracking, scrying, and detecting spells necessary for passing the Azure Trial.

- Emerald - Healing magic is one of the most respected forms of magic, but it is also the most dangerous, as it interacts with flesh and blood and bone and other things besides directly. Still, Emerald Arcanists easily outclass current medicine, and at least partially because it is supplemented by a fair amount of more mundane education - anatomy, treatment, herbalism, the works. I suspect it would be even more impressive with more advanced medical knowledge.
- White - The White handles politics. Administration, public relations, assassinations, historical revisionism, conspiracy, treason, and mind control are all within their purview, as is investigation. They're also a band of close minded fanatics who artificially induce (very) early onset dementia in huntsmen under the guise of treating medical disorders so that they can use them as disposable shock troopers. If you haven't guessed, they're the villains of this particular piece.
- Black - The Black Arcana creates magical objects of all stripes with intricate spells - whether it's mystical toilets or bells that detect magic. They're also the ones who know how to make spells last long periods of time.

- Amber - The Amber Arcana works in spell development and theory, and to enter it you must invent a totally new spell. While other Arcanists only learn what spells are relevant, Amber Arcanists study every spell they can and try to figure out the what and why thereof, and then they figure out how to *improve* those spells.
- Shadows - A defunct Arcana that once existed in the now-destroyed Menagerie Collegium, Shadow Arcanists are all about magical concealment. Their magic allows them to hide from both mundane and magical senses, create illusions, and manipulate minds. It's more complicated than it sounds and actually destroying sensations is not within the preview of shadow magic, but you can distract from, conceal, or substitute them, which can be *very* similar.

Huntsman (300) Details are scarce, but you were born with some kind of hereditary anti-spark. We're not sure if this is a natural phenomenon or if you were magically engineered, but I'll tell you what we do know; you are resistant to most forms of magic to the point of negating them on contact, and are well trained in tactics, teamwork, and many ancient weapons. With these advantages, you can fight on par with an average Crimson Arcanist, and usually win. There are no mental drawbacks to this power and your own abilities will not be affected by it.

Conduit (800) Though the Collegiums would call you a Wildmage, you know what you are. You are a relic of the Mage Wars in the distant past, when Ozma experimented on the spark itself and created a weapon like no other; a mage that can direct the magic of the world itself. The Grimm hate and hunt you beyond any other, for you have *immense* magical power and may instinctively spin spells that would take years for a normal mage to master, and effortlessly maintain what should take all of your attention. This makes wildmagic fundamentally different in than an Arcanist's power, which makes delicate and lasting magic difficult, because wildmagic is "alive" and *can* writhe out of control - especially if you don't mind your emotions - but if you're careful about letting your magic build up too much and make sure to burn off the excess once a month or so you should be able to avoid surges and the problems they bring. You are also naturally charismatic and seem to have an affinity for the color red. Why? I don't know, but every other known Wildmage has them.

Fantasy AU (200) Spending time a Remnant recast as a straight fantasy setting seems to have left you with a new perspective. Henceforth, at the beginning of each jump or decade, you may "reskin" your fiat-backed possessions and powers and even some "impossible" or supernaturally impressive skills as outright magical. Reskinned devices and powers can take on any appropriate appearance.

Doing so will generally make them a bit more mystical, but won't change them *too* much. A machine that swaps or "swaps" minds will take souls along for the ride (along with exclusively doing the former in the future) but just because your spaceship now looks like a sailboat flying through space at lightspeed doesn't mean it won't need fuel, even if it now accepts mana along with more standard fuel.

A Semblance of Magic (200) You can have your supernatural powers affect all superhuman powers all though they share a common, mystical root, even if they come from unrelated and radically different, or even explicitly materialistic sources, as in many crossover stories. "Weird" phenomena, exotic entities, and those neat sci-fi technologies mundane reality tells us can't or don't exist can also be treated as broadly supernatural, though the difference between each type and subtype will be noticeable, and may take a little bit of study to work out. This isn't to say your perks will work on them directly, even if you've got other perks that stretch normal boundaries, but your *powers* will, so if you want to block a telepath with Occlumency, exorcize an extradimensional invader, counterspell a ray gun, use metahuman blood as a ritual reagent, or sense the Silver Eyed Warriors found on most versions of Remnant as though they were new subtype of mage, all of those are options now.

Extra Recursive Fan Fiction (200) At the beginning of future jumps, you will now have the option to insert into an alternate continuity of your choice, rather than the intended setting. Even if the new continuity is fan fiction or an omake. Purchases on the document translate into the new version of the setting. However, you cannot use this to go to another continuity if your target variant of the setting has its own jump, and you cannot use this to go to a fan fic if there is a generic fanfiction jump for the work. Additionally, if your origin no longer makes sense in the new setting, you must select a different origin or choose another setting.

Dredger Discounted Perks

Malnourished (100) Full bellies are a rarity in the slums, so you've learned two important lessons: to take food where you can get it and in whatever form you can get it. It seems you learned these lessons particularly well, as you, supernaturally, no longer need to care about the contents of your food, just the quality and quantity. None of the normal consequences of poor dieting will affect you, as long as you ingest enough edible material. Also, you can gorge yourself on up to three times what you could normally eat without adverse consequences. Doing so will even benefit you in ways that aren't getting obese. For instance, you could make up for your malnourished youth later in life and grow to a full height, even though your growth should have been long since stunted.

Stoic in Suffering (100) Dredgers have to wade through a lot of shit to survive in the slums, sometimes literally. Fortunately, you're prepared for it. While you still feel the emotions involved, you've got a strong stomach for horror and tragedy and general disgust. Neither fear nor heartbreak will ever stop you from doing what needs to be done to survive or win.

Pickpocket (200) You have the skills of a master pickpocket. You can stealthily lift jewelry and coin purses from those around you, and on the off chance you're spotted you're very good at running away and escaping pursuit, though this is more a matter of parkour than stamina running.

Playing Catch Up (400) You are immensely talented and lucky when it comes to cheating and otherwise hiding your ineptitude, and furthermore at catching up with your peers. As long as you are surrounded by the more experienced, you will find that you can develop skills at an extremely accelerated rate, and find tutors willing to aid you in a clandestine manner. If you, say, snuck into a sixth year class on a subject you'd never studied before, so long as you were willing to devote yourself to it and work very hard, you could catch up with your fellows within a year and pass for an untalented student in the meantime, even if the class makes

heavy use of a blackboard and you can't read, can't tell anyone you can't read, and can only see your tutor periodically.

Master Liar (600) You know how to keep a straight face through even the most ridiculous lie, how to keep all your lies straight, and - instinctively - when to back off before you go too far and blow your cover. With these skills, you can trick even the very astute, but beyond that you seem to have the most absurd luck when it comes to getting people to believe your lies longterm, with only the slightest evidence. For instance, you could claim to be a member of a noble family no one has ever heard of from a recently-destroyed country, and no one would ever question it, even if you only put up the barest pretense. People might even come to their own conclusions to support the lies, if need be. That said, people will be more skeptical if presented with direct evidence to the contrary, or if the lies are both ridiculous to them and quite obviously to your benefit.

Noble Discounted Perks

Noblesse Oblige (100) You have learned enough of courtly etiquette and the art of playing politics to function in high society. You are an acceptable negotiator and speech giver, but more importantly you can avoid embarrassments in high society, trade verbal barbs, remember who is feuding with who, and either talk up or talk down accomplishments as needed.

The Boring Arcanum (100) Nobility is a station, but it is also a trade, of a sort. A childhood of tutors and observation has ensured that you have learned that trade well. Legislation, administration, judicial duties, strategizing, and hiring come to you with the practiced ease of the education you've received, and paperwork no longer bothers you, much. Such is your skill that you could run a fief without issue.

Genetic Lottery (200) Just being born a noble is extremely lucky, even without the power to reshape matter with your mind. But you've won another lottery - a genetic one. There is, in two words, nothing wrong with you, even if there should be. You are generally healthy and hearty unless you indulge in an unusually hedonistic lifestyle. You have not suffered from the incestuous behavior of aristocrats and have no hereditary or genetic conditions, or, for that matter, allergies. You also have 20/20 vision, can tolerate lactose, and will recover from long term injuries far better than most and are. You can even recover from otherwise irreparable cumulative damage if you take a few months off to do so.

Popular Allies (400) A good reputation goes a long way in any business, and yours is *stellar*. Everyone is quite convinced you're trustworthy and competent and of sound judgment, and many are inclined to follow your lead, wherever it goes.

Better, this reputation is unusually hard to dent and will follow you into future jumps.

Actual Nobility (600) To be frank, whatever their virtues, aristocrats are a problem to be solved. But perhaps they would not be if they were more like you. Not only are you very good at adapting to different political and legal changes and circumstances, you possess a strong sense of responsibility towards those in your charge, and a desire to do right by them, coupled with a respect for their basic autonomy, personhood, and lives, whether they are your subjects, children, protectorate, or even worshippers. This respect is reciprocated, so you'll never need to fear undeserved scandal. Furthermore, for reasons unknown, the greater your physical and mystical might and the more refined they are, the more adept you become at ruling and leading, which formal training and experience will only enhance. Even without formal training, a skilled warrior could manage (with some difficulty) a manor, and a Grand Arcanist could run a country. This is more effective at increasing how much work can be done rather than the quality of rule, but it aids that as well.

Refugee Discounted Perks

Survivor (100) You are the reason people double tap. Almost as though Fate itself wants you to live, your odds of surviving any event or injury undiminished are an

order or two of magnitude greater than they really ought to be. Just remember that some people *triple* tap, and sometimes there aren't any survivors.

Camping Skills (100) Even if you can escape Menagerie, surviving the aftermath is hard too. Fortunately, you have all the skills necessary to survive indefinitely in a wide array of natural environments.

Poison Proof (200) You cannot be poisoned, regardless of how. It doesn't matter if it's cyanide or lead, you are curiously immune and can naturally rid yourself of poisons that would otherwise linger over time. Even mystical poisons rarely work - only the most powerful will do more than stall you temporarily. You may very well need this to survive the trek from Menagerie.

Magical Interference (400) Regardless of your actual skill, your magical senses are very attuned, and you are an absolute genius with both designing and casting spells that interact with and subvert extant magic, whether you're manipulating, altering, countering, supplementing, obfuscating, reverse engineering, or interfering with it. You could hide yourself from magic-detecting objects, bypass wards, network objects, redirect rituals, usurp control of spells, confound tracking, and design a series of spells and objects that expand a Huntsman's magic negating aura to create a Sanctum where even the mighty Wildmages can be

imprisoned long term. And more. Naturally, you'll need *some* magical power and skill, and understanding of the magic at work certainly helps, but for you that's just a matter of time.

Wouldn't It Be Grand? (600) You've got the potential to be a Grand Arcanist. You're slightly talented with whatever magic you can get your hands on, and very skilled at teaching, administration, intrigue, politicking, legislation, delegation, and diplomacy. It might be a fool's errand to most people, but if you had the resources of a higher noble house you could reestablish a destroyed Collegium halfway around the world, in a decade. Also, you get a free purchase of Arcanist.

Rogue Arcanist Discounted Perks

Self Taught (100) Working outside the Collegium grants you freedom, but it also makes many things harder, including learning new magic. That's not going to stop you, however. Everything you need to practice and keep advancing any kind of magic you can use will be available if you go looking for it, and you've got really impressive knacks for teaching it to yourself, filling in any holes, reinventing common magic, and slipping past any associated dangers. You can always find another tome or two in an ancient ruin or on a black market, as well as other rogues willing to trade and barter for magical knowledge and instruction, even in other worlds, no matter how tightly controlled such things normally are. They'll

even be willing to trade for resources and share rumors. Between this odd community and your aforementioned talents, mastering a magic system should take more than half again the time it would "in the system" on its native world, though that's not counting the time spent saving up money, paying back favors, breaking codes, grave robbing, and whatnot. That much will depend on your other skills. I hope the freedom is worth it.

The Thirst For Knowledge (100) All Arcanists want to learn more. It's just part of their nature. You, however, take it to another level. You love magic in and of itself and for its own sake, and you have both the passion and the intellect in you to be a pioneer. You'll never lose your passion in learning and advancing more magic, and there will always be more to learn or discover.

Loud and Quiet (200) There are two types of Rogues; the "loud" ones who draw attention and are crushed by the White, and the "quiet" ones that fly under the radar. You instinctively know how far you can push before you become the former and how to remain the latter.

Genuine Genius (400) You're more than just another mage, you're a *pioneer*. Not only are you talented with whatever magic you find, a few short months would be enough for you to reinvent a lost school of magic from just a few of its spells, and

you could invent a new discipline from scratch within a few decades. From there, it is just a matter of time before you improve them.

Life and Death (600) Like Maria Calavera, you've delved into forbidden (and hidden) areas of knowledge and gained great power. While it is best supplemented with the anatomical magic used by the Emerald Arcanum, you can not only puppeteer corpses but awaken the dead by summoning their spirits back into their bodies, for whatever purpose you like. Many will prove willing to negotiate with you for one reason or another, even if you can't *really* resurrect them (which you can't). Mind you, other Arcanists - and perhaps more normal folks - tend to find being around necromancy in progress a rather mystical and profoundly disturbing experience. Evidently dealing in such forces is not without consequences.

Anarchist Discounted Perks

Wrangling Cats (100) Through long observation and practice, you have learned a valuable skill; keeping entitled and stupid people with conflicting agendas from tearing apart whatever group they're appart of and remaining cohesive, even though hardship.

True History (100) The true history of the world - the Mage Wars - is known only to White Arcanists. And you, apparently. You can always, by some method, discover the secret histories others have hidden from you and the world, and you're very good at keeping that fact a secret.

Hybridity (200) Magic is at its most beautiful and most powerful when it draws upon a variety of disciplines. None know this better than you do. The more disciplines and varieties of magic you know, the more carryover you will find between them, even across magic systems. The more you know the more powerful and precise each bit of magic will be, and the faster you can learn equivalent magic from other worlds. When you actually combine disciplines and - better yet - magic systems, the effect is even more impressive as a result.

On the Whitelist (400) You know how to avoid suspicion from political groups and information agencies, often by effectively hiding in plain sight. That means acting in manners that are not suspicious, putting up facades of ease, and generally covering up or deflecting from what needs to be covered up or deflected from. Furthermore, mindless monsters such as the Grimm do not attack you unless specifically ordered to by some form of master.

Archaeologist (600) You are a really good archaeologist. You know this world's history inside and out, and are both very skilled and very talented at all the relevant skills - from linguistics to excavating old ruins *without* ruining more. But your real talent is for stumbling upon lost artifacts of power and forgotten ancient technology, then figuring out how to safely use them. You also don't need to worry about any curses or traps upon objects, you're perfectly safe from those.

Items

Arcanum (Free) This is an amulet with space for two Arcana stones which proves that you are an arcanist to anyone who sees it. In future jumps, others will recognize your magical proficiency with just a glance at it.

Dredger Discounted

Food and Water (100) You receive a free meal every day and plenty of water. You may access this through your warehouse or have it delivered to you.

Gang (200) Half a dozen leg breakers, a dozen thieves, three fences, and a handful of smugglers, all loyal to you and competent at their various criminal operations. In future jumps, you shall find yourself at the head of similar small criminal enterprises.

A Fine Fleet (400) A dozen motorboats, each of which has a full tank which regenerates daily. This should help you and your possessions (or allies) survive the annual floods.

Modern Medicines (600) You might want to consider buying this one. Every month you receive a briefcase full of over the counter, 21st century medicines, and may purchase more (and prescription medicines) through your warehouse. In an era without proper medical care, this could easily save your life.

Noble Discounted

Allowance (100) Nobles come from families, and noble families almost always have money to spare. Every month, you shall receive a stipend of money in an appropriate form. By noble standards, it is nothing of note, but you could live in decent luxury for that month and still have some left over.

Jewelry (200) A set of a few dozen beautiful pieces of bling, of various types and compositions. In a pinch, each one can be pawned for quite a bit of money, and if sold they shall be replaced next jump.

Demesne (400) Demesne makes it sound more important than it is, but one way or another you have become something of a landlord. You own several buildings

throughout the city, which are luxurious, well placed, and self maintaining. In future jumps, you shall own similar properties, but they'll be more appropriate to the setting. You might own a single apartment building in NYC during a modern jump, for instance.

House Troops (600) A hundred well trained, well disciplined, well equipped warriors who are superbly loyal to you, and all the money necessary to pay them. In future jumps, you will find you have a similar private army.

Refugee Discounted

A Sharp Sword and Good Armor (100) A sword, forged in a style of your choosing, enchanted to never dull nor rust. You never know when something like this might come in handy, especially on the road between kingdoms in a time of chaos. You also have a set of well made chainmail armor, which is well forged and supernaturally breathable, but otherwise normal.

Camping Supplies (200) An old-school tent, a compass, a map, a fishing rod, several knives, a cooking pan, a sleeping roll, three water bottles, and a small library on what plants are edible and what plants are poisonous, the last of which updates every jump. It is all contained within a backpack, which is enchanted to

lighten the load significantly. If only it came with the skills to use it all. Or bug spray.

Camouflage Cloak (400) The Shadow Arcanum practiced the magical art of hiding things. The Black Arcanum practices the art of translating spells into magical artifacts. This cloak is the offspring of those two disciplines, and shall act well to hide you when you wish it. Most people will be prevented from noticing you by the cloak's magic, which is quite potent, though nothing is absolute.

Universal Antidote (600) A priceless vial, full of an unknown concoction, possibly a relic from the Mage Wars. It has enough for six doses, and each of those six doses will ensure the drinker survives any poisons or venoms they are suffering from. There is a refugee group that could probably really use this.

Rogue Arcanist Discounted

Cloaking Device (100) The name is unnecessarily grandiose, but apparently a previous mage didn't want to be tracked, so they created this. So long as you have it with you, this amulet will prevent you from being located via sympathetic magic or any tracking devices on you.

Supply Box (200) No matter what you need to continue your experiments, you can now conjure it from this box simply by reaching in. It doesn't generate more than

a million dollars worth of material a year, but it can generate anything mundane. Dead bodies, herbs, gemstones, you name it, you can just reach in and grab it - so long as the intention is specifically experimentation.

Secret Cottage (400) It is an out of the way cottage with a garden and a well. It is well built, and hidden by powerful illusions. It would be very difficult to find it without your permission, and anyone who tries to track or follow you to it will be lead on a wild goose chase.

Illegal Artifact (600) You've gotten your hands on something really special, something on par with a Grimm-controlling scepter, which can also somehow propagate or summon them into other worlds. You've got almost complete latitude on this one; it's just gotta be something the White would kill you for having. If you want a crown that lets you control minds, that's an option. If you want magic mirror which can display the pasts of those present up to a century back as well as those of their alternate counterparts in the same multiverse (or any multiverse the user has been to or, if the user is a Jumper, could have gone to via perks and drawbacks) and then display it as film or text at the user's discretion, selectively bypassing reality warping and timeline nonsense, complete with (as applicable) sound, narration, cutaways, some pretty impressive filters, and everything else necessary to, say, show RWBY to Ruby from within this universe, that is also an

option. Anything more impressive or totally absolute is off the table, however. No omnipotent wish granting devices.

Anarchist Discounted

Camping Supplies (100) You've got everything necessary to survive in the wilderness for an extended period of time. A bedroll, warm clothes, a backpack, a tent, a fishing line, a waterskin, a nature guide, a compass, a first aid kit, and a few other bits and pieces.

Backup Arcanums (200) Every Arcanist has an Arcanum, but you've got *four* extras. How is this useful? Well, if you wanted to travel to another Collegium and train in more than two Arcana, these would be invaluable. In future jumps, they will serve as extra identities, but with none of the downsides. So if you want to vote five times but only pay your taxes once, that will work and no one will figure it out.

Azure Archives (400) The Azure Archives are an extraplanar library which contain a copy of every book in existence, which can autonomously dust and organize them while no one is looking. Its origins are completely unknown, as are its nature and limits. You own your own personal entrance to the Archives, which you may place anywhere and post-jump can be to your warehouse to the new jump. Each jump, the Archives will update with older books from the new jump as well

as continuing its acquisition of new books, however that works. There will also, for your convenience, be periodic restrooms in your Archive, grid labels upon the apparently-infinite, identical shelves, and an annual self-repair function, though it does not have a Rubricator, and books removed from the Archive will not be replaced, repaired, or recovered until destroyed or the jump's end. Perhaps with effort, you could discover how to open new portals to it...

Mage's Vault (600) This is a major find - an ancient bunker, filled with books and items from the Age of Mages, some of which contain spells lost to time, and accurate information about the distant past. It also has beyond state of the art magical defenses and a wonderful laboratory, perfect for any mage. In future jumps, there will similarly be some form of lost information and valuables within this vault, which may be accessed through your warehouse or imported into the setting.

Companions

Import (50) You may bring a previous companion into this jump. They gain an origin and 600 CP. You may purchase this as many times as you like, and if you purchase it six times then you get two more purchases for free.

New Friends (100) You may select one canon character. If you can convince them to come with you, then they become a companion for the rest of your chain.

Drawbacks

Epilogue (+0) Most of the story takes place over the course of a few months, but there is an epilogue showing events fifteen years later. You may extend your stay for it and more, up to six decades.

Coeur Multiverse (+0) A lot of Coeur's other works take place in the same multiverse, as another of his works proves. You can now, broadly, determine what is and is not a part of this one. You may include or exclude the less ridiculous omakes and College Fool's works, as well as stuff from the Writer's Games and anything else you think fits thematically. Just be aware you can't keep anything you couldn't get in this world or canon Remnant, so don't go too crazy. At your discretion, there will be some version of you in-jump self in each universe.

Past Tragedy (+100) Just about everyone in this story has lost someone in their past. Now you have too. This loss will haunt you, but not so much that you can't go on with your life.

No Table Manners (+100) Like a certain pair of sisters, you went hungry many times in your life. And like a certain pair of sisters, if you get the chance you'll make up for it, with gusto. You eat in vast quantities, whenever you get the chance, and unless it's a very special occasion, you'll be doing it without any manners. You won't be spending money you don't have on food, but you'll certainly be a spectacle at a buffet. You *can* acclimate with time.

Jumper Does Not Falter (+200) You are, not to put too fine a point on it, self-righteous and hypocritical. You might not be as bad as the White Arcanum, but like Blake you have a serious lack of self-awareness which might very well get you into trouble. Like Blake, you can grow out of this.

Forgotten Family (+200) A family member, a dear friend, I can't say. Maybe they were a huntsman you tried to rescue, maybe they were a Rogue Arcanist or a wildmage. Whatever their identity, they have been taken away and all your conscious memories of them have been erased. However, now that you know that you don't remember them, you can hopefully investigate. If you can, you get them as a free companion at the end of the jump. Roll a d4 to determine which they were. 1 is a huntsman, 2 is a Rogue Arcanist, 3 is a wildmage, 4 is a free pick. You will not know which one they were until you find them, however.

Hunting Jumper (+200) Jumpers generally have a wide array of powers, and would likely have no trouble with huntsmen who, besides being immune to direct magic, are just exceptionally well trained humans. Unfortunately, for the duration of the jump they are now immune to all of your powers and high technology, at least directly. At least the Sanctum doesn't affect you the same way.

Tainted Blood (+300) Your family has a poor reputation. A noble might have married a merchant, for instance. Whatever it is, people will hold it against you, even though it is in no way your fault, even if it's a legitimate grievance.

Total Recall (+400) The White Arcanum's memory tincture and mind control spells are easy to administer and apparently irreversible. You're going to change that. You are not going to leave this jump until you find and spread some way of repairing the damage those *fanatics* do to at least most of the victims- and it has to be something that can be self-perpetuating, not something exclusive from you. I don't care if you're some kind of memory god, they need some way that doesn't require coming to you every time. You can even *create* some kind of memory god who will stick around if you've got the means, but your involvement must not be necessary in the end product. If you haven't brought anything that will work, then I suggest you get studying. I promise that this world's magic *does* have a solution, but the White Arcanum will censure you for it and it will take a lot of studying and

experimenting to pull off. There's an Azure Arcanist I'm sure would *love* to compare notes with you, so maybe look into Emerald Sustrai, while you can. Oh, and if you die permanently before you finish your task, you chain-fail, though that should largely go without saying.

Sanctum Prisoner (+400) You are a prisoner of the Vale Sanctum, which negates all of your powers, including access to your Warehouse. It's not a completely terrible place, but I'm sure you'd prefer to escape it. Fortunately, there will be a few opportunities coming up.

Hunting Man's Disease (+600) Oh dear. It appears that something has happened to you; your memory has been magically damaged. Like a senior huntsman, you need constant attention just to survive, and can only recall things with great effort. You'll get your memory back at the end of the jump, and it will never get so bad that you forget to breathe, but I hope you have someone to care for you.

Red Like Roses (+600) Normally, you could sit back and let the story run its course and Ruby handles everything she's meant to handle. That is no longer an option, because now you *are* Ruby. All out of jump powers are sealed, any out of jump wealth is inaccessible, until the end of the story's timeline, which you shall be staying for all of now. Oh, and you'd better do at least as well as she did, or you

chainfail. For an additional 200 CP, you have to do substantially better in some way. Yes, you can choose to be or stay male in either case. You'll just be a very effeminate one named some variation of Ruby.

Get the White Out (+1000) The White Arcana is a group of unusually politically-minded noble scions who have been denied their inheritances, given immense influence and privilege, and put in charge of dangerous artifacts and knowledge. Corruption is to be expected. A purge is long overdue. Whether by hook or by crook, by allying with the Grimm or any other method, you must tear down the White Arcana, globally. Your jump does not end until you do, and if you die permanently before accomplishing your task, you chain fail. For another 1000 CP, you must also replace the White Arcana - whether that is with a reformed White or with something new, and it must be quantifiably better.

Scenario

Jumper Royale - Well, if you're going to volunteer. Some version of the Brother Gods have selected you as the new pawn for their little... game. At some point during this jump, you shall be drawn into another version of Remnant, where you shall face off with numerous different versions of yourself. Some will be jumpers, some will not. Not all will provide a challenge, but some absolutely will. Some might even dwarf your power and cunning. All, however, yourself included, are

bound to an Anchor; probably someone whom they were fond of and respected in whatever world the iteration was drawn from - which is probably some version of Remnant. If that person dies, the iteration dies. If the iteration dies, they will be resurrected, stripped of all memory of the affair, and sent back to their home or chain (as applicable) in the exact moment they left, with all resources restored and consequences removed. As for a reason to fight, well. The Brother Gods - peers to your Benefactor that they are - will fork over a wish to whichever iteration is the last standing. Even if that wish is for a Spark. No, you can't wish for them to commit suicide or give you all their power or anything of that nature. They're explicitly omnipotent (or close enough) children, they can and will break their promises if you try to mess with them, regardless of consequences - and don't think you can force them into doing otherwise. Your Benefactor does seem to have negotiated with them on your behalf, however. Unlike the others, in the very likely event that you should lose, you shall retain your memories of the tournament, though any trauma will be alleviated.

Notes

Jumpchain by Ze_Bri-0n, fan fic by Coeur Al'Aran.

Don't try to exploit the community provided by Self Taught allies or anything like that. It doesn't work that way. They might not even truly be in the same multiverse, except when you are speaking and trading with them.

V1.

Guess I did end up making a jump without pages upon pages of notes.