Tales Of The World Radiant Mythology 0.2

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Introduction:

Ah, looks like you've woken up, Jumper.

Welcome, welcome to this magical world filled with mana, magic, adventures and monsters. You are here in the magical guild of Ad Libitum applying to join, and, well, congratulations, you got accepted and are now an official member.

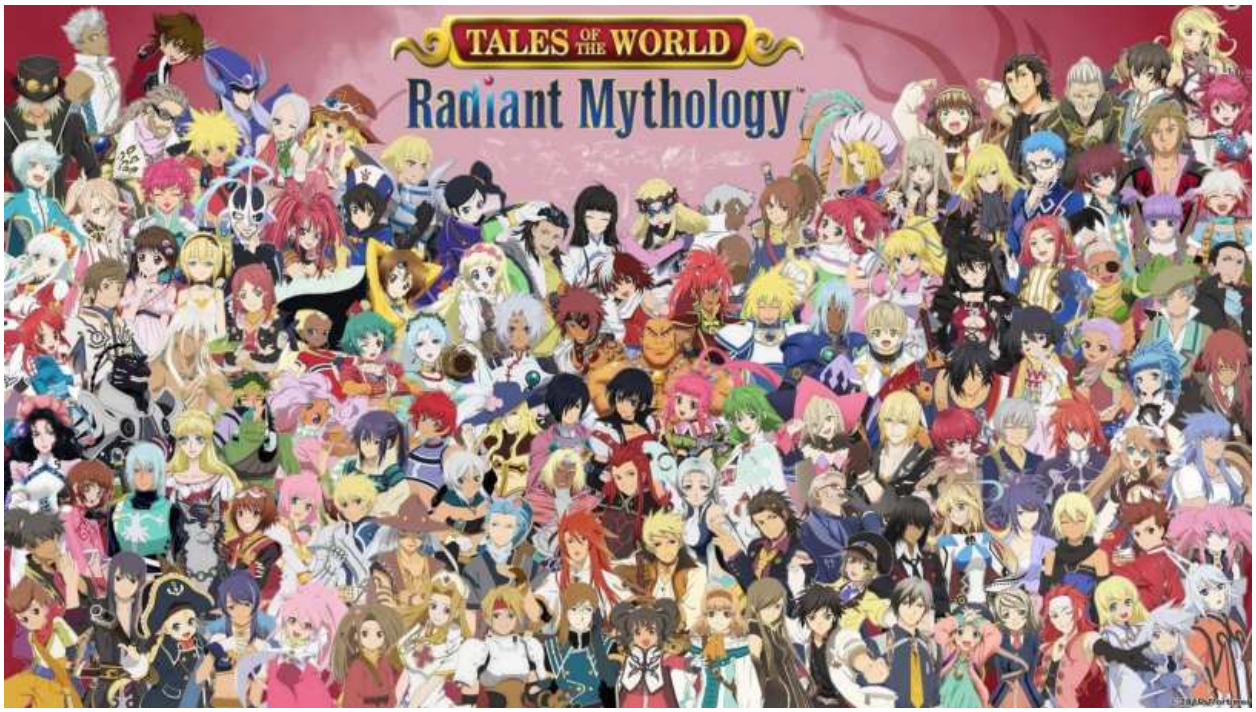
Now let your grand adventure begin, and don't worry you are never alone here, as your fellow guild mates will gladly join you…if they are open and free, of course.

Not to mention you have a feeling that your teammates have the potential to save or destroy the world.

…Yeah, it's that kind of story.

Anyways, now that you have an idea about your teammates and about the world you will be staying for 10 years.

So take 1000CP and have fun staying in this world.



Starting Location:

The *specific* name of the world you jump to in this jump does not matter. You can choose any of the canon names that appear in the series, such as Terresia, Gilgulim, Pasca, and Luminasia.

But no matter what world you go to, there are two constants. The first is that there's a world tree, a big tree that generates mana, which is the source of life, and maintains the health of the world.

The second are Descenders, special beings born by the world tree that exist in times of crisis and save the world. No matter where you start, though, you will be at the guild Ad Libitum branch office of that location. Roll 1d8 or pay 50 CP to choose.

1. **Mamut:**

Mamut is an independent merchant city, one governed under a jurisdiction of unwritten rules and borders many countries. Because of the neutrality of the city, trade and travel is mostly redirected through Mamut in order to avoid conflict between countries. Commerce in the city flourishes because of its cheap tax and is said to be a place where people all over the world gather.

2. **Daath:**

Daath is the capital city of the Order of Lorelei, an order that specializes in protecting the Score, ancient stones that prophesied a prosperous future. The main important locations here are Daath Bay, a popular shipyard for pilgrims and supplies to come in, and the Daathic Cathedral, the main headquarters of the aforementioned order which serves as the training ground for all members of the Oracle Knights.

3. **Legacy**

The Legacy is an immense ship that mimics a floating landmass the size of a small continent, on which a monarchy known as the Kingdom of Terises once flourished, creating advanced technologies and nightmarishly-powerful weapons, such as the Nerifes Cannon and Wings of Light. The Legacy now drifts aimlessly on the oceans, populated by people (as expected), as well as overrun with monsters (also expected).

4. **Meltokio, the Imperial City**

Meltokio is the largest city in the country of Tethe'alla and serves as its capital. The city is divided into four districts: the Slums, where the poorest citizens live; the Commoner's Quarter, where middle-class citizens reside; the Middle District, where armor shops, the central square, and the world-famous coliseum are located; and the Upper District, housing the nobles' quarter, Martel cathedral, and royal palace.

There is a special place in the middle district called the colosseum. At first it was used as entertainment where prisoners were sent to fight beasts. But now there are simply competitions where warriors enter to test their skills. Maybe you should enter if you're interested in fame and prizes.

5. **Seaville**

Seaville, the Peaceful Fishing Village, is a small town by the coast near the Seaville Woods. Despite being a fishing village, Seaville yields no port, and most residents earn a simple, honest living. It's a quiet town; a good place if you want a little peace and quiet.

6. **Vortigern Sea Gate Fortress**

Vortigern is a military base that guards the narrow northern sea routes that hinder entrance to the Holy Midgand Empire. The fortress consists of two massive archways overlooking the straight, with the second archway containing the main gate itself. Vortigern's main function is to prevent the entrance of monsters and other threats to the Empire, but it also allows the Empire to have a stranglehold on trade from the north.

7. **Meirchio, City of Ice and Snow**

Meirchio is a town located in the south near the foot of the volcano. Ironically (and against all reason), the town is covered by snow, and it is a peaceful and calm town despite being near a volcano. Probably thanks to it being positioned on a polar location, and as a side-effect of that the aurora borealis can be seen in the sky during dusk.

8. **Free choice**

Lucky you, it looks like you can choose any canon location from any of the Tales series…that were featured in Radiant Mythology.



Origin:

You may change your gender for free You begin in your starting location with an acceptance letter to the guild Ad Libitum.

Human [Free]

You are a human. To be entirely honest this is completely vanilla; not much to write home about. Your age is 12+1d20 years.

Beast Folk [100CP/200CP]

Feeling a little fluffy? That's 'cause you're a beast man now. Or woman. We don't judge.

Choose any type of animal that is tied to land from our world. It can be a cat, dog or any other as you please. And you now can choose what physical features you have. Maybe you only have the tail of your animal. Maybe you are a classical beast man by having the head of your representative animal. This is not merely cosmetic as you are typically faster and stronger than the average human, alongside additional abilities that fit the animal you chose as a base.

For 200CP the restriction of being a land-based animal is now lifted, so go wild. You can be a mermaid based on a flying fish where you can both swim and fly. That could be kinda awesome, actually…

Your age is 12+1d20 years.

Elf/Half-Elf [100CP/200CP]:

Ah, the Elf, can't go to a fantasy setting without them showing up. Classically considered arrogant (this varies) and long-lived (this is true), as it happens you're one now too; that is, a being that can live for centuries, is generally more intelligent than humans, and has a natural aptitude for magic. But in return they have much frailer bodies than humans.

If you pay 200CP you can be a half-elf born between a union of a human and an elf. Not only do you get the natural abilities of an elf, but also the strong body of humanity and their almost endless ambition. Really the best of both worlds, now if only they weren't so arrogant. Then the tragedies they cause would be so horrific. But that's not you, right? You're different, right?!

Your age is 100+1d100 years. Don't be surprised if some "older" elves start acting a little immature…

Sentient Monster [100CP/200CP/300CP/400CP]:

Well…uhh…this is a little awkward.

You are a monster but you want to kill other monsters. And can think.

Well, luckily Ad Libitum does not discriminate apart from the sentience thing, and you are smart enough to speak and write so they will trust you as long as you don't give them reason to cut you down.

Choose any low level monster as your base. You can be a typical low level monster like a goblin, slime, or bat creature, or a real animal from our world like a rabbit or dog. The size of your creature is limited from the size of a small dog to that of a human sized creature.

For 200CP you become something more powerful, something that novices would have trouble fighting; this includes Orcs, Golems, Sandworms and many others.

For 300CP You can become an elemental being; this includes spirits and demons. Choose one element and your body is naturally attuned to it and has total control over it. Besides the basic elements there are more unique ones that you can choose.

For 400CP you are a true monster; first the size limitation imposed here is expanded; you now have the option to be at maximum 1000 meters. The monster race you chose here can be anything as now you are equivalent to boss monsters from the Tales games. Both your base stats and growth rate are insane. Because of this your body is extremely tough, enough that if inexperienced fighters were to recklessly attack you their weapons would break sooner than they'd actually chip you. You can cast artes and magic without being interrupted and when you are on the field low level monsters just run away out of instinct.

I would recommend having an explanation for all of this regardless, though…Not every day monsters like you come about.

…Right, the age roll. It's d10+1d6 years. I know, pretty small, but it's not like monster lifespans match perfectly to humans.

Perks:

You gain two discounts per price tier. Perks that cost 1000CP cannot be discounted.

General:

The perks below can't be chosen for discounts.

Class [Free/100CP/300CP]:

Well, now let's decide what class you will be. There are many classes to choose from, so we'll just make a list of which can be divided into three categories:

- *Basic*

  This is the most basic class that anybody can get in this series, usually filled with the typical job class found in most RPGs.

  1. Warrior - A fighting class that specializes in close-ranged combat.
  2. Swordsman - Has a variety of strong and quick sword attacks.

3. Thief - Uses quick dagger attacks, giving enemies little chance to counter.
4. Mage - Uses offensive magic spells for dealing damage.
5. Priest - Specializes in healing and support magic.
6. Fighter - Uses fast and power attacks based on martial arts.
7. Hunter - Long-ranged fighters that are masters at fighting with a bow.

- *Advanced*
  For 100CP you can choose an advanced class. These are an upgrade from the basic class as the requirement to gain these classes is by mastering two or less basic classes. You don't need to buy those classes, don't worry.
  1. Bishop - A master class of offensive and support magic . Requires Priest and Mage.
  2. Monk - A class that uses skills of a fighter and healing artes. Requires Fighter and Priest.
  3. Dual Swordsman - A quick class that uses dual swords to deal fast attacks on the enemies. Requires the Swordsman.
  4. Great Swordsman - An advanced form of a swordsman that fights with broadswords. Requires the Warrior.
  5. Gunman - A new class that is a master in ranged combat with dual guns. That's…unique. Requires the Hunter .
- *Elite*
  For 300CP you gain the prestige of unlocking an elite class. These require mastery of any number of basic and Advanced classes. You are truly an elite warrior to get this far.
  1. Pirate - An agile class that is a master in both close and long ranged combat, wielding a dagger and pistol. Requires Thief and Gunman.
  2. Paladin - A swordsman class that uses broadswords and focuses on using healing artes. Requires the Great Swordsman and Priest.
  3. Ninja - A class that hides in the shadows and uses trickery to defeat enemies. Requires the Fighter, Thief, and Hunter.
  4. Magic Knight - A versatile class that uses both physical and magic attacks. Requires the Swordsman, Mage, and Priest.

You can only choose to buy one class. You start at level 1 and can learn all of the arts and magic that your class has access to.

Multiclassing [100CP/200CP/400CP]
Before you make the assumption I expect you to make, this is not as straightforward as you think, as the cost of the extra class you buy will depend on which category you purchased: 100 for basic, 200 for advance and 400 for elite.

The extra class you bought will not be combined with the pre-existing class you bought before. It will just be active somewhere in your mind and once every day you can choose to switch to any of the classes you have bought.

Don't worry the progress you have made with your classes will be saved and recorded.

And if you buy the Advanced or Elite classes now you don't have the ability to switch to any of the classes that are required to reach them. You just used the fast forward button here.



Free

Skits:
A staple of the series, Skits are (usually) short, optional, and often fully-voiced scenes that are animated in an anime cutout style, providing additional dialogue and interactions for the party while at campsites or other important locations.

With a simple thought, you can activate something similar whenever you travel with people. These skits give you what happens in the group and how they feel during their travels. When a skit is triggered, the music volume if any is reduced considerably and portraits of people in your party appear. As they chat with each other, the portraits change to reflect their emotions.

These scenes usually engage in idle banter about various subjects that you and your party can think of. If you liked talking to people before this just makes it a bit easier to open up. And don't worry, nobody won't think much about how they're suddenly in a motion comic.

Mana:
Mana is a power source often found in the Tales series, often used in magical actions or when referring to health, or life force. Mana is born from the World Tree and flows out into the world, providing it with life. Without mana, the world itself would die. The places where there are large concentrations of mana are where the world is strongest, though magi technology can weaken it.

Mana provides the basis for you to use both magic and arts, which allows you to use the abilities of your chosen class. Obviously, you need a reserve of mana where your abilities can

manifest from to do that, so you've got one; above average at least, but nothing truly special right now.

Grade System:
Grade is a feature in the Tales series. It is most associated with the Grade Shop, which can be accessed from your mind and buy bonuses that can increase or decrease the difficulty of the strength monsters in the world you fight, increase the quality of items and equipment in shops, buying Titles or new jobs when the requirements are met, and if you want to reset the storyline to the start of the jump you are currently on.

The last one can only be done after 10 years of staying in the world, and no, you can't just NG+ chain; one shot at correcting mistakes, that's it. Once you get a Spark, then sure, do it as much as you want, but until then you aren't save scumming your way out of things that easy.

Be warned, you and your companions will retain their memories from the previous choices but not everyone else, and your relationships will be reset as if you'd just started the jump.

Now let's talk about how to get Grade; and that is through battle. The better you do in battle the more grades you get, like for example, defeating enemies within a certain time limit, hitting enemies' weak points or fighting boss level opponents.
But you can also lose a Grade by just how much you mess up in battle. This can be from being K.O in battles, leaving the battle with status ailments, or just taking too long to defeat an opponent. The max you can grade from battle is 4 while the maximum you can lose is 2. Boss battle increases the maximum gain to 40 while the maximum loss is 10.

Titles:
Titles are a recurring feature of the Tales series. They are unique descriptive phrases and names that people can assign to themselves, sometimes providing special effects or abilities to the character who equips the title, or to the party as a whole.

Because of this, Titles can be used to optimize the build of you and/or your companions. But giving some stats booster is not the only thing titles can do. Some can give you some costumes based on the description.

Now that you know what Titles do you need to know how to get them. Well… you just do what you want. If you want to gain the monster slaying titles, go fight monsters. You want to be known as a hero then? do something heroic. If you want to be known as a pervert (for some reason?), do something perverted. The major limitation is that you and your companions can only equip one Title at a time.

Tales of BGM:
Do you like the music of this series? Don't care how you answer, now you have the entire collection of music that has ever existed in the Tales of series in your head. And at will you can choose to hear it in the background at any time and any place. Hope you enjoy.

100CP:

Fear the One Who Practices a Thousand Times:
…you don't really need to do that much, just around 50 to gain the benefits.

During battle when you use a spell or arts a counter will be added to it with a max number of 999. When you finally reach that 50 times you use your magic or art it's considered mastered. There are two effects when this state is reached; first, the cost to use that ability is reduced by 30% and the other effect is a increase in damage, around 20%.

Puzzle Solver:
Puzzles…puzzles are everywhere in this series. Because of this some help would be appreciated, right? You are now good at solving puzzles. And by good, I mean real good. From what sequences of buttons you need to press to open a door to the fact you need to make some curry and give it to a spirit to get a key that you need to help your friend to complete their quest, you know how to solve some of the strangest puzzles this side of the world.

Tales of Beauties:
Some of these worlds can get pretty dark, but it sure didn't diminish their main characters' attractiveness one bit. Why miss out on the fun?

You are now, at minimum ,a 7/10 in the looks department and pick what way you would look good in. Whether it be focused on cuteness, a rugged badass look, or just plain beauty in general, you've got your pick.

Acceptance:
If you were expecting some racist discrimination based on who you are don't worry that wont happen. As long as you aren't actively hostile to them, people will always judge you by your actions.

So even if you are a demon known for eating the flesh of people, if you do your job well they won't make a fuss about that sort of thing.

Material Gathering:
Gathering materials can be somewhat annoying; some of them can be a bit…hard to track. That's why we are going to use game logic to skip the tedious parts.

From here on out in your field of vision there will be colored points scattered within the world. When you interact with them you will gain material appropriate to the location it spawns in within

seconds and can be interacted with every other hour. For example, ores can be found in caves and herbs can be found in forests.



200CP

Overlimit/Radiant Drive:
Time to go beyond your limits. You now have access to a special bar, which will slowly fill up each time you attack or get hit by enemies in battle. Once full you can unleash a burst of energy from within and temporarily increase all of your stats, alongside giving you super armor so that enemies can't interrupt your spells or arts. What's more, if you use your arts or magic at the tail end of this, you can combo it into a devastating finishing move called a mystic art.

This is your ultimate move of the class you have that can kill any mob level enemies with ease, and deal a shitton of damage to those above them. This ultimate move can be blocked but at least 25% of the damage will go through no matter what, and immediately ends Overlimit.

If you don't want to get access to a mystic art, a variant exists in this world called Radiant Drive. This drive has the same properties as overlimit but instead of the mystic art you can simply combo any arts or magic back to back without any downtime.

You can buy both variants, but remember once you activate this ability you need to choose which you're going to use. You can't switch effects mid-activation.

Master Chef on the Go:
After battle everyone gets hungry, that's simple logic. Thus, being a decent cook would be a big boon for anyone.

You're more than just decent.

As long as you have recipes and the ingredients needed to make them, you can make any dish in mere seconds even if you technically don't have the equipment to make it nor the time to actually make it.

Filling your bellies are not the only thing that your food does either. Depending what you are cooking and which ingredients are used to make it, it will have secondary effects to anyone that eats it. It can be healing, mana replenishment, dispelling of status ailments or even temporary stat boosts.

These effects last until you eat again or at least 5 hours have passed; whichever comes first.

Inner Focus:
In battle, what a warrior needs more than anything is focus; something you have in droves.

As a magic user you are now able to cut the casting time of your spells by half. This can be further increased to the point where you're casting almost instantaneously. ..But this will take some time to master. The other bonus is that when you cast a spell it will be more difficult to disrupt and dispel.

For more physical warriors you have better control of your body. Way better; your arts, attacks and weapon draws come out at least 50% faster than before. Your focus also increases your vitality making you harder to take down and heal much faster.

If you are a hybrid class, congrats. You get the best of both worlds. Just make sure you don't push your body too much; your limits have been pushed, but they're still there.

Auto Battle
Are you tired of the grind of battles? Why not go full auto mode and let your body do all of the work?

At any point in time you can enter or leave this state of mind during battle. When you are in auto mode your body will move as if you are fighting normally and can still use arts and magic at will. Just remember that this is only useful in battle and you can't actively switch weapons or use items at all. You will need to do that work yourself…you'd be surprised how much that makes things easier when the chips are down.

Fast Travel
Traveling the vast world can be pretty tiring, not to mention *long.* That's why you can now fast travel to any Town that you have been to before, and if you know the exact locations of dungeons near the towns you are currently residing you can warp to those as well. Really a

good way to save on travel expenses.



400CP

Blacksmith:
Are you interested in making your own equipment? If so you're in luck because you got the skills to make any sort of equipment…And a slight blessing, apparently. As long as you have the recipes, material and proper tools you can make them in seconds. Even when logically it should have taken well over *weeks.*

You can also enchant your equipment. This can be done in two ways: The first allows you to destroy another piece of equipment and transfer its abilities to your target equipment. This can be its elemental properties, stat altering abilities, increased drop rates for certain materials or many more that you might think of. One weapon can hold 5 abilities at maximum and these abilities can be overridden if necessary.

The other way is by using materials. This enhancement increases the stats of the equipment directly. So if you have that special armor that you like so much you can continually improve it so that you can keep wearing it. Of course, the cost and material needed to improve your weapon will become more and more expensive the more it comes along…

Item Drops:
Well, it wouldn't be a fantasy world if you don't kill monsters and harvest their materials, and funnily enough get whatever items they may have carried or even the gald they may have (Yes, it's weird that monsters carry money that people use. Did they somehow eat those coins…?)

With this perk, if you fight and kill any creature you are guaranteed to get material, items and currency matching the setting.

But you know what would suck? Those items that you work so hard getting loot ninja'd by some light-footed thief, that's what.
Thus, those items are now protected and can never be stolen by some sleazebag. Because they're instantly transported to your warehouse in a special corner. Don't worry, the items you get will be sorted automatically.

Combi-Spell Sage:
In this world the act of combining multiple spells and arts is not an uncommon thing. This usually happens when you have reached a certain level in your class and use the ability enough times. But with this you can now combine magic and arts from other settings to create more powerful moves that are greater than the sum of its parts.

Like, maybe you want to combine the Rasengan with Force Lightning? Or perhaps you'd prefer the Getsuga Tenshou mixed with the Water Squid Ninja Arts from Senran Kagura.

Just remember you can only combine arts and magic equivalents from other settings.

Magic Tech Maestro:
Oh boy.

Are you sure you want to get this heretical knowledge? I understand it's your adventure but be warned, this has the potential to destroy the world…and it's done so more than once.

Magic tech, well, it blurs the line between magic and technology. To put it bluntly, you can replicate magic items with technology and vice versa. These inventions are also more powerful and efficient than any items with the same function.

But there is a catch: these items deplete the mana of this world while in use, gradually lowering the health of the ecosystem of the planet until its total collapse. In future worlds if no changes are made to these pieces then eventually they will cause catastrophic and long term damage to any world they are introduced to. I hope you know what you are doing with this…

Unusually Creative Offensive:
Ok, you are a bit more of an unorthodox warrior than I thought. You can now use a specific type of item you want as a weapon. It can be an umbrella, a ladle, a Kendama, or even a piece of long hard bread (no, I am not joking, this is canon). You are capable of integrating this questionably effective "weapon" into your class's fighting style and it'll be as effective as if you were using a more conventional weapon

Considering the…questionable chance of finding harder and longer bread in future worlds, the shops of future worlds that stock weapons will now also stock versions of the item you chose and will be updated based on your level.



600CP

The ultimate Magician

You can only buy this perk if the class you pick can use magic. As a magician you have reached the peak of your craft. As your mana pool has increased by 4x compared to the average person. This in turn makes your spells hit harder by order of magnitude.

Not only this, no spell is beyond your grasp. Any limitation a spell might have will be waived when you try to learn it. You want to learn a spell that only a man can use. Sure, no problem. Want to learn spells that summon spirits that are exclusive to elves, and your human is not a problem.
Just be prepared to be looked at as a freak of nature for breaking these rules.

The ultimate Warrior

You can only buy this perk if the class you pick can do arts. Your physical attributes have been increased to their very limits. But that is not all as you now have infinite stamina where you can fight for days on end and not feel tired. This does not mean you can use arts without limit as that is still decided by your mana pool which has not increased. But what has increased in how hard you can hit something with your arts and physical weapon. As you now can smash through boulders without breaking a sweat.

Your skin is also much tougher than before so much so that you can probably fight without it. As your naked state will have the same defense as full plate armor. So if you want to be shirtless go right ahead.

Team work

You are in a guild my friend so working together should be a fine way to survive in this world. The more you fight in a group and the longer you fight with the same people. The better the effectiveness and coordinations of your attacks. You also become more friendly and closer to them. In the long run this also helps you as the more your party members trust you the more likely they are going to call you for certain missions and quests. These quests may reveal more of the party members' past or background . Or give unique quest rewards that only they can give. Well either way having friends is a good thing right.

I guess i will work alone

So you're a loner, Great just great. But this is your choice so I will keep my mouth shut. This will not bother you at all as only the weak herd in groups. When you're alone in battle and outnumbered. The more they out number you the more of a disadvantage they have. As they keep getting in each other's way with their attacks, they keep hitting each other. They miss timing on buffs and healing. And their attacks get weaker for each individual they have.. So an army of a few hundred enemies may not be able to cause any damage to you. Also you receive a major boost in your stats in these situations that is also based on the number of enemies you fight .

Master of monsters

Gotta catch them all monsters!! Well you probably get it by reading that catch praise. As you are now able to catch and tame monsters. But unfortunately it's not as simple as weakening a monster and throwing a pokeball at it. No, it's more complex than that. First there is the set up you need to do. In your mental mind there will be an elemental grid active on the field. This is random for each battle. You change the active element on the field by using arts or magic that has elemental properties. Changing this element will be important as if the active element is the same as the last monster you defeat. That's right you can only attempt to tame one monster per battle. Example you enter a battle and you see that the active and dominant element on the field is fire. But the monster you wish to tame is a wolf a dark element monster. If you wish to tame the wolf you and your allies would need to use dark attribute arts and spells around 3 to 4 times before the change of dominant element from fire to dark before defeating it . The success rate of catching monsters will be increased if you are stronger than the monster you wish to tame is.

Monster tamed through this method is 100% loyal to you and you can only bring four monsters with you to battel. The rest of the monster will be sent to your monster farm attached to your warehouse and don't worry they will be taken care off. The monster you tame also has the potential to evolve. What they evolve to depend on their race, level and other requirements.

Monsters can only evolve to creatures within the same family. Like for example a wolf can evolve into a fenrir but not onto a dragon.



1000

Descender

Please forgive me, our savior. I did not know that you were a descender. What is a descender you ask ? Descender are born from a world's World Tree in a time of crisis. When a world is threatened, it uses its mana to give birth to a Descender to travel and use its power to protect the world that made him or her. A Descender is born to love their world. They love them more than anything. But since you are a special case I will negate the negative aspect of being a Descender so lucky you.

Now lets see what you get as a savior of your world. First your age upon entering this world is now only around a few hours As you were just recently born. But don't worry because your body is made of special mana the rate of you gaining levels is absurd le fast, And your stats are massive from both your base and gain from levels. To the point in a few weeks you can probably fight a demon lord.

The second ability you will gain is to convert beings made of negative energy into mana. After this jump This ability changes to convert evil creatures that don't have physical bodies into the equivalent of mana of that world.

The third ability is the capability of restoring a person's Document. Basically you are able to restore a person's body and mind to its original state from where they are born from. Like if a person were to turn into a demon then you can return them back to a human form both body and soul.

The fourth ability will be decided by which path as a descender you decide to save your world. Pick one :

- The destroyer :I see you decide to destroy everything that threatens your world. Understandable if that is the case then you are given the power of destruction. All of your offensive abilities have been increased even further than ever before as they are not only more powerful , they also ignore any resistance that the target may have. And if

you kill your target you can decide to absorb them into yourself further absorbing their knowledge and skills.

- The Leader: So your people are the one that you care for the most. Understood when ever you speak people will listen to you. As here and in future jumps you are considered a messiah, the one that will save the world. Your charisma is almost godlike and as long as you mission is to save your world. People will gladly help you in any way possible.

- The Healer: Healing the land is a possible way to save the world. By choosing this path you can purify any land you see fit. This restores the ecosystem of any land you decide to heal. This also boosts any healing abilities you may have, making you the perfect doctor.

Items:
You gain a discounts per tier of cost which are 100,200,400 and 600. Discounted 100 CP is Free.

Free
Basic weapon and gear
You gain a full set of armor and a weapon based on the class you chose. We can't have you go out naked can we.

Gald
You start out with 1000 Gald of money and use it wisely.

Apple and orange gels
You gain 3 apple gels that restore 30% of your max hp. And 3 Orange gels that restore 30% of your mana pool. this restocks weekly

100cp
Bottle set
You gain 3 panacea bottles. It heals all physical and magical ailments. It can be used in combat or while moving, 3 Syrup Bottle It prevents all physical and magical ailments. It can be used in combat or while moving. And 3 Life Bottle It cures KO and restores 30% HP and 15% of mana at the time of revival. this restocks weekly

Permanent Magic Lens
You gain a magic lens that is reusable and gives you information about your enemies. This includes stats, weakness and hp Value.

Backpack
You gain a backpack that has several unit properties. First this backpack will never be full of any material items. When I mean material items I mean raw materials like rocks, twigs and

strategy keeps the freshness of food both raw and cooked . But for equipment there is a restriction to it as you can only carry 50 pieces of equipment. This includes weapons, shields, helmets and armor. And a set number of recovery items of around 15 for each unique item, this drawback is counter with the quick retriever and consumption of the items in battle. As you can use the medicine in a split second instantly healing you and your allies .

200cp

Midtier Healing Items

You gain 3 Melange Gel that restore 30% of your max hp and Mana. 3 Lemon Gel that restore 60% of your HP pool . 3 Pineapple Gel that restore 60% of your Mana pool . this restocks weekly

DLC coating

You are given a wardrobe filled with clothes that comes from the DLC of all of the tales games. These clothes are mostly cosmetic and will as skins for your regular gear.

Recipes (Food,Weapons, Armor, Accessories)

You gain the entire recipe list of how to create a certain class of items. Choose between Food,Weapons, Armor, or Accessories. You can buy this multiple times.

400CP

Higher Healing Items

You gain 3 Miracle Gel that restore 60% of your HP and mana Pool . 1 Special Gel that restore that fully restores HP and mana .An Elixir that fully restores HP and mana, cures KO and all status abnormalities. this restocks weekly

An Inn

You gain an Inn, a place that you can use to fully heal your injuries and a mana pool. It also gives you a passive income.

Monster manual

You gain a completed monster manual that gives you details on every monster that exists in the world. Each page gives a monster ecology, habitat, and their strengths and weaknesses. This Manual updates for each world you visited.

600cp

Radiant set

Alright you gain the ultimate armor and weapon of your class. This is the best of the best equipment that you can get for your class. It includes a helmet, armor, leggings, gauntlets , and 2 weapons, or 1 two handed weapon, or 1 weapon and shield. If you have multiple classes, choose one class to receive this beautiful set. Can be bought multiple times. See notes for extra information

Van Eltia
Well guild master, what do you think. you are now the owner of the Van eltia. The giant flying ship that also acts as a mobile base for a branch of Ad Libitum. This mobile base has it all what guild needs. Shops, medical bay, rooms for your guildmates, A board that generate quests and a 3d map of the world. This ship can travel to any side of the world in mear hours it's a really beautiful ship.



Companion
My Old guildmates [50 CP]:
You may import companions you have brought with you, 50 CP each, or 8 for 300CP. Each one gains a free race and 700 CP to spend. They may not take drawbacks, but you may give them CP, spending 100 each time to give them each an additional 200.

Hero[100 CP]:
IS there someone in the tales series main cast you want to join you in your adventures? Is he a main character, an NPC or even a villain of their games? Go ahead and bring them along, that is if you convinced them.

Drawbacks
Max cp is +600 , Oh boy the world seems kinda fuck does not count as your cp limit

Supplement [+0]:
you can use this jump as a supplement for other jumps. The CP here can only be used in this jump, and vice versa; this includes extra CP from drawbacks.

Ice cold [+100]:
Man your cold i mean really how inhuman can you be. You don't really care about other people's feelings and only care for yourself and your objective.

Idiot [+100]:
Man you are stupid. Good luck casting spells and due simple math. Because man you can't even read books without any pictures in it.

Racissam[+100]:
Oh boy looks like any race that is part of your own will either hate you or have some weird misunderstanding about your abilities.

Your emotions are [+200]:
You are almost soulless as if you don't have any emotions. Wait you don't your emotions have been sealed away. And have been used as a power source for some power full machines. You will probably need to get them back if you want to feel anything again.

No one trusts you[+200]:
Well you are an outsider to this world so it's only natural that people will have some trouble liking you. It will take time for people to warm up to you but hey be patient is not like your actually criminal right. You will hear a lot of accusation going your way.

Amnesia[+200]:
Ok looks you have amnesia. No biggie but now you really forgot everything you have done before this jump and how to use your abilities before coming here. Have fun relearning everything beforehand. And no you will not remember anything as long as you are in this jump.

Start from level 1[+300]:
Ok look like all of your abilities have been set to the weakest possible level as possible. Even your equipment has been weakened to their most basic functions. Looks like you need to start over.

Your in debt [+300]:

You have no money, as you have been given a huge amount of debt while in this world. It will take you 10 years to pay it off.

No hands please[+400]:
Ok looks like you are somewhat impaired. You can't use any of your hands in battle. Could it be you have some trauma when you killed the woman you love or maybe you lost them in battle. Either way you don't have any hands, or paws or may be fins or legs anyway have fun.

No fanwork please [+400]:
Outside powers are locked so is your warehouse for the race of this jump. Fanfiction is not welcome here.

Oh boy the world seems kinda fuck [+600]:
Every two years a threat that will push your world to destruction and only you can stop it. Every one of them will push you to the very limit and the next one is even harder than before so be prepared as there will be no peace as long as you are here in this world. And if the world is destroyed then your jump ends.

Ten Years Later:

Go Home: What, you finished? Here? Well, we won't ask. Whatever it is you gained here, we hope you enjoy it. You return home with all that you have accrued over your chain, and time resumes in all the worlds you visited.

Stay Here:. Add 1000CP as a bonus

Move On: Ah, but of course. The journey never ends, does it? Go forth and have fun. Make some new friends.

Notes:

1. Thanks to **hanwen1234/Ammy for being my beta reader**

2. **For those who know that there are some abilities and settings that don't match the setting of radiant mythology. Please understand that only the first game was ever translated to english so i had to speculate what the other abilities were in the second and third game. And add some abilities from games that I have played and guess which games I have played in the series based on my list of perks.**

3. **There is a long list of the magic and arts that exist in the tales game and every person has their own personal list of abilities they learned based on their personality and history . And there is not a complete list of magic and arts of every game so please go to the https://aselia.fandom.com/wiki/Magic and https://aselia.fandom.com/wiki/Arte to make you own personal list of abilities that makes sense to you based on your class.**

4. **This Tales of the world Radiant Mythology Jumpchain was made as a substituted of a Generic version of the tales of series as the heavy fanservice nature of the game of being a massive crossover fits the generic nature of those jumps**

5. **The monsters in this series have a wide amount of designs and varied sizes. Used this list to populate your world and you can decide which monster you are for your monster origin.**

https://aselia.fandom.com/wiki/Category:Enemy_Lists

6. **The Desenders to be frank is one of if not the most broken creatures in the series. That is why they are so expensive as it's like fighting the very world itself.**

7. **For the Radiant set they are a tricky thing in the series as there each game in the series gives a different value for how much they increase the dominant stats of the user for each class. In the first and second game the RNG gives each piece of equipment from 0.5% to 15%. While the third game gives a fix increase of around 7%. Not sure about this as I could not read japanese. Here is where I will let you decide how much your radiant set would buff your stats its your adventure after all.**