

Welcome to Al-Revis Academy, an academy for alchemists all across the world. Here, alchemy instruction is intermingled with combat training due to the difficulty of attaining certain ingredients as well as the need to prevent alchemy from being abused. Graduation is greatly incentivated, but not required to continue your chain. Once you graduate, you are free to do whatever you want for the rest of the 10 years. Your education ideally lasts three years. You enter this world and enroll in the same class as Vayne. This is yours.

+1000 CP

Who are you?

(Free) **Drop-In**: You find yourself in front of a house. A hermit must have lived there. A staff member from the academy comes by to tell you about enrolling into Al-Revis Academy. Whether due to boredom or a lack to direction in this world, you accepted. You have no history or memories here.

(Free) **Normal Student**: You went to Al-Revis with the intent of advancing your current knowledge of alchemy. With your background and experience in some alchemy, you are primed to be one of the better students in the academy.

(Free) **Foreign Student**: Like the normal student, you came to Al-Revis for an education. Probably. Your cultural background can be described as odd compared to the locals, but you are unlikely to see discrimination unless you have absolutely no manners.

Age and Gender

Regardless, your age defaults to 16.
I'll let you become female or male for free.
You must go to Al-Revis Academy.

Overview

This is where you will be learning alchemy: Al-Revis Academy.



It's held aloft by Mana, which are physical manifestations of phenomena like elements such as wind or fire, celestial bodies such as the moon, or emotions.

The campus is seen in the center, and the surrounding areas are where you will gather ingredients and materials for synthesis, go on field trips and school events, and practice combat.

The life of an alchemist is not one of pure research and development; you will be expected to fight wildlife and possibly criminals in your alchemic education.

Expulsion, while it will not end your Chain barring drawbacks, would be considered disgraceful as well as a waste of free education in alchemy, housing, and access to resources. If you do not finish your education, some abilities you get for free will be negatively affected. Expulsion is unlikely; see “Detention and Discipline” to see how chaotic you can get without severe punishment. If you study and work, you will probably graduate. See notes for the penalty of expulsion.

Perks and Abilities

General

These abilities are not specific to an origin. No one gets a discount for these items.

(Free) **A Track Just For You**: You have a theme song! It only plays when you are the focus of an event or conversation. You can mute it, play it to only yourself, or play it to the local environment.

(Free) **Material Gathering**: In order to make things, you need the ingredients or components of the final product. You gain a general sense of what is important in building new things.

(Free) **Synthesizing**: It would be a shame to come into this world and not know how to practice alchemy. Synthesizing is the process of fusing materials to get an end product. With time, effort, and research, you may apply synthesizing concepts to the other things you can manufacture or craft. There are sub-abilities you may purchase to improve your synthesis.

- (200 CP) **Recipe Derivation**: Altering the creation process of an item (ingredients or method wise) may spark a new idea for a new creation. If doing this substitution would alter the end product greatly, you will realize it and discover a new recipe. In addition, you now know what materials can be used in place of another when you are creating something.
- (200 CP) **Partner Cards**: Others can assist you in the process in synthesizing, and support will improve the chances of discovering an optimal process in the creation of an item. As additional side ability, your partners, if they witness you make something, may complain about the product and suggest new ideas and recipes seperate to the product you just made that are worth considering. It's helpful to have some new ideas that aren't your own! Even if the idea is only tangentially related to the original product.
- (200 CP) **Ether Effects**: Components often develop ether effects in the process of synthesizing. Ether effects give the final usable product bonus effects. These ether effects are often related to how the components are used. For example, a glove could gain the ability to allow the wearer to heal others if one of its components is known to have restorative properties or gain electrical powers if one of its components is known to be a conductor.

(Free) **Mana**: You made a pact with a Mana, which is basically an assistant to your alchemical tasks and is associated with one element or aspect. They can help in both synthesis and combat, but they are typically limited to manipulating one element. You may choose this element. Manas are not a companion unless you import them in the future using a companion import. Canon examples include Wind, Wood, Light, Gold, Illusions, and Life.

(Free to All OR 200 CP) **Detention and Discipline**: More specifically, the lack of. Al-Revis Academy does give out detentions for those with poor grades and discipline is a possibility when misbehavior occurs, but the school is awfully lenient. The canon cast constantly gets in trouble without harsh penalties. For example, they had their hot-blooded delinquent dish out his own flavor of "JUSTICE!!!" to other students, their swordmaster girl slash the majority of the student body in a fit of panic, their alien hold the principal and students hostage in response to learning of its potential expulsion, and so on. This lack of adequate punishment will extend to you as long as you appear to be misguided or well intentioned. This won't protect you if you perform unforgivable or irreversible actions such as killing or destruction; people are not going to forgive you if you destroy a building or damage their lives. Its free for the duration of the Jump, but you may buy it if you want this to persist.

(Free OR 150 CP) **Battle Formation**: You are trained in combat to not panic immediately, stay organized, and not get in the way of your teammates' attacks. Additionally, you and your allies are able to switch in and out direct combat for offensive or defensive purposes. For example, you can jump in to strike an enemy an ally struck and take his/her place in an active combat party while they retreat to a reserve combat party or jump in to take a blow for an ally while he/she retreat to the reserve combat party. This perk is teachable to others in future Jumps if you purchase it.

(200 CP) **Burst**: Through a combination of focus, high morale, and momentum gained by advantageous maneuvers, you and any allies fighting with you may enter Burst Mode. This is best described as an increase in combat power as well as an increase in the speed of supportive actions (like healing). These are caused by a temporary trance of sorts. To generalize, most of your actions in combat, whether offensive or supportive, will be more effective in some manner. Entering this trance requires consistently attacking, exploiting weaknesses, and ensuring morale does not fall due to fallen allies.

- (200 CP, Requires Burst) **Finishing Burst**: If you accomplish some kind of combat-based goal during a Burst, such as attacking consecutively, exploiting weaknesses, or stunning enemies, power can be accumulated. Everyone in your party will instinctively know what this condition is. This collected power just exists and does not do anything until it is concentrated onto someone in your party during the Burst. When this happens, that person becomes capable of performing a powerful strike or combo. This is a Finishing Burst. There are two things to note here: fulfilling the condition may be out of your capabilities (if the condition involves ice magic, but no one has access to that, too bad) and performing the Finishing Burst ends Burst Mode.

(200 CP) **Gossip Shop**: Let's admit it, you get into some pretty strange situations sometimes and rumors tend to crop up as a result. You, luckily, have some agency over what rumors get spread, and said rumors have a minor effect on your environment. When a rumor is present, you benefit from acting in your rumored ways. For example, being called a Chicken for running away from battles will actually make you faster and beating up strong monsters will make said monster drop more items. However, this applies to only the most prevalent rumor at the time. You may toggle this.

Drop-In

You came to this world untouched by the world around you. <u>You gain one of your 200cp abilities as a freebie.</u> The following abilities are discounted to Drop-Ins. Discounts are always a cost reduction of 50%.

(200 CP) **Sabotage**: You could be a real jerk. You now know how to determine what people's goals are and what actions to undertake in order to ensure that they fail to accomplish said goal. One of these actions could be burning down a tree to destroy ingredients so that a rival workshop would fail their exams. If you don't want to do these things, you at least know what the criminals might try to do.

(200 CP) **Helpful**: Although it may be considered rude to get involved in another's business, you may do so and find yourself unexpectedly involved in helping them with a task of theirs. Doing this will help you get to know a person and discover their personal story. If you help them enough, you may help them grow as a person in general as well as befriending them. These sessions may occur with training or tutoring for either one of you two or both of you two. You will know, instinctively, who would want this kind of help.

(400 CP) **Poltergeist**: Someone may ask if you live in a haunted house. With this, you can respond by confirming that you haunt it. You may levitate furniture, the environment, and other people erratically

at will. You also have the ability to see and befriend spirits that others would see as a threat. Asking for help, however, will cost you some of your lifeforce. This may seem like an issue, but you also have the capacity to steal lifeforce from others. Hopefully, you will only do that on the meanies.

(400 CP) **Ghost**: You died. Now you are a ghost. There are obviously issues with this, but there are also some benefits to this. You have difficulty interacting with the physical world, but this could also result in having physical attacks being useless when used on you. You can still be harmed and even killed with magic, but unless they really tore your soul apart with even more magic right after you have been knocked out, you would probably regain consciousness and fight again. Lastly, you can become invisible and phase through physical walls. You may toggle these things post-jump.

(600 CP) **Aurelius**: You have never practiced alchemy before, yet you picked it up and began doing quite well for a beginner. You may actually be a master at this style of alchemy and never knew it. You gain 200 extra CP to spend only on synthesizing sub-abilities. From now on, you will always be an excellent beginner at any task you focus on developing. In addition to that, consider this an increase in learning capabilities. Lastly, you can teach this world's style of alchemy to others easily.

(600 CP) **A Promise**: Perhaps you made a promise to a friend, helped them when their grades threatened expulsion, or did something generally important for them. Anytime you or a friend has lost their way in a moral or mental sense or has fallen into despair, they will be reminded of what relationships they still have. This will, ideally, bring them back to their senses and give them new resolve. Do not underestimate this. Newfound resolve can give one the will to live after wishing for the world to disappear.

Normal Student

You came to this academy seeking an education in alchemy. You gain one of your 200cp abilities as a freebie. The following abilities are discounted to Normal Students.

(200 CP) **Boring White Powder**: Sometimes, you are aggravated by boredom, repetition, or the sight of one of your fellow classmates creating the same thing. Boredom, for you, leads to more motivation to create something new. At first, you will suggest a minor mutation to the source of your boredom, like creating gunpowder after seeing someone make salt. However, get enough opportunities to alleviate your boredom and you may have an explosive idea. (By explosive, I mean sometimes fugitively and sometimes literally. Innovation is so inconsistent!)

(200 CP) **Weaklings!!!**: You are quite driven in the pursuit of your goals. When you aim high and make unreasonable (but still possible) goals, you find yourself undeterred by the low odds or the possible impracticality of your goals. In addition to this, you can inspire others to take on these seemingly insurmountable tasks. You should be careful though; do not make actual impossible goals. You and your classmates will hate you for forcing them to fail.

(400 CP) **Jumper Cave**: People have developed a tolerance for your outlandishness. You could convince a referee to join you in the 2v2 battle tournament that he is supposed to regulate when you appear alone. You can break rules, disrespect authority, and generally rope friends and allies into your crazy schemes with little to no repercussions. Best of all, you are able to recruit more people easily into your workshop, groups, organizations, and so on. They'll even deal with your personality if they would normally disagree with it!

(400 CP) **Famous Family**: You happen to be connected to a famous family of alchemists. This means multiple things: you have more experience in alchemy, you have a reputation that you can use to establish trust and reliability, and you are initially more skilled with your in-jump abilities. You may

gain a rival who is jealous of you. In future Jumps, choosing any background with a history in the Jump will give you a family with some prestige in the world if valid. You may forego the famous family line option if you want to avoid scrutiny.

(600 CP) **Divination**: This style of divination that you learned involves cards. These cards are not physical, but you are able to perceive the future as a timeline made with a line of cards. These cards may be blank, have the faces of important participators in events, or have pictures relating to important actions. The line of cards continually moves right and cards eventually move to the point that represents the present. In addition to this, you gain the ability to meddle with the immediate timeline in the immediate area. You can attempt to make people act faster by moving their cards up, cause certain events to fail by trying to remove them, or harm others by attacking their card in the line, but only in the immediate time and area. This style of divination gets less accurate and more vague as you try to look further into the future.

(600 CP) **Carrying Capaciously**: You are always seen with a bag, and, from that bag, you appear to pull out things that should not fit in that bag. Purses, backpacks, sacks, bags, and thing that you carry to carry more things have become suddenly spacious on the inside. Said carrying implement also contains random items that can be hurled at others with the intent to harm. Oddly, your bag does not feel much heavier with all this nonsense, but bags not in your possession tend to become normal. Maybe one day, you will discover how to make bags have these traits without them suddenly exploding into a cluster of maces, swords, and whatever was in them when you lose possession of them.

Foreign Student

You *probably* came to this academy seeking an education in alchemy or something else, like love. You gain one of your 200cp abilities as a freebie. The following abilities are discounted to Foreign Students.

(200 CP) **Alien**: Whether you are actually an alien or not, this perk will help you blend into a foreign world. If people are going to question your nature and start asking questions that you do not want to answer, you can make blatant lies to delay closer inspection upon you. This will be more effective on less secured places; you can tell the academy that you are from Hawaii and they will believe it for some time. You actually have to make believable lies to deceive more secure places.

(200 CP) **Swift Swordsmanship**: You may not have grown into alchemy, but your background has a lot of combat training. You have trained in swordsmanship, firearm use, or some other combat style. Regardless, this will be helpful once you have to go onto field trips to gather materials for your projects and encounter some monsters in the way. Another benefit of this is the fact that you have trained yourself to be generally quicker than a majority of the student body.

(400 CP) **Animal's Heart**: Normally, beating up wild creatures would garner resentment from them, but you are able to defeat beasts and somehow gain their aid in the future. In order to do this, you must defeat them in combat with the intent to gain their aid; once you do this, you shall gain their “heart”. You will be able to use this heart to call the owner of it and have it aid you in a task at hand. If the creature is mischievous, you can expect them to harry your enemies and possibly steal something. If a creature is brutish, you can expect some strong aid for the fight. This will adjust to the wildlife of future Jumps, but the creature you are trying to befriend cannot be innately hateful towards people. As a side benefit to this, you have gained incredible potential for singing, but not the practice to use it.

(400 CP) **Beastman**: If you purchase this, you will become a Beastman. Beastmen are generally stronger, have cat-like features, and have much sharper senses. A minor issue with this is that your

senses can get overloaded by stimuli that Humans consider normal, but that shows how much sharper they are. Unfortunately, you have animal instincts as a result of your heritage, so you may get yelled at if you scratch furniture. Also, your sense of ethics may be considered scandalous by some, as the Beastmen population is low, resulting in societal pressure to have children. After this jump, you can enjoy the benefits in any form and gain the Beastman form as an alternate form.

(600 CP) **Spatial Slashing**: You can cut into a chaotic dimensions now. If you have a blade or sword on hand, you can slash a short-lived tear (on physical space I presume) into the chaotic dimension. The tear can, if you intended to, spew out energy to harm whatever is in front of it. You can also jump into the tear and enter the dimension. Traversing in said dimension is completely safe if you have this ability (people you may bring in are probably not). You may return to the world by doing the slashing another tear into the world and jumping out. Using this tear to backstab an enemy is easy. A lot of this can be done quickly, swiftly, and accurately as long as you do not plan to travel far.

(600 CP) **Alien Technology**: You have knowledge on how to build strange alien technology. You can build an artillery cannon that fires missiles, some kind of device that can turn monsters into the slime-like Puni creatures, UFO like vehicles, and an explosive small ship that is only somewhat larger than a normal human head. All of these technological features can be compressed into said small egg-shaped ship as well as gaining some capacity to minimize existing technology. If you have taken the “Alien” ability and this, you may opt to be an actual alien to be able to pilot said ship. You may not become an alien if you have “Beastman”. The alien form is explained in the notes.*

Items

Here are some things to help you out on your education. Some items are very important and dangerous to show off, so be wary! (Student Discount means both Foreign and Normal Students get discounts.)

(Free to All) **Run For Your Life**: You get the soundtrack of Mana Khemia! Its free! Take it!

(Free to All) **Wings of Icarus**: This necklace that resembles wings allows you to teleport back to the campus while you are out in the field at will or automatically if your team is KO'd. You may use it as much as you want in-jump. Don't get too reckless knowing this; if something just kills you outright, transport is useless. Post-jump, this works on any educational facility you are enrolled in.

(25 CP, Multiple Purchases Allowed) **Cole**: Cole is the currency of the Jump. With one purchase of this, you will get enough Cole to post 10 relatively large bounties for jobs in the Notice Board.

(Free to All OR 300 Student Discount) **Grow Book**: This book has a skill tree that is individual to every specific person. As you synthesize new items, you will gain access to nodes in said skill tree and increase your potential in combat. However, having access to a node alone is will not unlock your potential; you will need to fight some foes to use your new potential. You need to purchase it in order to have it update for future jumps. Yes, this will lead to possibly infinite linear growth in combat prowess as long as you have something to make.

(Free to All OR 50 CP) **Map**: You gain a self-updating paper map of the environments you go to for gathering ingredients. It has the location of important resources marked on it. You will have one for this jump. For 50 CP, you can have it update and mark locations for important resources in future jumps.

(Free OR 100 CP) **Notice Jobs**: It's a notice-board where people post jobs that students may undertake in exchange for payment. All these jobs tend to be a request for an item, that you create with alchemy, or a mission to hunt down a troublesome monster. It's free for this Jump, but if you want to pay for it, you will be able to find a similar notice-board in major settlements that functions similarly to this one with jobs. They will still be concerned with problems that you could solve with alchemy or hunting.

(Variable Cost Student Discount) **Supply of Materials**: You get a supply of materials in your warehouse that replenishes every week. You may pay any of the following costs. The next tier requires the previous to be purchased first. You can expect to spend 50% less time dealing with gathering or material refining if you purchase everything here. This supply of materials will only apply to mundane or Atelier-series materials. Check credits and notes for an example.*

- (100 CP) **Level One**: This supply will act more as a convenience to you. You now have a replenishing supply of raw materials that you could have gathered yourself. This will update to materials for future jumps, but only for materials you could have gathered for yourself on field trips.
- (200 CP) **Level Two**: These materials will be more helpful to you. These materials are a step up on the stage of production. You should expect to see refined materials appear alongside raw materials in your replenishing supply. It will save some time in your synthesis. This will update to materials for future jumps, giving you materials that are a step above raw materials.
- (300 CP) **Level Three**: Now? You have parts that are waiting to be made into final products. You will see parts made with refined materials that are ready to be made into final products alongside the refined and raw materials. This will update to future jumps, supplying you with parts that you could create with the materials from the first and second level of this item.

(Free OR 200 CP Normal Student Discount) **Workshop**: You will be working in a workshop, a room

where you will be practicing alchemy in. It has a cauldron where you can brew potions, cook food, and create parts for other things. It is near the Athanor, where you can forge equipment. During this Jump, you will have one to work in for free. If you want it to persist, you may purchase it to add the workshop to the warehouse along with a copy of the Athanor.

(300 CP Foreign Student Discount) **Gimmicky Weapon**: Your weapon would be considered weird yet effective. It might be a sword that can fire shurikens, a hammer and flail combo, or a possessed teddy bear. You think of one yourself; it will still somehow be plausible despite the perceived insanity behind it all. It looks like the design of this type of weapon has recipes that account for materials you may find in future jumps. If you are skilled enough, perhaps you can found a new school of combat with this.

(50 CP Discount Drop-In) **A Cat**: It's a seemingly normal cat. Nothing about it is special. You may choose its fur color. Wait a second! Upon further examination…

- (50 CP Discount Drop-In, Requires "A Cat") It talks?: The cat can talk to you and only you. Everyone else hears meows. It has only lived a life as a pet, so this cat is just a normal and slightly smarter cat. It will have a protective instinct towards you. Purchasing this does not come with any related horrible experiments.
- (400 CP Discount Drop-In, Requires "It talks?") Sixteen: That is not a normal cat actually. It can shape-shift into blades and claws while dressing you in "ribbons" of its fur color. In this form, your cat is able to analyze any being it slashes and discern any weaknesses, strengths, and immunities it has. If struck into the ground, it can cause blades to thrust upwards from the ground. If needed, it can turn its wielder (you) into a huge sword that flies towards any unlucky foes for a short amount of time. Purchasing this does not come with any related horrible experiments. Only you may just wield it. Spoiler notes for details.

(800 CP Drop-In Discount) **An Alchemist's Journal**: If you are a Drop-In, you just broke into that house and found a famous alchemist's journal (you evade all repercussions for this). If you are a student, this happens to be in your possession before you enroll. Anyways, this journal has some helpful entries regarding general alchemy, but that's not the important part. The journal's last entries are disturbing: the entries show that the owner of this diary was suicidal after a failure that shortened the life of an ill girl he was trying to treat. The entries also discuss the heinous creation of artificial Mana. This Mana had the power to grant wishes, and he was intending to use it to kill himself. By the sudden stop in entries, you assumed that he succeeded. If you decipher it, you would be able to create Mana more powerful than their natural counterparts that can manipulate elements. However, you will not be able to replicate a wish granting, reality distorting Mana. <u>This journal does not exist unless you purchase it.</u> Check the spoiler notes for details.

Companions

You would be awfully lonely if you do not have fellow classmates to accompany you in your years at the academy. Bring along some friends!

(50 CP, Multiple Purchases Allowed, Student Discount) **Classmates**: You can import or create companions into this Jump with a background and any freebies associated with it every time you purchase this. They gain 500 CP to spend on their own abilities.

(200 CP Drop-In Discount) **Existing Student**: You like one of the canon characters? If you can convince a character to come with you, you may take them with you on your Jumpchain. You have a lot of eccentric people to choose from, so choose one that you can be happy around. Remember, you must convince them, so people who made promises are unlikely to leave their home. You may purchase

more than one chance if you want multiple people.

Drawbacks

A thousand Choice Points aren't enough for you? Are you willing to develop issues in pursuit of more power? That's your prerogative. You may gain up to 600 CP for taking these problems, unless you took the 800 CP drawback at the end. However, that drawback may doom you.

(+0) **Flay Cave**: You and your companions get recruited by some red-haired guy and dragged into his workshop. You meet Vayne, Jess, and Flay at the beginning of your education. As your education progresses, you will meet five other colorful people. You are now railroaded onto the plot of Mana Khemia 1. Have fun dealing with the incredibly cramped workshop, the madness of your colleagues, and the possible end of the world.

(+100 CP) **No Mana**: You actually do not have a Mana. Alchemists would generally benefit from their aid, both in combat and in alchemy, but you do not have one. This would put you in a disadvantaged state for sure. Perhaps you can find one in the future? Just take care to not form a pact with one with a troll attitude.

(+100 CP) **JUSTICE!!!**: You have developed delusions of grandeur and act as if you were on the stage as a hero of justice. Your acting does go too far. Luckily, you do not mind this as long as you are in this jump. Unluckily, everyone else does. Your antics will probably lead into some troublesome situations.

(+100 CP) **Samurai**: You are from a far, foreign land, and you have a lot of combat experience. Why is this a drawback? Your training did not include alchemy, and you seem to be lacking in alchemical talent in general. This is quite bad. You will have trouble with your grades without some tutoring from more talented classmates. Even then, expect to lash out in frustration. I hope your companions can handle a few paper cuts (sword slashes) as they try to be patient with you.

(+100 CP) **Rival**: You have a rival now. Said rival is the same gender as you, has a family history of famous alchemists, and is really competitive over matters of alchemy and combat. You may have to fight over ingredients when the time comes. At least he is unwilling to kill you. Your rival did want a worthy opponent. Your rival can become a companion if you manage to recruit your rival into your workshop. Alternatively, you can import a companion into this role and still get CP for taking this. Everyone's memories (even yours) will be conveniently scrubbed to ensure that there is healthy competition.

(+200 CP) **Antagonistic Workshop**: Your workshop got in a scuffle with another one and now you two hate each other's guts. Expect sabotage from another team of training alchemists and general snobbish behavior from them. You will occasionally get into a fight with them, and it will always take some effort to prevent them for sabotaging your efforts. Your rival, if you have one, will probably be recruited by them. This will not increase your risk of expulsion as long as you are morally better than your enemies, but it will make your school work more difficult.

(+200 CP) **Ill**: You had a sickness that almost killed you. Luckily, there is a cure for this, but you still have a shortened lifespan. Unlike the canon example of this, you will not die from this within your 10 years here, but treatment is still recommended. You need to do some research, but the work will not be doable alone. You will need the help of an expert if you want to be cured by the end of the jump. Until you are healed, you will black out at random times, have your physical wellness degrade, and worry everyone in the vicinity whenever you have a coughing fit.

(+200 CP) **School-Bound**: Whether you are a ghost or not, you are bound to the academy and the floating island that it is built on. If you leave it, you will disappear or die. Strangely enough, you can still leave to gather ingredients and help your classmates with school. You can be freed, but it would require some help from another. You need to be unbound by the end of ten years to continue your Jumpchain.

(+300 CP) **Nefertiti**: Jumper, your powers could be a threat to this world. Used inappropriately, it can conquer the world. Your powers aren't gone, but allowing others to see them would be unwise. Using your Out-Jump powers would lead to panic for everyone except those you have befriended. Even in that situation, your powers would cause them some anxiety. Hiding your powers is advised, but not using them is the best course of action, for some are perceptive enough to know an outsider's influence. If a certain person finds out about your powers, that person will manipulate things behind the doors and plan to destroy you. With this drawback, expulsion will result in a Jump failure. Check spoiler notes for spoilers and actual details.*

(+300) **Vayne Memories**: You do not recall much of your past. You only remember your name. Maybe you have great power? You will have to rediscover that. Check credit and notes for an explanation.*

(+800) **Pacted**: You made a pact with the Mana of Wishes and lost all access to your Out-of-Jump powers and Warehouse as a side effect. When you two engage in a battle, you will become its literal weapon, and it will gain access to the powers you lost. At least it is not actively hostile towards others. However, at one point, the Mana of Wishes will eventually attempt to grant a wish that removes the world from existence. If that wish manages to remove even one person out of existence, your chain is over. If you complete the jump, you may take the Mana of Wishes as a companion, but it will not be as powerful as it was. Check spoiler notes for spoilers and actual details.*

The End

Congratulations! You graduated. Any drawbacks you have taken are now nullified. I must ask again, what do you want to do.

I Wish to Disappear: You are done with all of this? All right, you may return to your home with all of your abilities, all your items, and a way to contact your companions. It’s been a fun adventure. Bye!

I Wish to Stay: You are done with all of this? All right, you may stay here with all of your abilities, all your items, and your companions. It's been a fun adventure. Farewell.

I Wish to Continue: As expected. You have a Planeswalker Spark to ignite. Continue on with everything you currently have! I want to see what else can happen with you. Take two copies of the Mana Khemia game for free, one that accounts for your interference and one without it.

Credits

Jump Initiated by A2ul
Jump Building assisted by SpaceBattles and 4chan's Jumpchain Thread
Special Thanks to:

- Brellin for formatting and spelling/grammar assistance.
- Zentari for patching potential issues with the Jump.

Major Changelog

(1-11-2017) Jump Released to Public
(1-12-2017) Addition of "Detention and Discipline" and "Cole". Expulsion loss condition revised into a penalty.
(1-13-2017) "Continuity" flaw removed to give future Jumpmaker the decision to allow continuity. Added a reference list in the spoiler notes.
(1-15-2017) Added a general ability.
(1-19-2017) Added "Burst".
(1-21-2017) Added "Finishing Burst".
(1-28-2017) Added Cat related stuff.
(2-4-2017) Formatting and cleaning-up
(3-21-17) Release of V1

Notes

(Spoilers on the Next Set of Notes)

Synthesizing will be difficult without the Workshop, but I would assume an intelligent Jumper would find an alternative method to synthesizing items without one.

Synthesizing Stuff: Some of the things you can create using synthesis canonically.

- Generic RPG Potions (Heal, Cure Ailments, Helps Focus, and so on)
- Cooking (Synthesis can change "sweet to spicy". Expect weird yet valid cooking.)
- Equipment
- Musical Instruments
- Alloys

Animal's Heart
What does "innately hateful towards people" mean? The creature in question must be capable of willingly helping you. Grimm from RWBY or any genocidal creature cannot be befriended.

Supply of Materials
Here's an example of what each purchase will grant you a supply of. The following assumes you can gain said raw materials (iron in this example) if you worked for it:

- Level One: You get raw iron ores. You still need to extract usable metals from the rock.
- Level Two: You now get iron bars that can be used for other things. You may still need to shape the metal into something usable. You still get what you got from level one.
- Level Three: You now get iron parts that could be made into a weapon. You still get what you got from level one and two.

"This supply of materials will only apply to mundane or Atelier-series materials." means it will not supply things like:

- Valkyria Chronicles Ragnite (as Ragnite is specific to that world)
- Tokyo Ghoul's Kakuhou (as ghouls that have those are specific to that world)
- Minecraft's Glowstone, Redstone, Ender Pearls, etc. (as those materials only occur in Minecraft)
- Slime Rancher's Plorts (as those kind of slimes are not natural to the Atelier series)
- Generally, any CP purchasable replenishing supplies of non-Atelier world specific materials.

The rule is: If you can get it in an Atelier world and are/were able to successfully gather/create it at any one point with little difficulty, you will get a supply that will halve your supply burdens of it through this purchase.

Vayne Memories
If you do not understand the situation, then read on ahead. You basically lose your outside jump memories. You can still relearn your abilities (you may actually relearn them if you have enough passive, unconsciously working learning perks).



(Alien + Alien Technology) Alien Form Traits and History Alterations
You choose to be an alien. You are found by the workshop you would normally join.

- Your body's color and face shifts in response to your current moods and thoughts.
- You make 256 air-filled non-sentient babies every 20 space years.
- You probably have a history of watching anime and playing video games (not making this up).
- You may encounter anime clichés (like tragic pasts).
- Your body is durable enough to be a projectile for your alien technology.
- You are able to share emotions on contact.
- You are probably a recolor of the thing pictured above.
- There are probably a million other quirks about this alien biology that aren't mentioned.
- This will be an alternate form after this Jump. You may toggle individual traits.

An Alchemist's Journal
This item actually does not exist canonically. Its there to acknowledge and allow Jumper to reproduce another's feat. Be careful though. Keeping it hidden is probably in your best interest.

How dangerous is this setting?
Unless you take drawbacks, have no combat skills, and/or get involved with the plot, this setting is relatively tame. If your team gets defeated out on the field by the wildlife, the Wings of Icarus will warp you back to the school infirmary. Expulsion, as explained before, is something a Jumper would need to pursue. Detention and bad grades will only cost you free time. The only guaranteed threat to you is getting involved with the plot and being removed from existence, but if you stay out of the plot, the plot will likely resolve itself, provided you do not cause discord amongst the cast and cause a Bad Ending. Even if the Bad Ending occurs, you won't lose unless you take drawbacks since it will not affect you.

Expulsion Penalty: If you get expelled, these normally free perks are lost or negatively affected.

- Material Gathering (Can't identify what's useful)
- Synthesizing and any Sub-Abilities (Not properly educated enough)
- The legal right to practice Alchemy (You must be licensed in order to practice alchemy here.)
- All your other perks from this Jump will still be present, but they would not be trained well. Just be a good student and you will be trained well enough.
- If you did not choose the Drop-In background, social stigma is inevitable for failure students.
- If you need to entertain Jump-Chan, you probably need to do something completely different.

Can Perk/Item X do Y?
If the perk/item in question is canonical, it will give you at least a basic understanding or training of the ability in question by just simply having it. Limits would *normally* be dictated by canon (if you buy all Nikki related perks, it will cap out at full grow book Nikki), but you are a Jumper, Fanwank it. There are perks that shatter limits after all.

- An example of the above is (not verbatim, but along the lines of) "can Spatial Slashing split things with dimension opening?"
- The canon example has been able to cut any given opponent in half, but that was a visual effect, required a temporary fusion with her Mana, and was a finishing burst. She mainly uses "Spatial Slashing" for energy wave attacks and illusion clone attacks. In other words, canon does not confirm nor deny that capability.

In other words, defer to canon. If something has not been explicitly confirmed or denied, fanwank.
An exception to this is the "An Alchemist's Journal" or whatever limits the perk in question establishes. You are not replicating the canon example of "An Alchemist's Journal" without that Planeswalker Spark.

I have a question!
Right now, the questioning period is open. Comment here:
https://docs.google.com/document/d/1esxYSM3j2-M4p-AzV37ZvW4aDKmqtapIr5LouKlISTw/edit?usp=sharing
No account needed. Just go in and comment.

Spoiler Notes

(STOP HERE IF YOU DO NOT WANT SPOILERS)

How do the skills work in combat?
Canon examples are seen here if the video still exists: https://www.youtube.com/watch?v=QfScbz-j8h0
If it does not exist, just look for a Mana Khemia special attack exhibition or something of the sort.

Sixteen
Yep, that's (an altered copy of) a certain normal cat. However, this cat is not as normal as that cat. It does not need a pact to be used by you. That means you are safe from any underlying issues that would be implied by having and using this. Why it is named "Sixteen"? Look at the periodic table of elements.

An Alchemist's Journal
That journal belongs to Theofratus Aurelius, a famous alchemist who died prior to the game's beginning. Here is the details behind his story: one day, he finds an ill child named Jess (the same Jess Vayne meets) and tries to treat her illness. He shortens her lifespan in the process of doing so. The guilt drove him mad and suicidal, so he created the Mana of Wishes and wished for death. He succeeded.
I will repeat this: you cannot replicate the Mana of Wishes. You are able to replicate other types of Mana, but you will not get a reality distorting being.

Nefertiti
"That person" I keep referring to is Isolode, a member of the faculty at the Academy who had a relationship with Theofratus. If she finds you using your strange abilities, she will accuse you of being an artificial Mana and try to kill you. Whether she can seal your powers or kill you is dependent on your current strength.

Pacted
Vayne is the Mana of Wishes, but he enrolls into the academy with no knowledge of this. You will have to deal with him, which includes becoming a morphing weapon of his and basically giving him your powers. He is nice, but the revelation that he is the Mana of Wishes eventually drives him into making a wish: removing the world from existence. Getting "A Promise" is highly recommended to ensure that he does not kill himself. You may or may not be a household pet. You may decide on that. Then again, this drawback was intended to show the worst case scenario; this was really not meant to be taken.

Canon Character: Vayne
Here's some advice from the person who showed this world to me. Trying to convince Vayne to join you on your adventures is unlikely, as he probably has obligations to another character. In addition, he loses his reality bending after the events of the game and became a normal person. He is still a genius alchemist. If you a Muchkin Jumper, you should not take Vayne with you unless you somehow manage to haul the entire cast with you.

Can I be an Artificial Mana?
You know that the canon example almost destroyed the world with a wish to disappear? Can you Face Yourself? (Cue Persona 4 Music!) Seriously, you are not getting wish powers here. You will have to do with manufacturing stronger counterparts to natural Mana and transferring your soul into it or something.

I got the Bad Ending. Is that bad?
Vayne was trying to befriend one of his classmates, right? Oh. He's gone. You did not take any drawbacks right? Just get away and forget about all of this. You're fine as long as you did not take any drawbacks, even if Vayne disappears.

Regarding the abilities section:
You may refer to this list to see what abilities canon characters have that are CP fiat backed. The abilities you can buy in the abilities section are based off the following characters:
Vayne: Helpful, Aurelius
Jess: Boring White Powder, Carrying Capaciously
Nikki: Animal's Heart, Beastman
Flay: Weaklings!!!, Jumper Cave
Roxis: Famous Family, Divination
Pamela: Poltergeist, Ghost
Anna: Swift Swordsmanship, Spatial Slashing
Muppy: Alien, Alien Technology
Renee and Tony: Sabotage