Age of Adepts Jump

v1.3

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A glossary is available at the end of the jumpchain for any lore relevant terms.

Welcome to the large planar world of Lethon, the birthplace of the Adept civilization, a dark land filled with terrifying creatures and magical powers. Those who have arcane talents have the potential to become powerful magic users known as Adepts. Once upon a time the Adepts were revered as protectors who safeguarded human settlements from the many dangerous magical beasts inevitably, the protectors became the ruling class, they became stronger and crueler by researching natural laws and defeating strong magical beasts, absorbing their bloodlines and learning their secrets and enacting monstrous experiments in the pursuit of power. You will arrive in an adept tower, a school and resource site for the development of adepts, however unlike other well known magical schools, in the worlds of adepts the teacher only holds lessons once a month and the students are expected to go into the dangerous woods to retrieve minor resources every week.

To survive in this world you will need power, Gain **1000 CP**.

You are not the only person to appear in this dangerous plane. A young man from an Earth-like planet has been teleported into the body of a beginner apprentice adept named Greem. Fortunately for him, he has a Biological Assistance Chip to ease his path, however, it will take 2 years for his chip to work and his story to begin.

Origin:

You can freely choose your age, sex, and gender.
Your race must be human unless you are a Bloodline Adept in which case your selected race will count for your bloodline but you will still require that you pay for the Bloodlines Grade.

- **Drop In [Free] -** You arrive in this plane as you are, with no memories, friends, or enemies.
- **Inhabitant [Free] -** .You were born into this plane perhaps as a commoner with talent or from a noble family with money regardless you are an Apprentice Adept now.
- **Child of an Adept [-200 CP] -** .Fortunately you were born from a First or higher grade adept and great things are expected from you. (Gain Exceptional Talent Free)

Starting Locations

You will arrive into an adept tower as a Beginner Apprentice Adept Roll a d6 to determine where you start. Alternatively pay **50 CP** to choose your Starting Location.

- **1. Adept Anderson's Swamp tower:** The Swamp Tower is a level three resource site belonging to the Sarubo Family, it is unkempt and cheaply constructed. The Swamp Tower is a simplified form of even an elementary tower that focuses on Darkness and Wind Elementium. This is the Tower that Greem is reincarnated into.

- **2. A Tower in the northern region:** The Northern region is ruled by the Northern Witches experts in Curses and Prophesy, thus they are almost all Principle Adepts.
  They are the most unified of the three great adept organizations, due to their constant expansion in the north they control a land that covers more than six billion square kilometers. They have the smallest number of adepts compared to the other organizations in part due to the belief that witches should always reign supreme over their male counterparts, restricting their development. The land will soon have a shift in power with the return of the Witches of Fate.

- **3. A Tower in the silver union:** The South West side of the Adept Mainland is controlled by the Silver Union. The Silver Union are Profound Adepts known as engineers, machinists, and alchemists who are notable for always wearing silver robes.
  The Capital of the silver union is a floating island where anyone who owns a store may trade freely any item, however there are only 165 stores and they can be freely contested by anyone once a decade.

- **4. A Tower of the United Adept Association:** The eastern region of the Adept Mainland is the territory of the United Adept Association. Nearly all kinds of Adepts could be found in this association. By utilizing a systematic cultivation road map, and a shareable knowledge system, it had attracted many Adepts who possessed powerful abilities. These Adepts had formed an association governed by strict rules, yet emphasizing impartiality.

- **5. A Tower Zhentarim Association:** Located within the center of the Adept Mainland, which is the most densely populated, unlike the other three major Adept forces, the Zhantarim Association does not have a clear direction of development or core bond between its members. This is where the Swamp tower that Adept Anderson rules is located.

- **6. A Tower in a Subservient plane [+150 CP]:** You start in a mid or small sized plane rather than Lethon. Your plane is owned by an Adept association or An Adept family. The resources and elementum density are far lesser making development more difficult. What's more because you did not come from the plane of adepts you may never be truly accepted as an Adept.

Adept Development Branch

Within the Adept World, there are four branches that stand out with the other Adept branches being devised from these four major branches. **Select one Branch of Development**.

- **Bloodline Adepts -** Bloodline Adepts use the power of bloodlines to improve their own strength. Usually, they would choose some incredibly strong creatures from another world as the source for their bloodline, then they would improve the purity of their own blood and gain incredible abilities that aligned with that of ancient powerful creatures. They initially develop at a fast rate but they are almost incapable of reaching heights exceeding these ancient creatures.

- **Body Refining Adepts -** Body Refining Adepts go all out in the pursuit of strengthening their own bodies gaining resistances to many forms of magic. In order to stimulate their muscles, they might soak themselves in containers full of poisonous chemicals, or implant a deadly, highly radioactive meteorite into their body. In order to improve they might go out and endure the most extreme and deadly environments. They would do all of this to make their bodies incredibly strong so that nothing could hurt them.

- **Principle Adepts -** Principle Adepts are the most common type of Adept in the Adept World. Specialising in a specific elementium attribute of magic at the expense of all others. No matter if it is the Elementium Adept, who chased after the peak powers of their Elements, the Curse Adept, who used strange abilities to kill people unseen, or even the Black Arts Adept, who just enjoyed using violent killing abilities, usually utilizing the force of souls and emotion; all of them belonged to the branch of Principle Adepts.

- **Profound Adept -** Profound Adept, are considered the purest type of Adepts. They are not willing to ‘contaminate’ their own bloodline just to obtain a powerful ability, and they refuse to be coupled with specific Principles. Instead they gather knowledge of all types, immersing themselves in the world of knowledge, and use the knowledge they learn as their weapon. Thus, they are known as a weird group among Adepts, who only care about gathering and expanding their knowledge, but totally ignore their physical and combat development. They instead use machinery, golems and other creations to do the fighting for them.

Perks

100 CP Perks are free for each Origin.
All Perks are discounted to half price for their respective Origin.

- **Adept Language Skills [Free] -** You can speak the language commonly used in your starting plane.

- **Masterful Language Skills [-50 CP] -** You can now speak any language of any plane you visit.

- **Stat Boost [-50 CP] -** You can select a body attribute from Strength, Agility or Physique, this boosts growth of that body attribute at twice the rate of a normal person. This perk can be selected once per body attribute at the flat rate and/or multiple times for each body attribute adding **50 CP** to the cost each time the same body attribute is selected.

- **Multiple branches [-100 CP] -** You can now select a second adept development branch to progress this will cost twice as much in resources to develop but it will allow you to progress beyond the limitations of either branch. Can be taken multiple times however it will be exceedingly difficult and require a lot of resources to keep each branch at the same grade, often those who start multiple branches favor one too much at the expect of another ending with them discarding the weaker branch. This price is discounted to **-50 CP** after the first purchase.

- **Compatible Bloodlines [-150 CP, exclusive Bloodline Adepts] -** You can now select a second bloodline unlike the normal circumstance, these two bloodlines will not conflict and allow you to gain the benefits of both. Cannot be taken with **"Conflicting Bloodlines"** Drawback. You may take this multiple times in order to purchase additional Bloodlines.

- **If it does not kill you [-150 CP, exclusive Body Refining Adept] -** Any time you intentionally damage yourself though any adept body refining technique it is impossible for it to kill you. Your body also receives twice the refinement and resistance to what afflicted you. You may take this multiple times in order to stack its effect but not multiply.

- **Dual Principles [-150 CP, exclusive Principle Adepts] -** You can now select a second Principle to focus on allowing you to develop new techniques that combine attributes that others had not expected. You may take this multiple times in order to purchase additional Principles.

- **Tactical Structoring [-150 CP, exclusive Profound Adepts] -** You always know what tools will be most effective for each situation and will always be able to refine your research to be the most efficient method for what you need to do. This means among other things that when developing you will always determine what can malfunction before you even start and what safety measures can prevent it.

- **Exceptional Talent [-300 CP] -** You find it easy to gather elementum particles and understand the principles behind magic allowing you to advance at an exceptional rate.

- **Support of the planar consciousness [-500 CP] -** You now have the support of the planar consciousness, a basic almost animalistic intelligence also known as the will of the world is looking after you. While on a continuous plane the odds will always be in your favor and the chances of advancing to a first grade adept are almost guaranteed. Cannot be taken with **"Planar Suppression"** Drawback.

- **The Meditation of Dragons [-600 CP] -** Dragons have a unique and powerful method of advancement they can sink into a deep slumber for many years in doing so they gather elementium at a high rate. With this perk you are able to replicate this action while you are slumbering you do not age and the time does not count towards the 10 years of the jumpchain however while in this state you are completely defenceless. The effectiveness of the slumber increases as your grade does. You can be awoken by an outside force if needed otherwise when your body has reached a notable stage of development you will awaken needing to seek out a large amount of food before you can reenter the slumbering state. Although this is referred to as slumbering you do not actually sleep so may need to sleep to remove any tiredness you have when waking.

Drop In

- **Meta-Knowledge [-100 CP] -** At the start of the Jump you gain the knowledge of the complete works of the age of adepts.

- **Live and let live [-100 CP] -** So long as you do not actively offend others you will generally be left alone by other apprentices or adepts.

- **Structural Planning [-200 CP] -** You always know the optimal method for developing on your adept development branch and what resources are most efficient for you.

- **Mental Barrier [-400 CP] -** Some branches of development can have a negative effect on the mind of the user. Most adepts find their personalities shifting more towards the traits of their elementium attributes or bloodlines. This perk protects the user from any mental influence caused by changes in their body.

- **Biological Assistance Chip [-600 CP] -** You were lucky enough to get your hands on the new biological assistance chip before you reincarnated. This chip helps you to record, organize, optimize and analyze information including spells. The chip analyses and gives possible outcomes allowing you to test and experiment with magic without putting yourself in danger. The chip has limitations but will grow with your spirit. Unlike the chip greem uses it will be fully calibrated and work right away.

Inhabitant

- **Magical Charisma [-100 CP] -** Most people just seem to like you. It is almost as if you emit an unnatural charisma beyond your actions that makes it easier for people or creatures to like you. Although this is useful for avoiding most confrontations it could bring difficulty with possessive Adepts or magical creatures.

- **Wisdom of the world [-100 CP] -** Thanks to the planar consciousness you already understand a lot about your plane. You know the current political scope of the area you arrived into, the general uses of all common materials, creatures, and even how to best benefit from the power structure where you arrived. This understanding extends over a range of topics but is only to the extent that you could reasonably encounter and learn through study and experience of a beginner apprentice adept. The understanding expands as your grade does.

- **Magical Adaption [-200 CP] -** When arriving in a new plane, dimension, fictional setting, Jumpchain or location where the planar laws are different, you will instinctively know which of the spells that you know function under the laws of that environment as well as how spells would be altered.

- **Unified Magic System [-400 CP] -** When arriving in a new plane or fictional setting that contains any universal power which functions as a magic or a development system such as gamer systems, you can copy that power and apply it to a set of minor origin laws which apply to yourself. All systems will work regardless of what plane or Jump setting you are in but will require mana to function. You can switch any of the systems on or off at will and all active systems will unify. This perk will apply retroactively to any systems that you have already come into contact with. This perk can be integrated or have integrated into it any other purchased systems that fit into the above category. If any of these purchased systems use an alternative power source or do not require power the mana requirement can be subsidised by these resources.

- **Magic Generating Organ [-600 CP] -** You have gained a Magical organ that is perfectly suited to your Adept development branch. This organ generates elementum and mana similar to the Flame Fiends Heart allowing you to cast magic even in a non magical world. Unlike the Flame Fiends Heart this organ will not corrupt you in any way and will progress in power with your development. This Organ can also be altered to produce any other needed energy that your body would be able to utilise even if you normally would not be able to produce it.

Child of an adept

- **Well Known Prodigee [-100 CP] -** With who is supporting you no one of your grade would be foolish enough to start a fight with you, what's more if you choose not to do them, not even the mandatory quests apply to you.

- **High Attribute Affinity [-100 CP] -** You can select one elementum Attribute. Gathering and developing that elementium attribute is twice as effective as that of an adept of your development branch and grade.

- **Strategist [-200 CP] -** You are quick witted, able to easily adapt complex plans on the fly and to glimpse through the schemes of your opponents while maneuvering them into a position where they have already lost.

- **Magically Potent [-400 CP] -** You are a lot more magically capable than others of your grade being able to increase the duration, distance or damage of any spell you cast for up to double the normal amount by supplying an extra third of the magical energy that you would put into the spell.

- **All Attribute Affinity [-600 CP] -** Gathering and developing any elementum attribute is twice as effective as that of an adept of your development branch and grade. If taken with **“High Attribute Affinity”** then all elementium attributes are four times as effective.

Bloodline Adept Branch

Bloodline adepts only

All bloodline adepts use refined and purified bloodlines often far more potent that the creatures they come from. They use these bloodlines to rapidly develop to the level of their bloodline grade instinctively gaining abilities, spells and traits relevant to the bloodline as they advance. However Bloodline Adepts find it difficult to advance beyond their bloodline grade taking far more time and resources to progress above that grade than any other branch at the same level.

The list belt contains bloodline examples but you may homebrew your bloodline as you see fit.

- **First Grade Bloodlines [Free] -** You gain the bloodline of a first grade monster, magical creature, elemental animal or other creature of the same grade.

- **Second Grade Bloodlines [-50 CP] -** You gain the bloodline of a second grade magical creature such as: an elemental beast, elf, false dragons, orc, sporelok or other creature of the same grade.

- **Third Grade Bloodlines [-100 CP] -** You gain the bloodline of a third grade magical creature such as: an elemental giant, a vampire, a lesser dragon, a litch, a pure elemental bloodline, mechanical adept, mutated insect, giant serpent, troll or other creature of the same grade.

- **Fourth Grade Bloodlines [-200 CP] -** You gain the bloodline of a fourth grade magical creature such as: Unicorn, Common Dragon, Holy Light, shadowbeast or other creature of the same grade.

- **Fifth Grade and beyond Bloodlines [-400 CP] -** You gain the bloodline of a high grade magical creature such as: Elementum masters, True Dragons, True Titans, Starbeasts or other powerful creatures beyond fourth grade.

Principle Adept Specialty

Principle Adepts only
Principle adepts focus one on one aspect of magic developing specifically into that Elementium Attribute at the cost of not being able to use any other Elementium Attributes of magic.
You may select one Elementium Attribute to develop.

- **Common Attributes [Free] -** The following attributes: earth, fire, water, or wind.

- **Uncommon Attributes [-50 CP] -** The following attributes: acid, dark, electric, ice, light or nature.

- **Rare Attributes [-100 CP] -** The following attributes: crystal, curse, magnetic, magma, mental, poison, sound or spiritual.

- **Extremely Rare Attribute [-200 CP] -** The following attributes: aether, aura, corrosive, demonic, death, gravity, holy or probability.

- **Legendary Attribute [-400 CP] -** The following attributes: chaos, evolution, fate, genesis, power, reality, space or time.

A description of each attribute in each rarity grade is available in the glossary.

Items

All Items may be bought repeatedly. One 100 CP Item is free for each Origin. All Items are discounted to half price for their respective Origin. If any items are lost, destroyed or used up they will return to your after one month.

Elemental Golems
Golems are artificial, self-locomoting objects created by Adepts. Elemental golems are controlled by an adepts spirit, the more powerful a golem is than the adept the harder it is to control. Elemental Golems are more portable than Metal Golems as they are created using the core of magical creatures and can retract their elementum to be returned to the size of the magical core.

- **Golem Creation Manual [-100 CP] -** You gain an expert guide on Golem Creation covering the basics of both metal and elemental golems the process is difficult and requires skill and concentration. Although you can use this guide to create up to a first rank adept level metal golem it is very expensive. You can create an elemental golem using only the elemental core of a magical creature but the golem cannot surpass the rank of the creature it came from and it is almost impossible to craft an elemental golem of a higher rank than your own.

- **Beginner Elemental Golems [Free] -** You gain one Beginner Apprentice Adept Elemental Golems in one of the following attributes: earth, fire, water, or wind.

- **Intermediate Elemental Golems [-50 CP] -** You gain one Intermediate Apprentice Adept Elemental Golems in one of the beginner or following attributes: acid, dark, electric, ice, light or plant.

- **Advanced Elemental Golems [-100 CP] -** You gain one Advanced Apprentice Adept Elemental Golems in one of the beginner, intermediate or following attributes: crystal, curse, magnetic, magma, mental, poison, sound or spiritual.

- **Pseudo Adept Elemental Golems [-200 CP] -** You gain one Pseudo Adept Elemental Golems in one of the beginner, intermediate, Advanced or following attributes: aether, aura, corrosive, demonic, death, gravity, holy or probability.

Goblin Machinery:
cheap and easy to use with strange effects that are not often seen in regular spells.
These items will be able to be purchased some time in the future however unlike the canon counterpart these are never faulty.

- **Mechanical Chicken [-50 CP] -** A useful tool to bait foolish creatures into an ambush from a distance. This chicken will never have the faulty settings or lead the creature directly to its user.

- **Alchemical Bomb [-50 CP] -** This tool allows you to retain offensive strength even when you run out of magic. The Alchemical Bomb will alway work when you use it.

- **Rocket Boots [-50 CP] -** When trying to escape from a terrifying magical creature, Rocket Boots might be able to save your life jetting through the air or just grater speed on the ground. You will have full control and grace of use in these boots.

- **Explosive Chicken [-50 CP] -** When prey hides in a dark cave and refuses to come out, an Explosive Chicken might be able to change its mind. This chicken will never blow up in your face.

Adept Graded Items
These items are Adept level items that will always work on creatures and adepts equal to or below their grade however any above that grade may be able to negate their effects.

- **Robe of Shapeshifting [-100 CP] -** The Robe of Shapeshifting is only a First Grade item, but it will give the wearer the mysterious ability to shapeshift into any form they can conceive fooling any adept or creature of first grade or below.

- **Unicorn Horn Necklace [-200 CP] -** A Unicorn Necklace is a Second Grade item that increases the wearer's mental resistance, reducing the effect of charming, hypnosis, and other similar mental magic on the user. This reduction is proportional to the grade of the effect any effect below first grade is completely ignored.

- **Ghost Haunt Plaque [-200 CP] -** A Second Grade item, allowing the owner to see spiritual lifeforms. The plaque could also function as a medium by which to host high-grade spiritual beings. It was an excellent magical item for cultivating ghosts, vengeful spirits, and other similar familiars. Although this Item can hold most spiritual beings it can only control those of second grade or below. Ghost not included.

- **Spring of Regeneration [-300 CP] -** The Spring of Regeneration is a rare Third Grade adept material. It is also a core material in several high-grade healing and life extension ceremonies.

Drop In

- **Crafting Tool [-100 CP] -** .You gain a case containing a basic set of crafting tools. When opening the case the tools change to the ones best suited for the task. The quality of the tools and your handling of them improve as your grade goes up.

- **Magic Bag [-200 CP] -** You have a magical bag that stores any non living resources or components securely inside of it. It starts being able to store 2 meters cubes worth of stuff inside of it with that space increasing in size each time you achieve a new grade.

- **Soul Equipment [-400 CP] -** Soul Equipment used to be the standard equipment in ancient times growing with its user and mutating each time they reached a new rank eventually becoming a loyal sentient servant capable of casting spells of the same grade or magnifying your own magic to a degree. However the creation of Soul Equipment was unsustainable and the adepts of the present have lost the techniques to craft Soul Equipment.
  Roll 1d8 or pay **50 CP** to select your Soul Equipment's Elementium Attributes from the list below:
  1. Crystal
  2. Curse
  3. Magnetic
  4. Magma
  5. Mental
  6. Poison
  7. Sound
  8. Spiritual

  Alternatively you can pay an additional **100 CP** to select from any Elementium Attributes.

- **A High Grade Adept Tower [-600 CP] -** You receive a fully customisable high grade adept tower attached to your warehouse. This tower can filter and compress elementum as you need and will generate one thousand magical crystals a day increasing proportionally to your adept level. Additionally this tower will integrate any magical structures that you want it to with it gaining all of their capabilities. If it is given an arcane tower then it will gain arcane rings and the ability to fly.

Inhabitant

- **Common Materials [-100 CP] -** You possess a 2 meter cubed box that once a day is full of any materials or ingredients that you want that are considered common for your grade as you become a higher grade these materials will improve in quality.

- **Black Market Card [-200 CP] -** You have a card that allows you to communicate with an automated black market dealer with connections going as far as the Trading Hall of the Spirit Illusion Realm. So long as you have enough magical crystals you can gain almost any resources going as far as a fourth grade equipment or resources.

- **Attribute Armor [-400 CP] -** A Powerful magical armour created from the corpse of a high grade magical beast giving you a high resistance against the effects of the attribute of the Armor. This armor connects to your soul origin allowing it to grow with your rank as well as allowing you to equip and unequip it at will. Although not as dynamic as Soul equipment it does allow you to cast spells of its Elementium Attribute but at one grade lower than your actual grade. If you share the same attribute as the armour it will allow you to transform yourself into an elementum form of that attribute in an instant magnifying your magic defences greatly.
  Roll 1d8 or pay **50 CP** to select your Attribute Armor's Elementium Attributes from the list below:
  1. Aether
  2. Aura
  3. Corrosive
  4. Demonic
  5. Death
  6. Gravity
  7. Holy
  8. Probability

  Alternatively you can pay an additional **100 CP** to select from any Elementium Attributes.

- **Small Scale Plane [-600 CP] -** You now have your own small sized plane attached to your workshop.You can set the planar consciousness of this world to match your own subconscious or if you have the mental capacity you can take the position yourself. This is a world no larger than earth's moon with only enough magical energy for people to naturally develop up to the scale of a second grade adept. You can dynamically customise this world's level of sociological development and diversity of races as well as its geography and planar laws. With time and investment you might be able to grow this plane and its upper limits into a large sized plane like the plane of Lethon.

Child of an adept

- **A bag of elemental cores [-100 CP] -** A simple looking sack that once a day will produce a single elemental core at least one grade lower than your current grade.
  The attributes will be random with the following odds:
  - Common - 75%
  - UnCommon - 18.75%
  - Rare - 4.6875%
  - Extremely Rare - 1.171875%
  - Legendary - 0.390625%

- **10,000 Magical Crystals [-200 CP] -** In an effort to solve cross-organizations trading, Magic Crystals were developed. Magical crystals are minerals contaminated by high density magical energies that would normally be distributed equally throughout the space of a plane. This crystal allows Adepts to quickly replenish their Elementium consumption. As a result, the Magical Crystal has become an important but common strategic resource, Thus, it is used as the basic currency for the entire World of Adepts. Once a month you will gain 10,000 Magical Crystals this amount will multiply by ten every time you go up a grade.

- **Origin Fragment Weapon [-400 CP] -** A weapon crafted from origin substance perfectly suited to your Elementium Attribute, bloodline or development path. When using this weapon it magnifies your magic attack greatly and when reaching third or fourth grade it will allow you to comprehend the laws relevant to your development at a far greater rate. Although many would kill you instantly to gain this weapon and the origin substance within, it has been perfectly camouflaged by an eighth grade adept.

- **High grade meditation technique [-600 CP] -** You gain the full instructions of how to do fourth grade meditation techniques. For a beginner adept this will aid them in rapidly gathering elemental particles but become less effective and more common if you become a fourth grade adept

Companions

In the land of adepts true friends are far and few between those who can use one another will often support one another but can only be trusted so far. If you want a true companion you will have to create or import your own.

- **Single Import/ Companion Creation [-50 CP] -** Import or create one Companion as a beginner apprentice adept. They get 600 CP to spend on the options presented.
- **Group Import/ Companion Creation [-300 CP] -** Import or create up to eight Companions as a beginner apprentice adepts. They get 600 CP to spend on the options presented.
- **Companion of great potential [-300 CP] -** You have gained a life long companion native to the plane you start in. This person has the potential to go at least sixth grade within the next thousand years and has the overwhelming desire to protect you.
- **Pet [Free/-50 CP] -** Choose one magical creature or animal that exists within the plane of adepts. That animal from now on will be the same or lower grade as you and accompany you along your chain. It will also respawn 24hrs after its death, similar to a companion. Furthermore it will never attack you, or persons or objects you do not want it to attack. For an additional 50 CP this animal is granted a human-level intellect, becomes a full fledged companion and its grade will scale with you.

Drawbacks

- **Extended Stay [+? CP] -** By selecting this option you can choose to stay within the age of adepts setting beyond the initial 10 years. Gain **+1 CP per year** that you add onto your stay up to a **maximum of +1000 CP.**

- **Enemy Adept [+? CP] -** You have somehow made an enemy of someone on this plane. This drawback can be taken multiple times for additional enemies but you cannot select the same grade more than once. These enemies can become stronger through their own development branch.

  Enemy Apprentice adepts are from the same adept tower as you, they may use their position to make your life difficult if you are on a mission or retrieving resources in the same group as them, they may take the opportunity to attempt to be rid of you.
  Beginner [+50 CP]
  Intermediate [+100 CP]
  Advanced [+150 CP]
  Pseudo Adept [+200 CP]

  Enemy Adepts of first through fourth grade are very powerful within your plane they may not know of your existence initially however if they find out about you they will do what they can to hinder or kill you. While you are an apprentice adept they will attempt to pay the organization in charge of your tower to let them kill you so it is best to keep your head down. When you are an adept they may demand a duel to the death or simply find an opportunity to wage a full scale attack against you.
  First Grade [+250 CP]
  Second Grade [+300 CP]
  Third Grade [+350 CP]
  Fourth Grade [+400 CP]

  Enemy Adepts of fifth or sixth grade are prevented from entering the plane you are in by the planar consciousness. However should you leave your plane they will attempt and most likely succeed in killing you.
  Fifth Grade [+450 CP]
  Sixth Grade [+500 CP]

- **Social Fopa [+100 CP]** You don't know what you did but you offended a powerful and well-entrenched group of adepts. So long as you don't act aggressive to them they won't try to kill you however they will spread a lot of rumors and insulting lies about you.

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- **Nem-Annoyance [+100 CP]** There is one person that you can never seem to get rid of. If you ever decide to fight them they will always give you an embarrassing defeat without ever killing or severely injuring you. They are always slightly stronger than you, every time you advance they advance remaining just that little bit more than you. They will never stop complaining about you, they are constantly interrupting you, never stop going on about how great they are, even in the most dire situations they will never help you and worst of all no matter what happens to you or them they allways come out unscaved and get undeserved credit.

- **Parlez-vous anglais [+200 CP] -** You lose the "**Adept Language Skills**" perk and will have to learn the language the long way. Cannot be taken with "**Masterful Language Skills**" Perk.

- **Power Leak [+300 CP] -** You have an unintentional elementium leak. This means one of two things **Select one** or you can take both options for an extra **[+100 CP]**
    - ❏ This leak will slowly drain your magical energy at a slower rate than it is naturally produced. It will take longer for your body to replace mana that it has used.
    - ❏ The magical energy is a potential hazard to anyone who is of a lower grade than you.

        For an individual one grade below you it is an unpleasant sensation similar to being in a very warm room.
        For an individual two grades below you it is toxic and it will slowly kill them if they do not leave your presence.
        For an individual three or more grades below you they will die instantly in your presence.

- **Planar Incompatibility [+300 CP] -** The planar laws in the plane you have arrived in are suppressing the abilities you have gained from other realms. You cannot use any Perks, Powers or other abilities from outside this Jump.

- **Planar Desincriniation [+300 CP] -** The planar laws in the plane you have arrived in are suppressing the warehouse and any items you had on you. You cannot use any Items or Properties from outside the Jump.
  If you have also taken "**Planar Incompatibility**" gain an extra **[+100 CP]**

- **Who Am I? [+500 CP] -** You have no memories of your time before entering the starting plane and explicitly no memories of Jumpchain. You are probably very confused.

- **Conflicting Bloodlines [+600 CP Exclusive Bloodline Adepts] -** Select a second bloodline, These two bloodlines will conflict and cause you to develop at a much slower rate what's more you will be restricted to the lower bloodline grade unless you frequently take bloodline purification potions. Cannot be taken with "**Compatible Bloodlines**" Perk.

- **The First Witch of Fate [+600 CP] -** You have angered Maysha, a Seventh Grade Fate Witch Adept. While you are within the plane of your origin the planar consciousness will protect you but should you go to another plane you will be subject to her wrath.

- **Planare Suppression [+800 CP] -** Your very existence is an offence to the planar consciousness. Your very existence damages the very fate and flow of its development so like a wounded animal it will strike out at you every chance it gets. So long as you remain on the plane of your origin every spell you cast and every action you take that has a chance of failure will blow up in your face. Should you have also angered a fifth or higher ranked entity of any kind the planar consciousness will welcome them to destroy you. Cannot be taken with "**Support of the planar consciousness**" Perk.

Final Choices

After ten years in the setting you are required to choose one of these options:

- **End your Jumpchain game and return home:** Choose this option to end your Jumpchain game and return home.
- **End your Jumpchain game and remain within the setting:** Choose this option to end your Jumpchain game and remain within the setting.
- **Continue your Jumpchain game and move on to the next Jump:** Choose this option to continue your Jumpchain game and move on to the next Jump.

Glossary

This glossary contains the terms that specific to the light novel “Age of Adepts”

- **Adept:** A powerful magic researcher whose development path originates from the plane of Lethon. Most planes consider the adepts as evil wizards due to their exantionative nature subjugating lesser planes as well as the lack of restrictions in magical research and experimentations especially on those from other planes.Their appearance can widely vary depending on their grade and what Branch of development. Most Adepts above first grade lose their more human aspects but there are high grade adepts that still appear human externally.
- **Adept Association:** This is the term of an organization composed of multiple fourth grade adepts that are unified in territory. There are currently only four adept associations the Northern Witches, the United Adept Association, the Silver Union and the Zhentarim.
- **Adept Family:** An adept family or adept clan is the term of a small sized organisation of adepts often ruled by a fourth grade adept.
- **Adept Grades:** An adepts grade is everything in the plane of the adepts. When you start you will be a beginner appreciated adept, considered little more than an ordinary person. Your grade will increase as your spirit does, your spirit is a representation of your magical capabilities and can be reinforced by various other values often referenced as body attributes.

  Apprentice

  Apprentice adepts sometimes referred to as grade zero adepts are still considered on a mortal scale with their lifespan still being on the scale of their race in humans this can be up to 120 years of age. Apprentice adepts grow in power in a similar manner to various other systems learning the basics of magic with their spirit being a representation of their level equivalent. Each improvement of spirit level is more difficult to achieve than the last. Greem was 15 years of age when he was reincarnated into the body of beginner apprentice adept.

Beginner (Spirit above 5)
Intermediate (spirit above 10)
Advanced (spirit above 15)
Pseudo Adept (spirit above 19)

First Grade

First Grade Adepts have their lifespan increase to approximately 300 years. First grade adepts also require using their local Plane's laws to form a meta-physical core of their consciousness within themselves in order to advance to Second Grade. Should a first grade adept go to another plane different from the one which they advanced in, they would be pressured and weakened by the difference of the laws within the plane and the ones within their core. Although the spirit model used by Apprentis adepts is inaccurate at this stage it can be used to express part of the minimum requirement for advancing to the next grade. The following terms are used to the sub stages of First grade adepts. Greem was 18 years old when he advanced into a first grade adept having taken only 3 years to advance from beginner apprentice adept however this was due to external circumstance and he was considered a prodigy.

Novice (spirit above 100)
Veteran (any value above 500)
Advanced (any value above 1000)
Elite (1 value above 1500, all other values above 1000)

Second Grade

Second Grade Adepts have their lifespan increase to approximately 500 years. Second Grade Adepts also require infusing elementium and magical particles taken from outside into their bones, tendons, flesh, and organs in order to advance to third grade. They are able to infuse their spells with raw spirit and fragments of planar laws to boost their power. As with first grade there are terms used for sub stages of second grade and beyond adepts however they are no longer measurable by spirit level. Greem was 97 years old when he advanced into second grade adept having taken 79 years to advance however he was again considered a prodigy.

Second grade- Novice, Intermediate,Advanced (any value above 2000)

Third Grade

Third Grade Adepts have their lifespan increase to approximately 800 years. Third Grade Adepts require infusing elementium and magical particles into their mind, spirit, and soul origin in order to advance to Fourth Grade. They are able to infuse their spells with raw spirit and fragments of planar laws to boost their power. This is the earliest stage that an adept can influence non-planar laws. Greem was 115 years old when he advanced into third grade adept having taken 18 years to advance however he was again considered a prodigy.

Third grade- Novice, Intermediate,Advanced (any value above 3000)

Fourth Grade

Fourth Grade Adepts utilize principles, the smallest unit of a non-planar law. These principles are connected to elementium attributes or effects one can attach to objects

or attacks, effects such as [always hit your mark], where no matter what the opponent does (unless they use principles themselves) the attack will always hit the mark regardless of things like dodging, teleportation or defending. Greem was over 200 years old when he advanced into fourth grade adept having taken approximately 100 years to advance however he was again considered a prodigy.

Fourth grade- Novice, Intermediate,Advanced (any value above 4000)

Fifth Grade

Fifth Grade adepts are no longer tied down by a mortal life span and are only known to die from conflict or damage. Fifth Grade Adepts are able utilize an entire law after they master and combine multiple principles. At this stage of development adepts are forced to leave planar systems or the planes's laws will suppress their further development. This action by the planar consciousness is due to the expanded resource cost for further development being too high for the plane to support and would eventually lead to the destruction of the plane and all its inhabitants as have occurred to a number of ancient powerful planes that are now barren wastelands. Greem was approximately 500 or 600 years old when he advanced into fifth grade adept having taken approximately 300 years to advance however he was again considered a prodigy.

Fifth grade- Novice, Intermediate,Advanced (any value above 5000)

Little is known about adepts above the fifth level beyond myths the following is what can be determined from the content of the light novel.

Sixth Grade

Sixth Grade Adepts master and combine multiple laws to form a bigger law. They can also temporarily ignore the power of a smaller plane in order to fully use their power regardless of the planes's laws.

Seventh Grade

Seventh Grade Adepts can leave implants in their origin plane as well as focus more of their law abilities into planes.

Eighth Grade

Eighth Grade Adepts have their own law origin, a set of own personal laws like a plane does, which they are capable of injecting into other planes, forcibly changing their laws.

Ninth Grade and beyond

Ninth Grade Adepts are capable of destroying a small Plane with a single blow. Currently it is unknown if there are any grades beyond the ninth as the strongest known beings are all ninth grade. The currently known ninth grades are The eleven Scourge Lords**,** A small but unknown number of True Titans, Over a dozen 'major gods' from different factions, the three Ninth Grade Adepts known as The Three Sovereigns and the Ninth Grade 'Dragon God'.

- **Adept Tower:** An adept tower is a magical stronghold that magnifies the owner's magical power to the point where they can fight to a stalemate with those of a higher grade. The tower functions as a magical school for apprentice adepts as well as

condensing the ambient magical energy to generate the magical crystals that are used as currency in the planes of adepts.

- **Apprentice Adept:** those who have the capacity to learn magic and are learning at an adept tower are called apprentice adepts. Not all apprentice adepts have the talent or capabilities to become first grade adepts with the majority of those who do being unable to afford the ritual cost. In the cases where the adept organisation that owns the tower believe the apprentice adept will succeed they will offer to fund the ritual in exchange for a term of servitude to the organisation. Those who are unfortunate enough to remain in the apprentice stage for their life can easily find positions of comfort in the non-adept societies within Lethon holding the positions of similar standing to a noble's magical adviser.
- **Arcane talent:** natural aptitude or skill towards magic.
- **Attributes:** In the plane of adepts, every normal human being possessed some basic body attributes at birth. After years of research and classification, which had been done by generations upon generations of Adepts, they had finally categorized these into four different attributes: Strength, Physique, Agility, and Spirit. As one could guess, Adepts were differentiated based on these four basic attributes.

  Strength:

  Strength was primarily used to quantify a person's musculature and body strength. This attribute was very important for close combat Adepts. The strength attribute would affect one's base damage when using close combat weapons, and it also affected one's melee accuracy.

  Agility:

  Agility was used to quantify body synchronization, flexibility, reflexes, and balance. It was extremely vital for those warriors who wore light or medium armor, or for those bandits who wore leather armor, and for any people who wished to become good archers.

  Physique:

  Physique represents a person's health and endurance. Any increase in physique would improve a person's Fortitude and Concentration. Therefore, it is very important for all professions.

  Fortitude, also known as the ability to resist poison or disease.

  Concentration. This is a very important skill for spellcasters.

  Spirit:

  Spirit determined a person's learning and inferring ability. This attribute was especially important for Adepts because it decided the number of spells an Adept could cast. It also made it easier for them to cast spells, as well as increased the power of their spells.
- **Biological Assistance Chip:** A biological assistance chip is an advanced pice of technology from an earth like planet. The chip functions in a similar manor to a top of the line computer it records, organizes, optimizes and analyzes information. An unexpected side effect of the chip is that it intergrades with the soul origin of an individual allowing it to grow as the user advances their grade.

- **Bloodlines:** Bloodlines are artificially constructed genetic structures of various creatures that can be integrated into an individual to rapidly develop to the level in a method similar to genetic splicing.
- **Bloodlines Origin:** This is the creature that a bloodline is tied to as the creature expands in its development the maximum grade of the bloodline improves. In most circumstances the bloodline origin will be dead or beyond reach however a bloodline origin has the capability to manipulate or take control of those who are directly connected to its bloodline. It is possible but extremely difficult to take control of a bloodline by becoming the bloodline origin.
- **Child of an Adept:** Due to the alterations to an adepts body's as they advance and the high density of magical energy in their cells, it is extremely rare for adepts of first grade or above to be able to reproduce in the traditional way. Those who are born from an adept start life with a naturally high density on magical energy as such finding it easy to gather elementum particles and understand the principles behind magic at an early age it is almost unheard of for an adept's child to fail the ritual to become a first grade adept.
- **Development Branch:** This is the method of development four major branches Bloodline Adepts, Body Refining Adepts, Principle Adepts and Profound Adept
- **Elementium:** The plane of Lethon contains a mystical material called Elementium sometimes referred to as elementum particles or magical particles. Based on the differences in these basic 'elements', these Elementium were classified into six types: Earth, Fire, Water, Wind, Light and Darkness.
- **Elementium Affinity:** Adepts have differing levels of affinity toward the elemental types, meaning that an adept can progress in the development of that elementum type via the Elementium attributes that best fit. Elementium Affinity often leads apprentice adepts to developing an Elementium attribute that fits their elementium affinity best in an attempt to progress more efficiently and at a quicker rate.
- **Elementium Attributes:** Due to the precise elementium affinity and the rarity of research text some elementum attributes are more commonly developed than others. Due in part to the dynamic nature of elemental affinity and attribute distribution this document will not go into the ratios of elementum types required for each elementum attribute. Also be aware that although some elementium attributes may sound impossibly powerful they are only of scalable usability meaning that they will be less effective the higher the grade of your opponent.

    Common:

    Due to them being directly linked to raw affinity of elementium types earth, fire, water, and wind are the most common elementum attributes.

        Earth:

        The user can use magic to create, shape and manipulate earth and "earthen" elements including most solid objects, specifically all minerals and mineral compositions regardless of their state (mountain, boulder, sand or dust), dirt, soil, etc.

        Fire:

Fire magic can be used to create, shape and manipulate fire, the rapid oxidation of a material in the exothermic process of combustion, releasing heat, light, and various reaction products, flame being the visible portion of the fire.

Water:

The user can use magic to create, shape and manipulate water, inorganic compounds with liquid, gas (steam, water vapor), and solid (ice) states, including changing them from one state to others.

Wind:

The user can use magic to create, shape and manipulate air, gases and various compounds due to it being a transparent Wind magic is versatile and very difficult to block or dodge.

Uncommon:

Although dark and light are elementum types they tend to be more uncommon as elementium attributes it is believed that this is due to the day and night cycle enriching the elementum at different times. The other four uncommon elementum attributes are each composed of two common elementium affinities.

Dark:

A Darkness attribute user can create, shape and manipulate darkness and shadows. By itself, darkness is mostly used to cloud everything into total darkness as such the development branches faver stealth and assasination tactics.

Light:

The user can create, shape and manipulate visible light, commonly referred to as light, is electromagnetic radiation that is visible to the human eye, and is responsible for the sense of sight. The main development branches specialised for the light attribute focus on the use of illusion and laser based attacks.

Acid:

One of the more dangerous elementum attributes for an unprepared apprentice adept, this elementium attribute uses primarily earth and fire elementum particles to develop. The user can create, control and otherwise manipulate acids, bases ,and other caustic/corrosive substances, controlling the causticity, where and how the acid affects the object, amount of fumes it releases, etc.

Electric:

The development techniques used by this elementum attribute often result in a more combat focused mindset the elementum attribute uses primarily wind and fire elementum particles to develop. Electric elementium attribute users can create, shape and manipulate electricity, a form of energy resulting from the movement of charged particles.

Ice:

Although the development techniques for this elementium attribute are often mistaken as a branch water development the development branches focus more on the reduction of kinetic energy. This elementum attribute uses primarily wind and water elementum particles to develop. The user of Ice magic can create,

shape and manipulate forms of frozen liquids into a solid state and can appear naturally in forms of snow, slush, hail, icicles, ice spikes, glaciers, pack ice, frost and cold by reducing the kinetic energy within an area of space.

Nature:

Sometimes referred to as the plant attribute this elementum attribute extends to all types of organic animal life. This elementum attributs uses primarily earth and water elementum particles to develop. Nature Attribute users are connected directly to the natural world and thus can communicate, influence, manipulate and control nature. This includes animals, plants, funguses and the matter and energy of which all these things are composed. This magic only extends to the height of their grade as most creatures steadily build up a resistance as they increase in grade.

Rare:

Crystal:

The user can create, shape and manipulate crystals and crystalline materials: homogeneous solids formed by a repeating, three-dimensional pattern of atoms, ions, or molecules and having fixed distances between constituent parts..

Curse:

The user can create/generate, remove and manipulate curses, that involves placing curses on people, become stronger with curses, manipulate curses to different effects. They can even manifest curses as energy or powers itself.

Magnetic:

The user can create, shape and manipulate metal and magnetic fields. Metals are generally malleable, they can be hammered or pressed permanently out of shape without breaking or cracking as well as be able to be fused or melted and are able to be drawn out into a thin wire.

Magma:

The user can create, shape and manipulate molten rock , a mixture of molten or semi-molten rock, volatiles, and solids, it may also contain suspended crystals, dissolved gas and gas bubbles.

Mental:

The user can manipulate, modify and control the thoughts, mindsets, and upper brain functions, allowing the ability to render others unconscious, suppress their memories, and negate the use of abilities, increase/decrease mental capacity, modify minds to be agreeable, control minds, sway sensations to induce altered perception, bestow/heal mental disorders, create/penetrate mental barriers, etc.

Poison:

The user can create, shape and manipulate poisons and poisonous substances. The user can also use these to create medicine to disease-causing bacterial secretions.

Sound:

The user can create, shape and manipulate sound, a periodic disturbance of a medium that radiates outward linearly in the form of a pressure wave. The effect

these waves upon the ear is perceived as sound. The user can use this magic to mimic, intensify, hush, and distort, as well warp, strengthen, echo, speed up, and slow down sound, using it as a powerful physical force and high-speed movement.

Spiritual:

The user can create, shape, manipulate or damage their own or others' spiritual power, which is generated by every sentient being that possesses a soul, or in places with powerful spiritual influence. They can convert it into various forms of energy, manifest it into solid form, or merge into existing objects.

Extremely Rare:

Aether:

The user can create, shape and manipulate Aether, a powerful and unique element said to flow throughout the universe. Aether is an all purpose elemental attribute that allows control of elemental, cosmic, spiritual, and transcendental forces.

Aura:

The user can create, shape and manipulate aura, the invisible etheric phenomenon/emanation produced by and surrounding a person or object. Users of this power are able to increase their natural abilities, attract and repel the aura of others, sense the aura, and project it. Different types of aura are located in various parts of the physical body such as the forehead, spine, throat, heart, and stomach.

Corrosive:

The user can create, shape and manipulate corrosive energy and the process of corrosion on any substances. Anything affected by this energy is broken down into simpler forms of matter and degrades the useful properties of materials and structures including strength, appearance and permeability to liquids and gases.. Corrosion can be concentrated locally to form a pit or crack, or it can extend across a wide area more or less uniformly corroding the surface. They can increase or decrease the rate of corrosion or even reverse the effect.

Demonic:

The user can create, shape and manipulate malevolent energy. They are capable of inflicting excruciating pain, both physically and spiritually tormenting the victim. It has the potential to corrupt one's soul, and is very effective against the holy elemental attribute. More powerful users can even ultimately summon/resurrect/create evil spirits, elemental entities.

Death:

The user can create, shape and manipulate the essence of Death, which is present in all mortals throughout the universe. They are able to cause things to wither, rot, weaken, and eventually die. They can use this magic to sense and manipulate Death, control decayed matter or to gain assistance from the dead by creating, manipulating and when needed destroying multiple variations of Undead.

Gravity:

The user can create, shape and manipulate gravity, a natural phenomenon by which all matter is brought together, toward one another.The user can bend gravity to make the environment very “heavy” or “light”, cause objects to “fall” toward another object instead of the ground, flatten objects, and generate miniature black holes to compress objects into oblivion. They can repel and attract matter and energy regardless of its mass or move objects in a manner similar to telekinesis. Offensive uses of this magic include repulsing people or objects with such force as to shatter practically anything, increasing gravity to crush or immobilize opponents, decreasing it to render them defenseless, or surrounding one's body in a gravitational field to amplify physical strength. Defensive uses include creating a gravitational force-field to repel all manner of attacks or anchoring oneself to the ground.

Holy:

The user can create, shape and manipulate holy energy that's highly effective against demonic and corrosive entities. The Holy elementium attribute is the primary method for the faith development method used by gods in part due to its ability to manipulate health and the healing process, speeding any or all aspects of healing to the point of regenerating, or slowing and blocking healing even if the victim possesses healing abilities such as Regenerative Healing Factor. Holy magic can be used to sense the health of anyone and the causes of wounds, diseases or injuries, the health history and possibly even weaknesses. Some users are able to control the mental health of themselves and others, causing others to go into artificial deviation, obsession and love.

Probability:

The user manipulates the probability of an event to happen, making unlikely things occur more often or instantly and preventing liable events from happening. They can cause and prevent both good and bad luck, sudden deaths, natural disasters, and even apocalyptic events.

Legendary:

Chaos:

The user can create, shape and manipulate the chaotic forces in the universe, allowing them to manipulate and even shatter planar laws. They are able to change, mutate, destroy or otherwise manipulate any matter, space/time, living beings, organizations or minds and spirits. The users are able to display power beyond their grade however they do not have full control over the reactions with them only able to guide the manner in which these forces act.

Evolution:

The user can manipulate the evolution of species and individuals, including themselves. Advancing or decreasing evolutionary steps shifting their adaptations to create new species, etc. They are able to grant advancements in abilities especially those related to expanding the normal abilities of the species, remove existing weaknesses or granting the species a potential to gain power.

Fate:
The user is able to perceive, shape and manipulate the destiny and fate of anything/anyone allowing them to affect reality in several ways both overt and hidden. This allows them to control/decide anything and everything's destiny and fate. Some users may even be able to manipulate the destinies of users of planar laws as well.
Genesis:
The user can create, shape and manipulate the cycles of life, including the order in which it happens, how it develops, when it starts, when it ends, etc., which allows them to decide/determine how and why life develops and how long/short the process of growth/life is. They can decide whether or not life goes extinct or continues to flourish for years to come.
Power:
The user can create, manipulate, remove, change, etc, the supernatural energies/properties in all beings that give them powers, including themselves, thus allowing every variation of powers and manipulative abilities.
Reality:
The user can create, shape and manipulate the stage of reality, letting them control it. This allows them to assign what will and when it will happen. Some users can even change the very nature of people and things by changing their role in reality.
Space:
Users can create, shape and manipulate physical aspects of space within an area of one's choosing, including an area and whatever is inside of that area. They can trap subjects or objects in space and push that space, throwing subject and object away from them or to create wormholes, paradoxes, and other strange events by warping spatial areas and twisting them around.
Time:
The user can manipulate time in the general area or for a specific target in various ways, with the most basic of acts revolving around accelerating, slowing, stopping and even rewinding or looping time. The range of the affected area is proportional to the mastery of the user, with those at higher levels being able affect the entire space-time continuum.

- **Gods:** The term gods refer to those who use faith as a method of development who have achieved the first grade and above they have their own internal labeling structure including demi-god, lesser god and major gods. The god's perspective on their followers vary from all loving to militeristic depending on which of the five opposing factions they are in as well as their own personalities. From the perspective of their followers these gods can be perceived as good and evil sometimes being perceived as demon gods on occasions where a plane is being used as a conflict zone between two opposing gods. The gods communicate with their followers though the use brain nodes known as Channels of Faith. Ordinary beings upon converting to a god's believer would be left with

a strange brand upon their soul by that god. This brand is like a mystical, magical switch. As long as the believer is in a state of devout prayer, the node constructs a narrow yet stable channel of faith between the believer and their god, thus allowing for the transfer of faith power. Through this channel a portion of the god's consciousness and power can be sent to strengthen their followers by granting them use of divine magic even expanding the followers grade to the extent of allowing them to become a god and or a fourth grade equivalent of whatever development path they were on.

- **Greem:** The protagonist of the Age of Adepts Light novel.
- **Law Origin:** An internal set of personalised laws that function in the same manner as planar laws.
- **Lethon:** The plane that is the origin point of the adepts civilization it is also one of the largest known planes that still exists.
- **Major gods:** The Major gods are ninth grade gods who are split between five opposing factions each with their own primary deity. There is a deep-seated hatred and ingrained vendettas between each faction.
- **Magic:** A process of altering the physical and spiritual world through the application of energy and Elementium.
- **Magical energy:** Also referred to as mana it is the "fuel" produced by a person's spirit. Magical energy is used for casting spells, it can also be used as a capped source to control artificial entities such as golems.
- **Magical Particles:** see Elementium.
- **Meta-physical core:** A central vessel within an individual that can be used to store their consciousness, Elementium and Laws.
- **Ninth Grade 'Dragon God':** The dragons have always possessed enviable bodies and physical strength. Punching above their weight and fighting enemies above their grade has never been a problem for them. Thus, a single Ninth Grade 'Dragon God' is still a match for both the adepts and the gods. In fact, his power even allowed him to carve out a place for the dragon race and extend their reach to many material planes.
- **non-planar laws:** More commonly referred to simply as law are the starting laws of the multiverse that determine the range of natural and magical phenomena within all planes.
- **Northern Witches:** The Northern Witches occupied the northern region of the Adept Mainland, controlling a land that covered more than six billion square kilometers, which was then divided into dozens of human kingdoms of all sizes. The rulers and nobles of these kingdoms were ordinary humans, but they all recognized the Northern Witches as the guardians of their kingdoms. There are 13 total cliques of witches seven of which are active at the time of the start of this jumpchain with the witches of fate returning a few years after. The Northern Witches have their own special code of law and conduct, which extends both to personal values and legal matters with-in the Northern Witches. All witches are required to swear loyalty to Salem. All witches should always reign supreme over their male counterparts. The Capital is a neutral place.
- **Planar Consciousness:** A consciousness formed by the will of all living things inside of the plane. The consciousness itself is normally only at the level of an instinctive animal

reacting as such however it is constantly watching all things within the plane as well as a relative distance outside of itself.

- **Plane:** A plane is the term for a world or universe although there are sizes of planes this is a measure of the power of a plane rather than its relative size as some planes are internally large in scope however due to the small amount of resources, elementum and magic they are still considered small from external standards. Due to the near infinite space between planes it is a rare occurrence for a new plane to be found.
- **Planar laws:** planar laws are variations on the non-planar laws that function within a plane as determined by the planare consciousness or a high grade entity that has either dominated or coerced the planar consciousness into enacting them. These laws determine the range of natural and magical phenomena normally possible within that plane. In situations where a class or job system is active within a plane the system tends to have been developed through the use of planar law as a method of structuring spiritual development.
- **Principles:** Principles are the smallest unit of a law allowing their user to manipulate a range of natural and magical phenomena.
- **Scourge Lords:** The Scourge Lords come from the disaster plane, the largest known plane. Due to the near destruction of the disaster plane from the scourge lords draining its resources the disaster plane is a barren wasteland that is being slowly repaired by the scourge lords who ravage and feed other planes to the disaster plane.
- **Silver Union:** The Silver Union is made from a group of Profound Adepts who are notable for always wearing silver robes. Using alchemical knowledge and resources gathered from countless Planes, they constructed a magnificent and majestic floating city in the sky and countless fortresses which they used to invade new Planes.
- **Soul Origin:** The soul Origin is the core of an entity's spirit, it is protected by layers of spirit that are built up through improving the grade. If the soul receive damage normally the spirit will be torn away and take a short time to repair however if the soul origin is damaged it inflicts severe pain. The damage could take hundreds of years to repair preventing any progression and in some cases cripple the entity forever.
- **Spiritual development:** A general term for the method of development that improves the grade of the individual.
- **The Three Sovereigns:** The only three Ninth Grade adepts. The Adept Civilization reached a new peak when Salem,Ignaz, and Saint Patrick became Ninth Grade Adepts and were crowned as The Three Sovereigns; the three major Adept organizations were each founded by a sovereign. Salem united the Northern Witches and was crowned the Witch Queen, Ignaz founded the Adept Association and was the first president, and Saint Patrick created the Silver Union and was given the title "Creator".
- **True Titans:** A true titan is a terrifying giant that could smash a small-sized plane to pieces with their bare fists. Newborn Titans possess physical power rivaling Fourth Grade body refining adepts, and mature titans are no less potent than Seventh Grades body refining adepts with the most powerful of their kind having the enormous strength of the Ninth Grade.True Titans came into existence due to the will of the multiverse For the purpose of hunting and exterminate the Scourge Lords.

- **United Adept Association:** The eastern region of the Adept Mainland was the territory of the United Adept Association. Nearly all kinds of Adepts could be found in this association. By utilizing a systematic cultivation road map, and a shareable knowledge system, it had attracted many Adepts who possessed powerful abilities. These Adepts had formed an association governed by strict rules, yet emphasizing impartiality. Unlike the other associations, they are strictly one formed group, rather than tightly scattered units. Their modus operandi involves scouts travelling the stars in search of planes to invade, whose coordinates are then put on the open market for individuals to purchase. Afterwards the buyers then form an initial assault unit and build a base on the plane. Once the base is built, everyone else is allowed to join the attack on the plane and all the resources of the plane fall under the care of the association and the loot is divided by merit.
- **Zhentarim Association:** the Zhantarim Association is a consortium of Adept families that do not have a clear direction of development or core bond between its members. The center region of Adept Mainland was a vast land with abundant resources, but the human colonies here were scattered. Each human colony was a small kingdom, usually guarded by at least one Adept family. Therefore, the center region was made up by many Adept Families. In order to counter the invasion from all three major Adept forces toward the center region, Adept families of all sizes had grouped together and formed the Zhentarim Association, combining their might to ensure they maintained their place in the world.

Notes:

- Used the Generic Jump for the template a copy is available here: Google-Doc
- Please note that the Stat Boost perk costs an increase of 50cp per purchase on the same stat for example if you were to purchase physic four times it would cost 500cp (50+100+150+200) however then purchasing strength would cost 50cp this does not restart the physic and its next rank would cost 250cp

Changelog:

v0.1 to v0.2:

- Implemented use of the template and finished the initial content.

v0.2 to v0.3:

- Added Glossary.
- Added Extended Stay Drawback.
- Changes plant to nature
- Removed mind and soul

v0.3 to v1.0:

- Added The Meditation of Dragons perk
- Added Companion of Great Potential
- Added Enemy Adept Drawback
- Added scale of time for greems advancements into the glossary

v1.0 to v1.1:

- Altered Soul Equipment Item adding dynamic purchase option.
- Altered Attribute Armor Item adding dynamic purchase option.
- Altered Multiple branches Perk added explanation text.
- Added magical energy to the Glossary.
- Added Social Fopa Drawback.
- Added Nem-Annoyance Drawback.
- Added Parlez-vous anglais Drawback.
- Added Power Leak Drawback.
- Added Who Am I? Drawback.

v1.1 to v1.2:

- Altered Unified Magic System description.

v1.2 to v1.3:

- Text and price changes