

Mankind once ruled over the world as its undisputed master. Glimmering cities of glass and steel could be found all across the land alongside buildings that towered high above the sky. But even these monumental monuments paled in comparison to the mastery of technology that mankind held in their grasp.

They created both wondrous and horrifying pieces of technology. They had ships capable of traversing the empty void above, machines that rained down fire onto their foes, devices that would allow them to go between one place and the next in an instant, and so many more. Even immortality was said to have been possessed by man in those times.

And yet it was not to last. No soul left alive, save for the Deathless, know what truly happened but it does not matter. On one fateful day, the world burned, and mankind was left to pick up the pieces.

Now, thousands of years after the world burned, mankind still lives, suffering underneath the tyranny of the Deathless. The people of Lantimor are well aware of their suffering and yet their only form of resistance lies in their "Sacrifice", a warrior chosen to face the God King who rules over the world and hopefully put an end to his tyranny. And for dozens of generations, not one "Sacrifice" has succeeded.

You arrive in this world on the very same day that a man named Siris, this generation's "Sacrifice", leaves his village and begins his trek towards the Temple of Lantimor, the chosen arena for every battle between the God King and the "Sacrifice".

Take this and be ready.

+1000 CP

LOCATION

Roll 1d10 for your location or pay **50 CP** to choose.



1. Drem's Maw

You open your eyes to the harsh, dry daylight in a small clearing. Mostly barren trees surround you, and through them, you can see a small village not too far away, one built within a gigantic cavern, thousands of stalactites hanging from the ceiling. If you climbed to the tops of the trees, you might be able to catch the coastline. You are on the island of Lantimor.

2. The Temple of Lantimor

A broken tower, standing amidst rugged cliffs on the northern edge of Lantimor. The God King, his Dark Knight, and his legions of warriors have already arrived days ago to make themselves at home in preparation for their leader's ritual sacrifice to come – but this time, the outcome may be different. You awaken, the tower distant, but within sight.

3. Saydhi's Estate

You wake up just outside the gates of an ornate, Eastern-themed palace surrounded by beautifully cultivated gardens and wreathed in mountainous mist. A Deathless noble, Saydhi, owns this property and is known to be an information dealer or boon giver to anyone who can defeat her champion, who is currently Genno. Nothing supernatural, of course, but her wisdom and uncanny foresight sometimes appear to be so.

4. Tower of the Warlord

You stir beneath a small tree overlooking a vast, open mountain range, and in the forefront of your vision is a preposterously tall castle, more a tower than anything else. The former castle of the Deathless Warlord, Ausar himself, long ago. Despite the long eons—a thousand years, roughly—the bastion has remained mostly intact, bar the grand bridge that lays the path to its front gates. Present in this massive castle is an arena, a beautiful grove and grotto, a subterranean cave network, and near the top, a series of prisons, one far more important than the others. Be wary of the Blood Sentinels who guard this place, and warier still of why.

5. Uriel's Dream

The God King's actual home, a stronghold in his kingdom of Larioth. A beautiful, shining tower in the center of a grand, placid lake befitting of Raidriar's ego. It is well-maintained and well-guarded. It's currently absent of its God King, and if events go unchanged, will be for a few weeks before Siris slays the God King with the Infinity Blade to unlock its hidden power. Raidriar will revive at this tower and will be more than a little belligerent.

6. Resistance Hideout

A well-hidden and well-defended settlement of humans and some Deathless who work and build together for survival. They are the resistance to what exactly? Well, the tyranny of the God King, now, but in a couple of years, Isa will rally the forces here against the Worker of Secrets instead. You wake up in the back of a rickety, smelly caravan having just arrived in the hideout.

7. Seccian Desert

The desert hides many things, more than a few of them buried underneath the sands themselves. Countless lives have been lost in this barren desert, one that, judging by the ruins all around it, used to be a center of a civilization that has long since been lost to the ravages of time. Beneath this desert, there is said to be a vault, one that contains weapons and treasure made by the Worker of Secrets himself. Be warned. Even the Deathless consider such treasures worthy of their personal attention.

8. Pinnacle Monastery

Located atop a mountain, this monastery is one that touches the clouds themselves. But it is not because this place stands high in the sky that makes it so noteworthy. Bearing a strong resemblance to Saydhi's Estate, this place is the stronghold of one Lelindre, a Deathless known as the Mistress of the End. Hopefully it's obvious to you how exactly she got that title.

9. The Ark

A chill wind brings you to consciousness before a foreboding grey monolith of stone and marble, standing in the center of an equally grey wasteland blanketed in clouds and storms. It's currently unoccupied by anyone, since nothing has breached its chambers in the last thousand years, but dangerous Titans roam these lands, as well as a few Deathless wanderers. Be careful.

10. Free Choice

Fate smiles upon you. You may freely choose from any of the above locations or, if you so wish, you choose a different location entirely.

ORIGIN

You may freely choose your own age or gender.



Drop-In

You wake up without any memories of this dusty, bedraggled world, and likewise, this world holds no memories of you.

Worker

One of the builders, are you? Perhaps one of those long-lived sages responsible for the countless works scattered around the world, layer over layer of old and new cultures. The Worker is one who never lacks motivation... or ambition. If you are one of Deathless, then quite a few of this world's creations might very well have been yours.

Warrior

Those who stand tallest in this world of survivors and knights are the noble warriors and masters of true combat. You are one such warrior, one who lives by strength, a code of honor, or ruthlessness. If you are one of the Deathless, it is likely that you are a revered or reviled warlord, or perhaps merely a wandering seeker of true challenges and glory.

Rogue

Let the schemers and soldiers toil and hunt for glory or longevity. You've found that this world is full of treasures and the means to survive and thrive off of. What good is honor and perpetuity, to mortals? If you are one of the Deathless, you are known among them as a collector of some kind; weapons, gems, or something stranger.

Noble

You belong to one of the few, ailing-yet-formidable noble houses scattered across this barren world. With a bit of skill and the influence and resources you can muster, you would be able to shake the earth and end bloodlines, if you willed it. If you are one of the Deathless, you are lifted up to the heights of power in this world. But beware the meddling and hungry eyes of the other Houses, or even traitorous ilk among your own for your position is as respected as it is coveted.

PERKS

Perks are discounted by 50% according to their respective origins. Discounted **100 CP** Perks are free.

Aegis Form | FREE

In this world, battle often revolves around the combat techniques known as the Aegis Forms, a form of combat created by the Deathless as a way for battles to be decided not by the technology one possesses, but rather on actual skill and finesse.

You have been trained in such arts and you are skilled indeed. In the realm of one-on-one combat, you are a master of any weapon you possess and the only ones who could be said to surpass you in this world are the Deathless and all those on their level. To all others below them, you are nigh-unbeatable.

Pangean Strength | FREE

Of course, what use is skill, technique, if you do not even possess the strength to use it? As you may notice, the denizens of this world are stronger and more durable than you might have expected. As such, you also possess that very same physicality. For you, this means you now possess enough strength to leap over twenty feet into air, clash with monstrosities the size of houses along with the durability to take their blows multiple times in a fight and keep standing.

To Heal The Mind | 100 CP

There are many ways for a man in this world to extend their life far, far, beyond what is natural. But most such ways only enhance the body and not the mind. Steps must be taken for one's mind to be capable of standing side by side with their immortal body. You have taken these steps and in doing so, you have hardened your mind against the perils of age. No longer will the weathering of the ages affect your mind but that is not all. From now on, you are capable of locking away parts of your mind and soul, parts that you have deemed frayed or damaged and if left to fester, will damage the psyche. While these parts our locked away, they will be cleansed in time, depending on how damaging they are, and once cleansed, you may access them once more in with no fear of damage to your mind.

Underneath the Mask | 100 CP

Despite what you might believe, there is still a place for beauty in this world. And so, it is only fitting then that you possess such beauty. You are quite beautiful indeed, enough that you would have no shortage of suitors, in this world or any other.

Blood of a Titan | 200 CP

There are those in this world who stand above others, possessing strength and durability greater than what even Pangean Strength can provide. These... Titans, stand head and shoulders above many of other normal residents of this world and you are one of them. Regardless of how strong and durable you were before; both of these qualities have now been doubled. At bare minimum, you could take a few crossbow bolts to your bare chest with barely even a flinch. Not only that, but it seems your reflexes have also been enhanced as well. It would barely be an exaggeration to say that you could now dance circles around those who were once your equals. Optionally, you may increase your height to up to fifteen feet with this perk.

In His Name | 200 CP

Fighting against the Deathless is a tireless task, one that is almost an impossibility when the people you can find willing to fight against them is yourself. After all, the Deathless have ruled the world for hundreds of generations. What could ordinary men and women do against such beings? But all it needs is one person. You. For now, whenever you take up a mission, others will follow your lead. They will begin fighting back on their own and so long as you keep up your mission, so will they, regardless of how much more difficult the task becomes.

An Ancient Mind | 400 CP

How long has this grand adventure of yours across the multiverse has lasted? How much longer will it last? And with the more time passes, the more you will learn and the more ancient you shall become. It would be such a shame then if you could not use that ancient mind of yours against those you call your foes. By studying your foes and those similar to them, you will be able to predict them to an extent that is utterly unnatural. You will be able to predict their actions, their words, and even their very thoughts to a frighteningly accurate degree, enough that you could plan for them in a plot that would span decades to even centuries and they would be none the wiser.

An Anomaly | 400 CP

There are beings in this world that are so ancient that they have lived a thousand lifetimes when even the Deathless were but mere children. These same beings had accumulated so much knowledge over the course of their lives that every facet of the world is but a string on their fingertips. But not you, never you. When it comes to you, any attempts to predict you, whether it be your thoughts or your actions, will always end up wrong. You are an anomaly, something that can never truly be anticipated, something unique, something that is truly dangerous indeed. This very nature even spreads to your allies over time, their actions becoming harder and harder to predict until eventually, they too become truly unpredictable.



Deathless | 600 CP

Immortal. Invincible. These are only a few of the words that can be used to describe the Deathless, the undying rulers of this world. You can now be counted amongst them, possessing the same strange immortality they possess.

As one of the Deathless, you are unageing and you will no longer need to sleep, eat, or drink. You may yet partake in such activities if you wish, however. You possess enhanced physical abilities, far beyond that of human warriors and the Titans that roam this world, and amazing regenerative capabilities, capable of healing broken bones, gouged out eyes, ruined organs, and more in only a matter of hours to days. Of course, this is not your greatest ability.

Your greatest ability lies in your immortality.

As one of the Deathless, your Quantum Identity Pattern, known to most of the people of this world as the soul, is capable of transferring itself to new bodies in the event of your death. Deathless are quite fond of utilizing chambers of resurrection, otherwise known as Rebirth Chambers, for this. Of course, if you lack spare bodies or your QIP has somehow been trapped, your QIP will remain in your original body and repair it to full functionality, so long as it is still relatively intact.

The only ways to kill you now would be through the destabilization of your QIP, a fatal blow from the Infinity Blade or similar such weapons, or by completely and utterly destroying your original body and all other available bodies you may possess. Even incapacitating you through poison and other similar methods would not end you. If ever your body is rendered unconscious, incapable of moving, or trapped for a long enough time, your QIP would merely leave your body in search of a better vessel.

This perk acts as a Capstone Booster.



PERKS – DROP-IN

A Wanderer's Soup | 100 CP

This world does not have much in the way of transportation and so, to travel this world, one will need to walk across dangerous and hazardous locales with only what they can carry. Fortunately, you now have the skill and knowledge necessary to scrounge for resources in any world, even one as barren and ruined as this one. Not only that, but it seems your body is perfectly capable of squeezing out the barest nutrients from even a mere pinch of fenweed and it will be content with it. Even your stamina has increased to the point that you can march for days on end without even a moment's rest. This last boon, however, is lessened whenever engaging in highly strenuous activities, such as a pitched battle. It's still there but don't expect to be fighting on end for days at a time.

I Have Heard Whispers | 200 CP

Word quickly gets around to you, be it by way of mouth, pamphlet, or a message from the universe itself. You are much more adept at picking up rumors, tales, and legends that have even a scrap of truth to them. Even if you aren't specifically looking for them, clues and stories will simply fall into your lap one way or another. Did one of your hated foes manage to sneak away from a climactic battle? You will know soon enough.

Throughout The Centuries | 400 CP

You no longer physically age beyond early-adulthood, and your body never deteriorates or expires from mere time alone. You are effectively immune to natural death, able to now endure the long ages of barren existence undaunted. Diseases will find your body a far hardier target, and your chances of a truly heinous sickness will never increase as time passes.

Pathétique | 600 CP

This world suffers and life is transitory, Jumper. But that doesn't mean it's meaningless. You will always keep your humanity, your hope and determination, your empathy and sense of self, every cherished moment, every shard of heartbreak, and your ability to – in spite of everything – love, cry, and exult, even as it seems the whole world, or your whole world, burns and falls apart, or you are swept up in the coattails of a history, world, or existence much larger than you. This inviolable humanity is something the Deathless never had the chance to retain, but a few do brush close, sometimes.

As a parting kiss, this bittersweet reality grants you the boon of Life, not merely the lack of Death. Once every ten years, when you are brought to your lowest or slain outright, the world will take pity on you, and restore you for another chance. What this chance looks like can be anything you wish – an impossible second wind, a hidden scheme come fruitful, divine providence, even reincarnation – whatever your inner heart most desires in that moment. Nothing, from QIP disruption to fate manipulation to outright cessation of existence, can violate this sacred gift. Cherish it, and cherish living, Jumper.

Deathless: The cherished gift of this world now is not limited by time, but by the depth of your innate humanity. As long as you can push through and keep those embers in your heart by yourself, the world will support you time and time again without fail. Furthermore, even in the event of your final end, your memory and your purpose will inspire and embolden the people whose lives you brushed against on your journey to carry forth your ideals and inscribe your love and memories into this and every world for now and forever. Not too far in the future, one person very much like you but from another world will pick up the blade and quill you left and continue your story, in essence if not in form.

PERKS - WORKER

Of Wonders | 100 CP

While many of the technological wonders in this world are broken down or in ruins, there are a fair few that remain just as functional and beautiful as they were thousands of years ago. And now, you have learned the secrets of how such things could be built. All that you build, from machines no bigger than the cells of a man's body to monuments that tower above the very clouds themselves, will forevermore stand against the ravages of time itself. From now on, the only way any of your creations could ever degrade is if they are intentionally broken, whether by your hands or that of another.

Of Knowledge | 200 CP

What use is knowledge if it cannot be passed down to others? Mankind did so and the countless wonders they've built because of it are nothing short of amazing. It is only right for you to do the same. As such, you are quite skilled in the art of teaching, whether it be one-on-one or through a class filled with people. The lessons you teach stay with people, ensuring that they remember your lessons regardless of their normal studying behavior. For those precious students who have learned from you for at least a year, you will be able to bestow upon them the beginnings of any of your abilities and skills.

Of Magic | 400 CP

To most people in this world, magic is simply magic, a power possessed only by the Deathless. But you know better. In this world, magic and science are one and the same. Any form of magic you are capable of can now be translated to science, and any technology or science can now be translated into magic. If you could conjure forth a wall of ice through magic, you will now be able to build a device that can do the same, and vice versa.

Magic and science are one and the same. All who say otherwise have not seen what you can truly do.

Of Secrets | 600 CP

Despite all appearances, this is a world after the apocalypse. Countless secrets and wonders litter the planet, from vaults filled with armor and weapons that would allow a single man to take on entire armies to towering machines that can reach the stars above him. The ability to create all this and more is now available to you. Even the technology of the Deathless is now primitive to the wonders you could bring forth to the world.

In terms of ingenuity, you stand as equal to the Worker of Secrets, the mythical figure said to be responsible for most of the wonders littered across the world. With proper time and resources to hone and expand your craft, you may surpass the legend himself.

Deathless: Any technology you possess need no longer be used by such crude measures as physical. If you could build it yourself with the materials you have, then it will be automated and done by your will alone (either in your Warehouse or wherever you choose to keep your tools of creation) without you even lifting a finger. If you didn't before, you now also have the knowledge and the means to recreate the Deathless phenomenon en masse out of any number of mortals whom your splendor deems worthy, and by your will, the same technology can even be used to transport and recreate objects and energy. You are now immune to suffering true death by way of an Infinity Weapon.

PERKS - WARRIOR

Kindness Of The Fighter | 100 CP

It's strange, really. No matter how intimidating you look, you just seem to land a naturally good first impression on anyone you meet. You could be meeting anyone from mere farmers to roguish thieves to even royalty itself and you would leave them a generally kind view of you. Of course, this only gets you a foot in the door. It's up to you to go the rest of the way.

The Patterns of True Swordsmanship | 200 CP

The Patterns of True Swordsmanship are the most accomplished art of the warrior, a unity of body and blade. It is an art developed by the Deathless in order to deal with multiple opponents and they claim that it takes centuries to master this art. Mortals are not even capable of grasping them in their short lifetimes.

Except for you. In one way or another, you find yourself a master of the Patterns of True Swordsmanship. What this means for you is simple. In battle, no longer will the number of foes hold any meaning. If they could not beat you in a one-on-one fight, they wouldn't be able to beat you at all. Of course, these techniques do nothing against ambushes or sneak attacks. You'll have to be more careful in those regards.

A Duel For The Fates | 400 CP

In this world, honor holds a special reverence. The Deathless are especially fond of honor, having eschewed the armor and weapons of old and instead wielding weapons and armor that relies on their skill to succeed. You and your equipment are far more resilient to cheap, crude, and cowardly attack tactics such as blasting you from a hundred yards away or firebombing your shelter from afar, and your life will never end from such an assault if it interrupts a duel of yours.

In addition, if an individual intends to battle you, they are much more likely to openly present their intentions to you, blade ready, and calmly wait for your approach to fight, even as you don your armor and down potions to empower yourself for the engagement. Only the most ruthless and bloodthirsty of foes might yet still try to sucker punch or ambush you.

The Vile Warlord | 600 CP

Power and fear. You are a master of both. Your strength and skill of arms is unparalleled, head and shoulders above all others who dare call themselves Deathless. You are now a lord of battle, your brutality and finality in combat is feared far and wide, and even if your nigh-supernatural force of personality could not bring them to your side, fear of your reprisal surely would. The only way your opponents could ever hope to defeat you in battle is by a stroke of luck, willingness on your part, or meticulous and specific preparation.

Even those rare few who manage to escape your slaughter will be exhausted from constant paranoia, nightmares, and illnesses for days or weeks on end borne out of sheer terror, merely by having witnessed your wrath made manifest on the battlefield.

Deathless: You are an ageless, Deathless warlord, but what good is a warlord with an army half as strong? You are now a master tactician, able to rally and rouse any troops or beasts beneath your command in mass engagements to enact tactics with as much elegance and brutality as yourself, driving whole armies from the battlefield and sending them fleeing in utter terror. You receive one purchase of an Infinity Weapon for free.

PERKS – THIEF

A Knack For Language | 100 CP

You have a knack for understanding and picking up new languages and ways of communication, not merely the grammar and syntax but also the culture and mannerisms of the dialects you witness. In fact, you're able to pick up languages like it's second nature after only a few days' time. Even just listening to others speak will help you get started with learning their language. Furthermore, you're also more likely to run into friendly folks willing to chat or share a meal than to find those hostile to an armed total stranger.

Gem Cutter | 200 CP

The touch of a blacksmith is but half the make of a warrior's armaments; the other is gem cutting, of course. You are now a premier artisan in this realm; able to identify, enhance, meld, and set Gems to any kind of receptive equipment. Gems come in various shapes and purities and bestow certain properties to the equipment they are set in, for example increasing the wearer's magic proficiency or causing each blade's swing to unleash an explosion of ruinous darkfire. The more beautiful and better cut the gem is, the more powerful its effects will be. Naturally, you will also know how to add gem slots into your equipment. Most items will only have enough slots for one or two gems, but greater and more powerful items will be able to have up to four slots meant for gems.

Warlord of the Bargain | 400 CP

You have a unique talent at breaking through the preconceptions and habits of both you and those you talk with, allowing them to fully mull over whatever you present honestly and openly, even if they are a sworn enemy of yours. This also gives you a very good talent at haggling – haggling down prices, haggling out extra rewards, haggling for your life – and whenever you attempt to do so, you're almost guaranteed the opposing party will hear you out without slaying you then and there, even if, by all accounts and appearances, they normally would or should have.

To The Victor Go The Spoils | 600 CP

You now have an incredible ability to learn of, research, and track down powerful weapons, materials, or artifacts, and those wielding them by extension. This sense even allows you to focus on finding dimmer or less obvious objects with time and patience. Furthermore, the first time an item has been rightfully taken as yours (won in a duel, usually), you receive an additional copy that immediately appears in your Warehouse and is utterly identical in every practical way. This only works once per object, of course.

Of course, what use is such an item if you cannot even use it in the first place? But that is only a problem for others, not you. From now on, you are able to use any item with no regard for any defenses or security measures the item possesses. Any item will forever treat as its rightful owner so long as you yourself rightfully take it.

Deathless: Versatility may be potential, but in your hands, versatility is power. You now gain raw power for each unique weapon in your possession (Warehouse, "inventory", etc.), defense for each unique set of armor, and so on for every possible benefit one might glean from a unique piece of equipment on their person, magnifying your advantage even before accounting for the abilities of your diverse toolset. You also receive perfect knowledge on the locations and wielders of every Infinity Weapon in the world (currently just the one), and any Infinity Weapon you acquire through honorable means during this Jump will be fiat-backed as if you purchased them.

PERKS - NOBLE

An Archivist's Mind | 100 CP

As an heir to a storied bloodline, it is only proper to imbibe and appreciate the tapestry of the past. Your memories never fade with misuse or time, and you will be able to easily parse out the perspective and context of historical documents and archives you peruse. Indeed, your information retrieval skills are tripled in speed, able to swiftly recall both memories and the right documents necessary for the situation at hand. From now on, the only time you'll ever forget anything is if you choose to forget. Even then, there will always be ways to find those forgotten memories once more.

Information Broker | 200 CP

You have a tongue as sharp as Saydhi's and peering eyes just as keen. You are now skilled at managing a complex secret society of spies, private eyes, and watchmen of all kinds, in addition to having the curious ability to look at a person's body language – even if such people are clad in the thickest of armor – and understand their surface thoughts and desires, especially those relating to you or what you can do. In addition, rumors or seeds you sow will take root in only a matter of days, rather than weeks.

The Great Pact | 400 CP

A pact in blood, undoable only by blood. Such a right is fit only for a Highlord of the Deathless, but now you have this ability, too. You have the ability to forge nigh-unbreakable, eternal pacts with entities, locations, or factions capable of bestowing wondrous power to you or them, for example maintaining the seals on a thousand-year prison designed to hold the world's strongest and most intelligent being as a powerless captive. When you are fighting to defend the spirit or the letter of a pact you made, you will find your faculties in all areas massively improved, as well.

Moving forward, you will also be nearly impossible to take advantage of in rituals, pacts, agreements, and other legal or binding arrangements, always achieving your intended goal with little chance for the scheme going wrong, outside of consistent and dogged meddling.

God King | 600 CP

You are no mere noble, but a king among them, a God, even. Your skill of arms could give even the Warlord a challenge, and even if you are not the strongest warrior in the world, there's a very good chance that you'll still be considered as such, due to your sheer resplendence and poise in and out of battle. Publicity and politics are mere child's play to you, and you are fully cognizant of steps and actions necessary to uphold your position and image.

Your very charisma and presence alone could cow would-be-gods and unite whole countries beneath your will – by terror, devotion, or just practicality. Only your creator, or one cultivated by a thousand years of righteous vengeance, would dare deny your right to rule. Be a king, Jumper.

Deathless: To be one who bears the weapon to kill the unkillable, such a responsibility lies heavy on a warrior's shoulders. Who better to hold this right than the king? You receive one Infinity Weapon purchase for free but cannot fully utilize other activated Infinity Weapons during this Jump. In exchange, this Infinity Weapon is now synonymous with your name and your will. You can activate and deactivate it at will, and aligned with it in battle, you are a force unmatched by any other from this time. Even if you were disarmed and slain with your own Infinity Weapon, you would not permanently die, instead reviving normally and with a path already made clear in your mind to guarantee the reclamation of your noble blade.

EQUIPMENT

Items are discounted by 50% according to their respective origins. Discounted **100 CP** Items are free.

Imagine Dragons | FREE

The music of this world thrums within your bones. You get the full soundtrack from every Infinity Blade game and a copy of every song ever made by *Imagine Dragons*. Both can be played to you, those around you, and in your Warehouse at will.

Shrine | 200 CP

Found within your Warehouse or placed within a location of your choosing in every Jump, this shrine, around the size of a courtyard, is a place of meditation, a place where you can rest and calm yourself. Within this shrine, you are wholly unaffected by any attacks upon your mind and any detrimental effects within you shall be washed away. But more than that, in here, you are at peace. In here, you will find that any growths you have shall improve twice over. A day of training becomes two and two shall become four and so and so forth.

Treasure Maps | 200 CP

Treasure maps are not entirely uncommon in this world and, depending on their owners, the maps will often lead them towards amazing treasures or their deaths. And now, you have your very own set of treasure maps, thirty-eight of them to be exact. Each map shall guide you to treasures well worth pursuing, ranging from weapons to armor to rings and more. But prepare yourself. Many of these treasures shall be found in locales filled with danger whether it be from traps, the guards, or something else entirely.

In future worlds, these maps will update themselves, guiding you to all new treasures, ones appropriate to the new worlds you find yourself. Go on and plunder as you please!

Rings of Power | 300 CP

There is a reason why a vast majority of the people in this world believe that the Deathless and their servants hold the secrets of magic in their hands. In a way, the people are right. After all, you will often find that the Deathless and their minions to possess rings such as these. Rings that you now possess.

You have a small box, one that contains twelve rings. Each of these rings correspond to one of the twelve elements of magic shown in the series, making them capable of unleashing blasts of those elements once used. Not only that, but each ring allows the wielder to heal themselves and its healing ability is rather powerful as well. One use of it would be enough to heal you of any wounds and even be rid of any poison affecting you. The healing, however, does come with a hefty cost to mortals. With every use, it ages the mortal based on how severe the wounds affected were.

As for how you use the rings, all it follows is your will. Simply will it so and the ring shall activate, unleashing its element or healing depending on your will. After using the ring, you will not be able to use it again for seven minutes as the ring recharges. Providing more energy, such as by linking the rings to an external power source, will allow you to use them continuously.

Each ring also acts as a recording device, both visual and audio, that continuously beams such information directly into a computer in your Warehouse. Perfect for keeping track of your minions or any thieves who dare to steal from you. You receive a new box of rings at the start of every Jump, to use as you please.

ClashMobs | 300 CP

Within your Warehouse, there is a simple door. But beyond this door, lies something amazing. By entering this doorway, you will find yourself transported into a new locale, an arena whose design is random but often appropriate to what you will fight against. In this arena, you shall have the opportunity to fight against foes from this world and others. These foes shall be stronger than ones you've faced before and sometimes, they might have grown strong to match you.

By winning these battles, you can earn great rewards, ones based on the world your foe is from, the quality of which only improves the stronger your opponent was. You need not fight alone either. You can bring along allies as well to help. But do keep in mind that the more allies you have, the stronger your foes will become but so too will the rewards. Thankfully, you need not worry about death. If you die in the arena, you will simply be put back outside the door, but you will not be allowed back in for the rest of the day.

If you wish, you may place this door outside your Warehouse, placing it somewhere in the world, a location of your choice. Doing this, however, will allow other people to take part in the joys of the arena, allowing them to fight against your old foes and gain rewards from them.

A Chamber of Rebirth | 400 CP

A Rebirth Chamber is known by many names. Temple of Reincarnation, Phoenix Chamber, and so many more. Befitting of any proper, landed Deathless, you now possess fully functioning Rebirth Chamber. In the event of their death, the QIP, unless trapped in some way, will make its way into one such chamber instead of remaining in their old body or wandering around aimlessly. This Rebirth Chamber will be able to replicate your body perfectly, regardless of how esoteric it becomes.

A Rebirth Chamber can take one of two forms. A birthing pod nest that can grow whole new bodies for a Deathless over a few months by simply providing some material from the dead body of a Deathless or the QIP of one, or a creation and storage facility for frozen body doubles of a Deathless that can operate to revive a Deathless mere hours after death.

More than merely reviving you, these Rebirth Chambers can also be repurposed as makeshift QIP manipulation chambers. As makeshift chambers, you will not be able to manipulate the QIP with any form of precision, but you will be able to use it to create QIP abominations out of whatever poor creature you've decided to experiment on.

Deathless receive one version for free.

Incarnate Dark | 400 CP

At a glance, this is nothing more than a mundane ring, one constructed out a black metal and looking as if it was iron fresh from of a forge. But its simple appearance belies its devasting power. What this rings hold within is known to the people of this world as Incarnate Dark, an element with a grand importance in the universe and great influence on the movement of celestial bodies. It is a dangerous tool, but it is often the dangerous tools are the most useful.

Through this ring, you will be able to manipulate Incarnate Dark as a weapon with which to annihilate your foes. Merely touch something and those things shall collapse in on themselves within seconds, the matter making up their being sucked into the portal within the ring, a portal to a very, very distant power.

Used skillfully, you would even be able to unleash blasts of energy of the purest darkness, energy suffused with Incarnate Dark itself. You'd even be able to wipe out entire villages with the power you wield. Used unskillfully however, and you'd do very much the same, but you would erase yourself along with it.

The Infinity Blade | 400 CP

The Infinity Blade... The very catalyst of the story itself. Without it, this story would have never been. Forged by the Worker of Secrets thousands of years ago as a weapon against the Deathless, this is a weapon meant to slay the immortal, to kill the unkillable. Indestructible, sharp enough to effortlessly cut through the strongest of metals, light as a feather, trailing blue and white flames with each and every swing, this is a weapon fit for the greatest of warriors.

By severing and destabilizing the QIP patterns of sentient beings, this weapon is capable of bringing about a "true death" to the Deathless. With time and experience, especially if combined with the **Of Magic** perk, this weapon will be able bring about a final end to even other forms of immortality.

What you have here is merely a copy of the original blade or one of the other Infinity Weapons. The original weapon is still in the hands of the God King, the leader of the Pantheon. The other Infinity Weapons have yet to be made, their creator, the Worker of Secrets, still sealed away in the Vault of Tears. Be careful. The Infinity Blade is a weapon feared and desired by those who know of its true nature. There will be no shortage of beings who will seek to take it from you once they realize what you possess.

You may import a weapon you already own into this item.

Heaven | 800 CP

Above the world lies a shattered moon. And on that broken moon lies a glimmering city of steel, large enough to encompass an entire country, even if it is a relatively small one. Surrounding that city seems to be greenery, perhaps a forest of some kind? Nevertheless, this city, is what can only be called Heaven. A Heaven that is now yours. Within your Warehouse, you have a door that leads to this technological wonder if going there on a spaceship is inconvenient or unavailable.

This place is veritable haven of wonders. From entire ecological systems to workshops of the most advanced kind, containing technology long since forgotten. Use it well and be wary of those who would seek to take it from you.



ITEMS – DROP-IN

Bags of Gold | 100 CP

Even in times like these, money is still an ever-important factor in the lives of the people. Depending on how long you've been on this journey of yours, money might not exactly be all that important to you, but it is always nice to have. What you have now are a few small bags, each of them filled to the brim with gold coins. With this, you'll be able to secure a luxurious life for yourself for one or two years. If you use it wisely, it'll provide you with a comfortable life for ten years or so. At the beginning of every Jump after this, you will receive a few more small bags, all of them filled with gold.

Potions Package | 200 CP

Potions are really quite useful. Such simple things with quite a variety of useful effects. A potion can heal you, revitalize your stamina, make you stronger and more durable, make you faster, and so much more. All you have to do is drink it. Now, you won't have to worry about never having potions again. You now have a workshop of sorts entirely devoted to the production of potions. This workshop even has a small garden, one meant to grow the ingredients necessary for your potions. Not only that, but you also have a list of recipes to get you started. If you start experimenting, you'll find out even more recipes using ingredients not only from this world but those beyond.

Pilot Package | 300 CP

There is plenty of advanced technology to be found in this world, remnants of an age wherein mankind had grown far beyond their roots. If a man had such technology, they could make a name for themselves out in this world, perhaps become as famed as the Deathless in their own right. So, now you have a piece of one such technological wonder. There are three options available to you. The Zero Mech, a suit of armor that one could pilot that would allow them to combat the various monstrosities in this world and win with ease. The MX-Goliath, a mechanical vehicle resembling a monstrosity and just as powerful. Or Ryth's Ship, a vehicle that can traverse the air and even the void of space itself, even capable of reaching the sun within a reasonable amount of time. Not only will you receive your chosen technological wonder, but you will also receive a comprehensive manual regarding piloting, repairing and reproducing the machine. You may purchase this item three times.

A Non-Imaginary Dragon | 400 CP

Throughout these land, you might come across dragons that are utterly gigantic, the size of castle towers, scouring the land and flying around as they please. In truth, these dragons were created through a combination of the manipulation of genetics and the QIP of various creatures. And now, you have an egg. In only a few days' time, this egg will hatch into a dragon, one that will grow to its full-size by the end of your second year here. This dragon will see you as its parent from the moment of its birth and by the time the dragon's fully grown, you will have a loyal and powerful capable of catching aircraft in its jaw and torching entire cites in only a couple of strafing runs. Treat the dragon well and remember that this sort of dragon does not naturally heal very well, not in any reasonable time scale. A consequence of the circumstances surrounding its birth. But these strange circumstances have also left it rather... accepting of future modifications. Something to be aware of.

ITEMS – WORKER

Datapod | 100 CP

Well isn't this a curious little thing? This little thing, around the size of one's palm and shaped like a triangle, is a device meant to hold and display information through what people here call magic but is better known in your original world as holograms. This device can hold an unlimited amount of information within, and it is best suited for displaying information in the form of schematics but that can be changed with a bit of technical know-how. Not only that, but the device itself is capable of interfacing with just about any computer system and can be teleported to you in a moment's notice, regardless of where it is.

Stone Demon | 200 CP

There are many creations to be found across this world. Some of them were meant to fit in the palm of one's hand but others were meant for more this. What you now have is one such creation. Resembling a stone gargoyle and standing over twenty feet tall, this being is not truly a creature. Rather it is something known as an automaton, a machine with something known as a deadmind. It is loyal to you alone and shall never respond to the commands of others. Capable of defeating entire squadrons of regular soldiers, this demon of stone is amazing defender and soldier. Unfortunately, its mind is rather simple so don't expect it to do anything more than guard or attack. Nevertheless, it excels very well in those two roles.

Skycages | 300 CP

A series of eight cages that don't necessarily have to be hanging in the sky, or even on a tower, but are connected to a railing-based mechanical system. These cages put their prisoners in a deep, uninterruptible sleep for as long as they are held, and can each hold a Titan of up to twenty feet in height within, as well as withstand the blows of beings of equal stature without so much as bending.

The Ark | 400 CP

The Worker of Secrets is a legend among legends. The wonders he created are still considered artifacts of the most valuable nature and of these wonders, there are few that can match the grandeur of the Ark. More than a mere hideout, the Ark is a base beyond any other. Within the Ark, you will find armaments fit for kings, forges beyond compare, a greenhouse capable of sustaining any flora, and so many more technological workshops and wonders to find within. The Ark itself is even capable of leaving the world behind and equipped with the fuel to travel to the worlds beyond. Sadly, the ship isn't really that fast, only a small percentage of the speed of light at best. Strangely, wistful and classical piano music is often heard playing from within, the music itself coming from nowhere in particular. It's just there.

ITEMS – WARRIOR

Armaments of a Warrior | 100 CP

There are a multitude of weapons that can be found in this world, each of them unique in their own special way. It's only fitting then that a warrior such as yourself possess such fitting weapons. You receive a mundane weapon of your choice along with an appropriate shield. The weapon itself is nothing special but it is well made, and it possesses three gem slots, making it ripe for customization and improvement. The same goes for the shield as well.

You may import a weapon or shield you already own into this item. You may purchase this multiple times but all purchases after the first one will cost **50 CP**.

Armor of a Warrior | 200 CP

A warrior needs armor as well and so this option is for you. This suit armor is perfectly crafted to fit you, regardless of the form you take, and it comes with a variety of features. First, it is perfectly sealed and because of that, the inside of the armor is perfectly cool and comfortable, the air within adjusting to match your favored temperatures. Not only that, but the armor will also keep watch over your vitals. In fact, it'll even provide you with short bursts of minor healing as necessary through careful injections.

Other than that, the armor will also increase your physical capabilities, mainly your speed, strength, and durability. The boosts it gives you are minimal, just enough that fighting someone you had a coin flip's chance of winning against before would now lead to your victory at least six times out of ten. Still, it would be best for you to rely on your skill instead of this armor. A warrior's own body is the true test, not the strength of their equipment.

Solar Transport Energy Blade | 300 CP

As said before, there are many weapons to be found in this world, and not all of them are equal. This is one such weapon, a solar transport energy blade, one you now own. Using the same technology that can be found within transportation rings, this is a weapon that, once activated, will emit a beam of plasma capable of slicing through just about anything except for weapons such as the Infinity Blade and its kin.

How it does this is interesting. A transportation disc is built into the weapon and its other half is located within the center of the very sun itself. Once the weapon is activated, the transportation disc within the sun teleports plasma from the sun to the receiver, creating a truly powerful, one fit for the greatest of warriors. The weapon also synergizes very well with elemental gems, greatly increasing its cutting power and allowing for the weapon to deal tremendous amounts of elemental damage to your foes. The better the gem, the better the effect will be. More unique and esoteric gems could have a variety of interesting effects. Experimentation will be your friend here.

The Redeemer | 400 CP

A small, unassuming metal device designed to turn the most final of deaths into a chance for redemption. This object can be set into any weapon, melding with its shape and imbuing the following property to that weapon's strikes: the ability to, upon a blow that would be fatal, remove the target's memories and reincarnate them into another body, either a grown one or one to be born somewhere in the same world. As the redeemed person grows into their own being, something similar in spirit to their last life, they'll discover talents and skills from the person they once were, except with a different mindset.

Even the cruelest and most unforgiving of foes could become friends in another life, yes? Raise them well.

ITEMS – THIEF

Armaments of a Thief | 100 CP

A thief needs more than what their mere hands can provide. After all, your hands can't fit into every lock or bypass the security measures the ancients had on hand. Fortunately for you, you have this. This small pouch, one seemingly bigger on the inside, contains a set of lockpicks along with a few other rudimentary tools meant to bypass other mechanical security measures and a few implements designed to hijack computers and the like. In capable hands, these could get you almost anywhere in the world. Of course, a thief needs to defend themselves as well and that's where the crossbow comes in. Capable of punching through even hardened steel, this crossbow should serve you well and it even comes with three gem slots.

Attire of a Thief | 200 CP

While you won't see a thief wear the armor of a warrior, they do still need clothes as well. As such, you have this. Form-fitting and comfortable, this attire is perfect for any up-and-coming thief in the making. While wearing it, you'll find yourself to be a little bit faster, a little more agile, and you'll have significantly greater control and precision over your body, now being capable of remaining perfectly still for hours at a time and more. But this attire does more than that. There are two things this attire does for you.

First, is that it provides you with a sort of "danger sense", one tantamount to a minute of prescience for any incoming hostiles or encounters. It won't tell you what exactly those threats will be but that's what the next thing is for. While wearing it, you'll find that your perception will be greatly enhanced, allowing you to better spot upcoming threats that you wouldn't normally notice and anything of value that any enterprising thief would do well to pick up.

A Collection of Gems | 300 CP

A simple but powerful boon, this should serve you quite well. You now have a small chest filled with three copies of every gem that can be found in game, all of them in their rarest and most powerful form. Why is this so useful, you ask? That's because these gems can be socketed into weapons and in doing so, will provide a variety of useful effects such as coating your weapon in the elements, increase the weapon's power and durability, or maybe even increase your own physical capabilities. You will receive another chest of these gems at the beginning of every Jump and any lost or destroyed gems will be replaced by the end of the month.

Pinnacle of Sanctification | 400 CP

Created so very long ago, this is a machine whose true method of creation and purpose is known only to a few in this world. This is a machine that is meant to turn any person, no matter who they are, into one of the Deathless, an immortal being. The process itself will take some time, on the order of several hours, but in doing so, the person within the machine will forever become one of the Deathless, receiving all the benefits of the Deathless perk but none of the Capstone Boosted effects that would normally come with it. With this machine, all you will need is time and eventually, you could have your own army of immortals by your side.

ITEMS – NOBLE

A Noble's Ring | 100 CP

The magic in this world is, despite all appearances, not truly magic. It is science harnessed to a degree to the point that to most people, it is magic. The average being in this world is likely to never encounter magic in their lives but then again, you are far from average. This is just one example. This ring is known as a transportation ring and it comes with two small discs, something known to the more knowledgeable as a transportation disc. If you attach the discs to an inorganic object, such as a sword or shield, you can transport those objects to your hands with nothing more than a simple gesture, regardless of the distance between you and the objects. Of course, you do need to be wearing the ring. Still, nobility should never be caught empty-handed and if you use it right, this ring could make a very useful weapon.

A Noble's Crown | 200 CP

A noble is greater by far than the peasants that can be found across this world. It is only fitting then that one such as you bear a crown just as great. This crown, designed accordingly to your specifications, will greatly enhance your presence to others. You will be made more charismatic, to such an extent that there will always be those who will follow you based on your appearance alone. It is not beauty but rather your presence that brings those forth. Even if your face could not be seen, you would radiate an aura befitting that of a noble king.

Annals of House Jumper | 300 CP

As befitting a noble of your stature in this storied world, you have a grand archive within your Warehouse the size of a museum with countless tomes, texts, manuals, and even "before-time books" from this world. You could find scrolls delineating the **Patterns of True Swordsmanship** (which would take many years to grasp normally), manuscripts on the many wars between the Deathless, histories of various Houses, the geography of the world, and other bites of information about Pangaea.

In the center of this massive chamber, there is a massive tablet of an unknown material over thirty feet tall and ten feet wide with ancient, nearly illegible scripture on it telling the most fundamental of truths in this world; the nature of the Worker of Secrets.

In world beyond this one, this archive will adapt and update. For every world you've been too, there will be another section added to the archive, one that will contain records and information about those worlds. Each new section will have their own massive table in their center, one that contains a secret that must be translated and deciphered, a secret containing some of the most fundamental truths of their world.

The Temple of Jumper | 400 CP

Someone of your stature deserves something just as magnificent, just as grand. Constructed in your name, this temple—more of a castle, really—contains various statues and artistic frescoes in the style of your choice, all of them depicting you, Jumper, and your multitude of exploits across the entirety of your Chain. But more than being a mere museum to your glory, the castle itself is gigantic. The throne room is fittingly colossal and four great towers that stand tall and mighty. Combined with labyrinthine corridors, dwellings courtyards, gardens, and a thousand acres of farmland surrounding it, the castle will be able to house and feed hundreds of people with its produce alone. Below the castle itself, there is a dungeon, one with enough space to hold up to fifty prisoners within as captives.

COMPANIONS

The Jumper's Pantheon | FREE

One should never go through their travels alone. And the same goes for you. You may freely import seven of your previous Companions into this world. Each companion will receive **600 CP** to use as they please.

Join Me! | FREE

There are many characters in this world, all with their own unique traits and characteristics. And so, so long as you can truly and honestly convince them, you may bring along these people through your journey as a Companion.

High Devoted | 100 CP

Upon your arrival in this world, you will gain the allegiance of a servant, one that is fiercely loyal to and shall provide with companionship in hard times. This servant can either be a fierce warrior much like the God-King's personal bodyguard, the Dark Knight, or be a mortal skilled in technological and administrative matters, much like the High Devoted of the God King, Eves. **Deathless** receive this for free.

Transubstantive Entity, Lower Class | 200 CP

Not long after this Jump begins, you'll run into an ancient rebirth chamber with an inactive mechanical servant within – a transgolem like TEL – who will imprint on you and serve you best it can when you awaken it. This golem is around the size of a child but is more than capable of shifting its form, especially when combined with its ability to manipulate its material composition by taking on the material composition of whatever it touches, whether it be leaves, stone, metal, or something else. This particular golem is quite adept at repairing and operating the technology of the Deathless, especially machines such as the Chambers of Rebirth and those used for the manipulation of the QIP. Unfortunately, building such machines is beyond this golem's capabilities, for now at least.

DRAWBACKS

Infinity Bloodlines | +0 CP

You may choose to begin your journey in this world at any time between the events of the three games and the novels.

"I hate fenweed soup." | +100 CP

Fenweed soup is a dish designed to help budding warriors grow, helping them better reach their prime and keeping them hale and hearty for as long as they consume the dish as part of their diets. There is however, one tiny little problem with it. Fenweed soup tastes... horrible. It is best akin to something like dishwater. Unfortunately for you, you'll have to eat fenweed soup every day. Don't worry, you'll be provided with a large bowl every sunrise. You will finish this bowl and you will taste every single bit of it.

Lost Memories | +100 CP

You have no memories of your time before this world and because of that, you will generally have a hard time fitting in. But this is not an entirely insurmountable problem. Given some time along with some help and you'll probably be able to fit in this world with no problems. Still, that would probably take a few months to a few years depending on what you have available. This cannot be taken by **Drop-Ins.**

Dodging is Disabled | +200 CP

Dodging is for weaklings. A true warrior is one who stands tall and endures, regardless of their foes. At least, that's what you've come to believe. And now, for as long as you remain in this world, you shall never willingly dodge any blow that comes your way. The only options you will take is either blocking it, parrying it, or just flat-out taking it.

Bound by the Aegis | +200/+300 CP

This world runs on honor, Jumper. And now, so do you. For your time in this Jump, you will be incapable of any conduct deemed dishonorable, even if your foes resort to the same. You will make no sneak attacks, no ambushes, no gang-ups, no betrayal or backstabbing, no running, and no interrupting a duel between others. For an extra **100 CP**, you will also be philosophically incapable of working with anyone who would do such a thing, to the point of going alone if necessary.

A Duel of the Fates | +300 CP

Throughout this world, you may hear of or even witness a Deathless, one known as Ryth. There are quite a few interesting things about him. For one thing, he's likely to be the only person in these lands to possess, let alone use, a Solar Trans Weapon. Another thing is that he cares not for the Great Pact, ignoring it in favor of his own goals. What are his goals, you ask? Simple, really. All he cares for is a worthy battle, a duel of the fates. And he has found it in you.

For your time in this world, you will face Ryth at least once every year. The first time you fight him, he will be as he normally is. However, after every defeat he suffers, he will learn. He will adapt to what you used against him, and he will have trained to be stronger and faster. Prepare yourself and know that you will not be able to kill him at all, at least not permanently.

At your final battle, he will offer to come with you across your adventures, in search of greater glory, should you defeat him one last time.

Infinity Scaling | +300 CP

You can never truly kill any foe, even with an Infinity Weapon. Every time you slay a foe in battle, they will not die. They shall simply fall inert for a time, and the next time you face them, they shall be half again faster, half again stronger, and half again tougher.

Jumper the Vile | +300/+600 CP

There is another version of you in this world's history, a Deathless warlord feared by all who draw breath and who was supposedly slain long ago. This dark Other is equally as intelligent, twice as strong, and a thousand times more ruthless and tyrannical than you are. They are Deathless even if you are not and have all of your perks and items from this Jump and have a court of dark reflections of your companions and followers who served beneath their rule. Thankfully, some long ago event sent them and their knights into a long sleep. But there are no small number of cultists worshipping your Other in this world and a vast amount of them are still dedicated to his cause and to his resurrection. Halfway through your Jump, something will awaken this Deathless warlord and they will rise to reclaim their glorious empire, which stretched half the world over. Hopefully you are prepared by then.

For an additional **300 CP**, this version will possess perks and items from every other Jump you've been to.

Sealed Away | +400 CP

The Vault of Tears is a prison, one designed to hold the greatest immortal mind the world has ever seen, the Worker of Secrets himself. It is a cage unsurpassed by any other, having kept the Worker himself trapped within its grasp for millennia. And now you are imprisoned within the very same Vault, your only companion being the Worker of Secrets. No matter how hard you try, you can never escape, at least, not by yourself. But perhaps, if you could convince the Worker of Secrets, work alongside him, you might just be able to escape. Still, it would be best to watch your guard around him. Of course, you do always have the option of waiting it out. But that will take years at the bare minimum.

On a final note, so long as you remain trapped within the Vault, you will have only the purchases you made in this Jump and none that came before.

Memories Long Forgotten | +400 CP

The memories of your time before this world are lost to you. All you will know are the memories of your time here from before the Jump began. But even if the memories before are lost, that does not mean they are gone. Every so often, you will receive flashes of the memories that define you the most, not enough for you to truly remember but enough that you'll be able to put together the puzzle of your existence by your last few years in this world.

Destabilized QIP | +400 CP

The Quantum Identity Patter, or QIP for short, is in many ways similar to what one would define as the soul. In fact, it has even been described as a sort of DNA, only on a quantum level. So long as the QIP is not disrupted, a person will be able to live on after the destruction of their body with their memories and identity fully intact. But much like DNA, if there are defects within the QIP, there will be problems.

Your own QIP has been destabilized but fortunately, this did not kill you nor ruin your mind. Unfortunately, there were... other consequences. Your body is prone to mutations of a sort, shifting and changing uncontrollably with every passing moment. At times, you'll even grow in size to match some of the monstrosities in this world. It's not lethal but it is painful. For now, there is no cure to your condition but perhaps the Worker of Secrets could hold the answer.

Sought by The Collector | +400 CP

There is a mysterious wandering roaming this world in search of mighty weapons, a Deathless warrior who has devoted his life to his collection. And it seems that this wanderer, this Collector, has already found your weapons. Every weapon you had before this Jump is now in the possession of the Collector. There is only way you can retrieve what has been stolen from you. You must battle against the Collector in an honorable duel for each and every single weapon that has been lost to you. Unfortunately, you may only challenge him once a month. Fortunately, you can decide which you may duel him for every encounter but keep in mind that he will use that weapon as if he was a master of it, wielding the weapon as if he had trained with it for decades.

He will fight you fairly, but he will nonetheless always be your equal in both strength and speed. You must tip the scales with your other abilities if you wish to achieve victory. For the duration of the Jump, the Collector is wholly immortal. If, by the end of the Jump, you have achieved victory over the Collector at least 50 times, you may bring him along with you as a Companion. Regardless, you will regain all that you have lost after the Jump ends.

5:1 | +600 CP

Your perks, items, and other purchases bought outside of this Jump, including your Warehouse, are disabled for the duration of your time here.

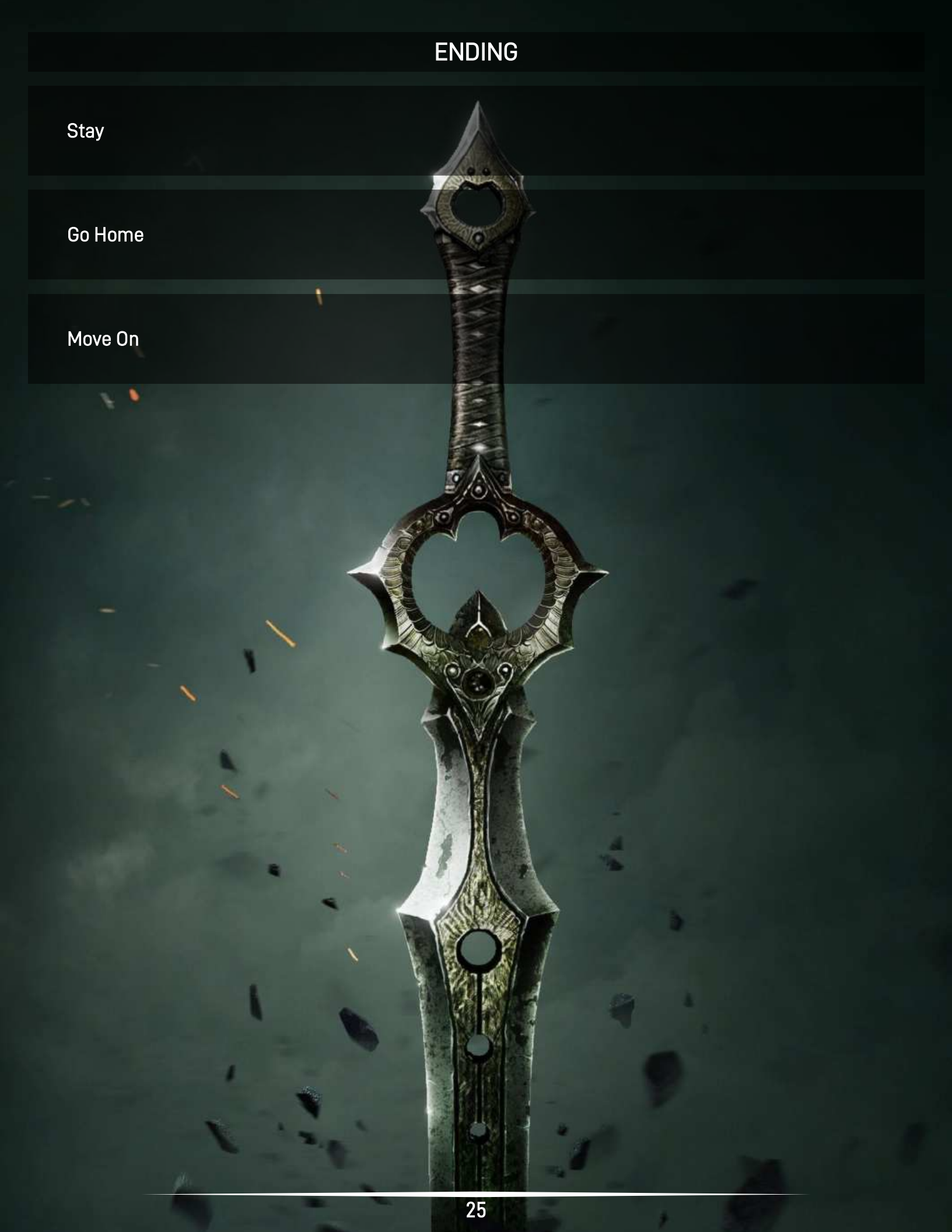


ENDING

Stay

Go Home

Move On



NOTES

The Setting

Infinity Blade is closer to a hard science setting than it is a fantasy setting. All the magic shown in the series is all done through science and technology. Keep that in mind for any interactions in the future.

Rings of Power

Each ring has a small disc within them, something around half the size of a man's smallest fingernail. This is known as a transmittance disc. By placing this somewhere near some form of heat or energy, it will transport that energy into the ring itself, allowing the ring to be used continuously until the source of energy near the disc runs out. It is recommended not to put the transmittance disc on your person unless you possess tremendous amounts of energy. If you do and you attempt to use the ring, you will get a burst of the ring's element and then you'll be dead.

The elements of the rings are:

1. **Fire** – Unleash fire to burn your foes.
2. **Ice –** Unleash ice to freeze your foes.
3. **Poison** – Unleash poison to poison your foes.
4. **Shock** – Unleash electricity to shock your foes.
5. **Water** – Unleash water to knock down and drown your foes.
6. **Wind** – Unleash the wind to blow away your foes.
7. **Dark** – Unleash a dark miasma to damage and weaken your foes.
8. **Light –** Unleash lasers meant to damage and blind your foes.
9. **Drain –** Unleash a blast of energy that heals you for how much it damaged your foes.
10. **Holy** – Unleash energy that shall nullify the elemental defenses of your foes.
11. **Crystal** – Unleash and control crystals to smash and pierce your foes.
12. **Spectrum –** Unleash a blast of energy that ignores your foe's resistances.

Quantum Identity Pattern

By default, your QIP would be separate from your soul. But after this Jump, it is up to you whether or not you want your QIP to be equivalent to the soul or not.