

Duel Monsters - The Abyss (Albaz / Branded) Jumpchain

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Ver. 1.1

Welcome, Jumper, to The Abyss. Despite the name, this is a land that is simply called The Abyss, rather than a literal / metaphysical Abyss. You may be more familiar with it as the land where the Dogmatika Nation exists within, or the place where the story of Albaz and Ecclesia occurs, but that is mere semantics. Or, if even those are unfamiliar to you, then you simply need to know that this is a setting and storyline told through a multitude of Yu-Gi-Oh Cards.

That said, there is no card gaming here. These are the beings and events that are shown ***on*** the cards, not a storyline of people playing card games. Additionally, the power and/or viability of the cards in the Yu-Gi-Oh Trading Card Game proper are irrelevant during your time here. This is purely about the lore of those cards.

The Abyss is a continent that is cut off from the rest of the world it exists in, such to the point that no information on the rest is known. However, a distinguishing feature of The Abyss is that of “The Hole”, as they call it. The Hole is exactly that, a hole in time and space that will open up at random times, and with unpredictable sizes and locations. Often, this results in large amounts of devastation, as people and infrastructure are swallowed up in the blink of an eye, never to be seen again.

However, The Hole is not only a destroyer. While it can be a source of undeniable calamity, it can also act as a blessing, as it can also deposit technology, resources, or even crystalized energy from alternate dimensions onto The Abyss.

However, soon The Hole will deposit something that is rarely ever seen coming from its interdimensional depths: A Living Being.

This being first took the appearance of a Dragon, but after taking a fierce strike of lightning from the Holy Knight Fleurdelis and finishing his crash landing upon the capital of the Dogmatika Nation, it was revealed to in fact be a young boy.

This boy, Albaz, and the Saint of Dogmatika that found him, Ecclesia, will be the central focus of a journey that will determine the fate of The Abyss.

However, that is still to come. You will be arriving one month before The Hole opens up in the Skies above the Dogmatika Capital and spits out Albaz, and will be staying here for 10 years.

Things won't be peaceful, so to help you prepare, take this.

Gain 1000 CP

Origins

In this world, there are many factions. And yet, honestly, most of them are divided among racial lines. Factionalism is very common, and with dozens of intelligent species of life around, people tended to stick with those they knew.

Of course, that doesn't mean they're all like that. You can certainly bring people together and create a united front. If such a thing wasn't possible, the heroes would have died many times over.

And yet, you are going to need a starting point. Everyone is something, after all, even if what you are is a complete outsider.

If you pick any Origin that would give you a new species, you will gain that as an Alt-Form post jump.

Fallen of Jumper [Drop-In]: You, like Albaz, are a foreigner to this World. You possess no memories or backstory in this world, and instead will literally fall out of the sky from a Hole that will open up above or around your starting location. You will enter exactly as you are now, although obviously you get anything you've purchased in this Jump as well.

- Your Age and Gender are as it were.



Human of the Echo Chamber Nation: Hello, oh Believer. You are a Human, which naturally means you are born within the nation of Dogmatika. They are, as one may expect, fairly standard Human Beings. However, the Nation of Dogmatika does have its own way of overcoming the various superhuman neighbors and monsters that exist: The Stigmata. These are Brands that are placed upon the bodies of all of its citizens. They grant those marked by them supernatural abilities, as well as forcibly awakening hidden talents within them and/or

granting them new ones. Still, the Nation has no forgiveness for those that wrong it, so if you disagree with them, I would recommend splitting early.

- Your age is anywhere from 16 to 30, and you may choose what it is at will. You may choose your gender at will.



Tri-Brigade Tribe Member: In The Abyss, there are a Myriad of Beastmen Tribes. Well, they're called Beastmen, but they're generally far more Man than Beast, although there are some exceptions to that rule. Which Beastman tribe you have is up to you, as anything from birds of prey to more mundane options like canines and felines. Really, so long as it isn't scaled or aquatic, you can pick just about anything, even being a centaur. Still, as was said, there are a Myriad of tribes, most of which are antagonistic or apathetic to each other. Still, there is an organization of outcasts that have come together to stand against the forces of Dogmatika that seek to eliminate all other life: The Tri-Brigade. You start as a member of their force in some way, as this is more than just a battle of ideals, but a fight for survival. That being said, there's many ways to help, so you don't need to be a combatant. Not everyone can stand up to some of the monsters that Dogmatika can field after all.

- Your age is anywhere from 16 to 30, and you may choose what it is at will. You may choose your gender at will.



Energizing Elemental Spirit: In The Abyss, biological life is by no means the only form of life. You are now one of them, now being an Elemental. Specifically, an Elemental aligned with either Lightning or Fire. You are Energy given form, and have a variety of benefits because of this. Still, there are two main groups. Firstly, there are the Springans, who are a group of ash-like Fire Elementals. They generally reside in mechanical bodies that they enjoy launching off into their enemies like bullets, before returning back to get in a new shell to do it again. They are, however, very weak outside of their mechanical housings. The second, who do not currently exist in this form, are the Spright. These are Fire and Electricity elementals that, in the future, will be formed from the Argyro System splitting itself into pieces. Compared to the Springans, they don't possess as strong of an ability to possess or manipulate objects, but have far more individual power independent of external objects. You can choose to be one that exists independently of the Argyro System, if you want to select this. Lastly, it is unclear if the Therions, the mechanical gladiators that battle within the Therion Discolosseum, count as these as well, or if they are simply machines that were created by the Argyro System prior to making the Sprights. However, for the sake of this Origin, you can also become one of them by taking this Origin, in a similar way to how the Springans function.

- Your age and gender are Irrelevant, as you are literally an Elemental with no need for an Age or Gender.




Wyrm of the Summits: You are a member of the Swordsoul, a race of Wyrms that reside within the Sacred Swordsoul Summits. They possess special swords bonded to them that are made from the Icejade, and thus guard the Icejade in turn. These blades, in addition to being very high quality, possess powerful supernatural abilities, including elemental ones. Physically, they all possess a long draconic tail of some kind, possess at least some scales on their body (although how much is unsure due to their propensity for wearing full armor or concealing outfits), and possess the capability to grow much, much larger than Humans can over time. Consequently, they possess a larger lifespan than Humanity. That all said, they are still very much humanoid in their form. Culturally, the Swordsoul are incredibly isolationist, as well as being physically very far from others, but are very virtuous in their bearings. If you choose this Origin, your largest benefit or obstacle will be this sheer distance from everything else. Although, Disaster will still arrive at the Summits eventually, albeit in a lesser form compared to elsewhere at first.

- Your age is anywhere from 16 to 30, and you may choose what it is at will. You may choose your gender at will.



Born of the Icejade: Last, but not least, we have the Icejade. Icejade, as a word, describes both a material and a people. This is because the people are made from Icejade, being akin to Golems, and also the only species capable of producing the material in general. Not all of the material icejade are living people, after all. While it may be what their body is made from, icejade is also the primary building material for the Icejade people. The Icejade, as far as has been seen, all possess the appearance of women (or in one case, a young girl) manifested in crystalline Icejade in tones of White and Green. As far as aging goes, rather than normal aging, the Icejade will slowly gain an encroaching pattern of black [alongside some other color(s)] that will slowly cover their entire body. This pattern will slowly spread over decades, starting from the extremities and moving inward. Once it does cover their entire body though, that Icejade will perish. This isn't something you will need to concern yourself with for this Jump, but it will be generally good to know. Lastly, the Icejade do all possess some level of Water and Ice Manipulation, although some, like the Queen, are far more powerful than others.

- As a Non-Biological Creature, you are aged to a level where you are considered to be a fully grown Member of the Icejade, but the specifics aside from that aren't important. All known Icejade look female, but we have no evidence that male Icejade do not exist, so you may choose what gender you appear like as you wish.



Locations

Up next, we have the Locations.

This will be where you will be starting your time here. If you haven't taken the Fallen of Jumper Origin, this will also be where you live or have resided for some time now. Which, in some cases, will be a rather significant question of “How” that you will need to answer. Mostly if you're a Non-Human living in the Dogmatika Nation, but there are other questions.

You can select your location from the following list, choose to start at a location that lists your Origin in a note beneath it for ***+100 CP,*** or you can instead choose to roll for where you will start for ***+200 CP.***

The note saying you get +100 CP for choosing to start in that location if you are a certain Origin ***is*** the previously mentioned bonus. They ***do not*** stack, nor does it apply if you roll for your location and then land on a place that would give you that bonus if you picked it.

1. **Dogmatika Nation:** You will be starting in the Nation of Dogmatika. As both an Ethnostate of Human and a Theocracy, it is naturally very opposed to foreigners of all kinds. The nation also has regular Holy Crusades, where it purges those who aren't them. Additionally, they are the premiere superpower in The Abyss, even with their dogmatic policies, which no doubt amplifies how severe any of your starting issues may be. Yes, if you aren't a Human born to the Nation of Dogmatika, you are likely a prisoner of some kind or somehow undercover despite your non-human features. There's little other way to remain in these lands. It is highly likely that you are going to want to either flee ASAP, especially if you're imprisoned, or find some way to avoid being discovered and executed. If you're up for everything Dogmatika does though, and are Human, there's nowhere better for you to be.
    - You gain +100 CP for choosing to start here if your Origin is Fallen of Jumper or Human of the Echo Chamber Nation. This bonus does not apply if you rolled for your Location.



2. **Tribal Village:** The Tri-Brigade are sourced from a myriad of different small tribes of Beastmen, all of which naturally have their own villages and customs. That said, none of said villages are ever focused on or even shown. So, you can instead choose to make one up or start within a Tri-Brigade base alongside the rest of the crew. There is a lot of freedom in what you can do here, because there really isn't much in the way of details to give more specifics.
    - You gain +100 CP for choosing to start here if your Origin is Tri-Brigade Tribe Member. This bonus does not apply if you rolled for your Location.



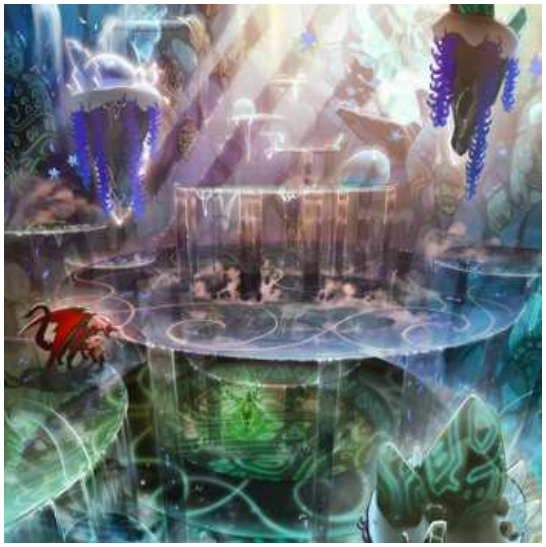
3. **Great Sand Sea - Gold Golgonda:** Next up, we have the giant desert of Gold Golgonda. As one may expect from that description, it is mostly bereft of life. However, there are two rather important exceptions to this. The first is the Supreme Sovereign Serpent of Golgonda, a truly titanic creature that is thicker than most buildings, and longer than a skyscraper. The ruined pillars you may see in the image below approximate it in thickness. The second notable form of life that inhabits the great sand sea of Gold Golgonda are the Springans. These elements spirits of soot and fire drive around on their ship fighting various other groups they may encounter within the desert. They inhabit mechanical bodies that double as their ship's ammunition, and they power everything with the energy that they themselves produce. They're a very friendly and joyous sort, assuming you can gain their trust. If you're living with anyone in this desert, it's probably with them. Although, if you aren't with them and aren't also an Elemental or a member of the Icejade, you should hope you have a good solution for food and water. It is a desert after all.
    - You gain +100 CP for choosing to start here if your Origin is Tri-Brigade Tribe Member or Energizing Elemental Spirit. This bonus does not apply if you rolled for your Location.



4. **Swordsoul Sacred Summit:** Up next, we have the mystical Swordsoul Sacred Summit. This is a mountain range, or perhaps it's more accurate to call it one gigantic mountain with a very large base. It also includes a variety of floating islands above some of the lower mountain peaks, and a deep fog that envelopes the entire area surrounding the mountain's base. The main inhabitants of these mountains are, as the name says, the Swordsoul. They are the Wyrms that wield their Icejade Blades with hearts of Virtue. If you are living here, then you most likely stay with them, having gained access to their reclusive halls and enough trust to be allowed to stay there. Perhaps you've even been allowed to assist them in their missions, even if you may not be a Wyrm yourself. If you have a heart filled with darkness though, they will be some of your worst enemies.
    - You gain +100 CP for choosing to start here if your Origin is Wyrm of the Summits or Born of the Icejade. This bonus does not apply if you rolled for your Location.



5. **Icejade Cenote Enion Cradle:** Behold, the Icejade Cenote Enion Cradle. This is the heart of the Icejade, where they were first created, and where their queen resides. Thus, it is also the place where new Icejade are born, and one of the only places where the Icejade live in general. This realm of Icejade and Water resides at the innermost sanctum of the Swordsoul Sacred Summit, and one of the most crucial missions of the Swordsoul is to safeguard it. This, additionally, is also the place where the Swordsoul receive their Icejade Swords. The Icejade Cenote Enion Cradle also passively receives memories and visions from the world over, manifesting In the Icejade of the environment from time to time. If you are a resident here, then it can only be with the express knowledge and permission of Kosmochlor, Queen of the Icejade. Your presence would be discovered and reported to the Swordsoul ages ago otherwise, and they do not take kindly to unwelcome intruders to the Cradle.
    - You gain +100 CP for choosing to start here if your Origin is Wyrm of the Summits or Born of the Icejade. This bonus does not apply if you rolled for your Location.



6. **Therion Discolosseum:** Last, but certainly not least, we have the Therion Discolosseum. Well, and the city surrounding it, but it is clearly the core landmark of the area. The area is well developed technologically, and is actually one of the easiest areas to justify living in. After all, people come from all over The Abyss to see the fights at the Therion Discolosseum. And with that, we should probably get into what the Therion Discolosseum actually is. Firstly, we have the object itself. This is a “Disc” that arrived through The Hole in times past that now hovers above this land, although clearly in disrepair. It has a large cable running into the nearby active volcano to harvest geothermal energy, but despite the technological advancement of the immediate area and the excess of energy, it never completed its repairs. This is due to the Endless

Engine Argyro System, which you may remember from the Energizing Elemental Spirit Origin as the being that split up into the Sprights later on. The Argyro System was, originally, an AI designed to repair the Disc. However, the geothermal energy from the volcano corrupted it by granting it a powerful Fighting Spirit. As such, it was transformed from an Artificial Intelligence to an Energy Lifeform that uses the energy obtained to keep the Disc in the air and make combatants to fight for it: The Therions. Thus, the Disc became the Therion Discolosseum: the place where mechanical gladiators fight, get broken down and torn apart in combat, and then are rebuilt to do it all again. If you live here, there's no shortage of reasons why. Even as a place literally next to an active volcano, there's nowhere else in The Abyss where one could see shows like what are shown in the Therion Discolosseum after all.

- You gain +100 CP for choosing to start here if your Origin is Fallen of Jumper or Energizing Elemental Spirit. This bonus does not apply if you rolled for your Location.



Perks

Now, we have the Perks. These are the abilities and traits that will define your time here.

It also includes Perks that define your new form, if you aren't taking the Fallen of Jumper or Human of the Echo Chamber Nation Origins. In the case of these Perks, it is more describing the Alt-Form rather than being an actual Perk. But all of these will be free and noted as being such beneath the Perk, so don't worry too much about it.

As a reminder, if something states that it is Free, then it costs nothing. If something states that it is Discounted, then it is 50% off.

Additionally, take the following:

Gain +200 CP for Perks Only

General Perks

Combat 101 (Free): In The Abyss, combat is common. Be it the war caused by the Dogmatika, the gladiators in the Therion Discolosseum, or even just monsters like the Supreme Sovereign Serpent of Golgonda, everyone needs to at least know the basics. And this is exactly that, the basics. You've had the equivalent of a month or two of basic combat training. You know how to swing a sword and how to not trip over your own feet, but you're far more at the level of a peasant conscript than a professional soldier. But hey, nothing says you can't grow from there.



Picture Perfect (-100 CP): As the art of a card game and, more importantly, as the faces of a story told almost entirely through card art, basically all of the people in the story of The Abyss are very attractive in one way or another. By taking this Perk, you are now as well. You possess no visual flaws that you do not wish for, have your body changed to be more in-line with your ideal body shape if you weren't already there, and are attractive enough that even those that

despise your general type of appearance or consider it a turn-off will be forced to admit that you are an 8/10 to them. Naturally, you're higher than just an 8/10 with people neutral to your looks, and people who are even moderately into your appearance may try and propose to you on the spot, if they don't consider you so far above their level that they'd have no chance. Oh, and as a small benefit, all photos you are in always turn out perfectly.



Building Bridges (-200 CP): In a world where everyone is divided and generally isolationist, if not hostile, to outsiders, it can take something special to truly bring people together. And now, you are something special in that way. You have gained an ability to bring people together and mend relationships that borders on the supernatural. You can get your foot in the door and break the ice between groups of people like no one else, even being able to bring enemies that have been feuding for millennia or beings that are intrinsically opposed to the same table to talk in good faith. Additionally, are peerless as a relationship counselor, able to both understand and help anyone work out their relationship and it's issues, be it to resolve things (relatively) amicably or to end up stronger than it ever was before the issues. Be in international relationships or marriage counseling, there's no one better for people in need of this to go to. This also also applies to your own relationships, although it's doubtful that they would ever fall to significant issues so long as you have this Perk and put in the effort. Even with this Perk, building and reinforcing connections between people isn't a breeze, but with you around, it's certainly not impossible.



Force of Nature (-400 CP): In The Abyss, there are normal people and then there are those truly noteworthy. The beings that are more like a force of nature made manifest than anything that a normal person could even consider reaching. This Perk makes you one as well. Now, what this Perk does, specifically, is enhance the powers you would possess naturally as a part of being who or what you are. For the sake of this Jump, these Perks will be marked with **[FN]** in its name where relevant, and will include a note or example somewhere within it that explains what exactly having this Perk does to that Perk. However, this Perk isn't only useful in this Jump. If you have Alt-Forms, or gain some biologically based / form-inherent powers in other Jumps, these will greatly enhance those as well. Like increasing an Icejade's Water Manipulation to the force of a Raging River, or evolving basic Electrical Spells from a Stigmata into the ability to call down full blown bolts of lightning on command, whatever it is that you are will be amplified many times over to become akin to a force of nature that can blow past the efforts of normal life. Just, be careful not to cause too much collateral damage, otherwise you may be more like a natural disaster than anything else.



The Hole Picture (-600 CP): The Holes are, as you may expect, rather important to the story of The Abyss. However, it is more than just a force of nature on this world. No, a certain few possess the power to generate the Holes. By taking this Perk, you too gain this ability. This allows you to summon, dismiss, and manipulate Holes at will. Now, to be clear, Holes are Gateways and little else. You cannot use them to erase someone from existence, you need to send them elsewhere. Additionally, you are restricted in where you can create holes to. You cannot create Holes leading to somewhere outside of your current Jump (until you Spark), although sending them to different realms of existence within the bounds of your current Jump still works. Additionally, unless you possess some kind of scrying ability, you can only open Holes to places you are intimately aware of with any real accuracy. Otherwise, opening a Hole to the location of a city you see on a map can have massive variances in where exactly it opens up, such as showing up hundreds of feet in the air or in a massive cavern underground. The Holes also cannot directly harm matter, making things like forcing open a space with a Hole or cutting someone in half by closing a Hole on them partway through it non-viable. However, this

principle does work in reverse on a lesser level as well, and links of small Holes have been successfully used as binding chains as well. They aren't unbreakable, but it would take immense power to do so. This all said, this power is one that will get you treated with immense suspicion, so be careful how and where you use it.



Fallen of Jumper Perks

Endurance of the Fallen [FN] (Free for Fallen of Jumper, Can only be taken by Fallen of Jumper): As it turns out, being someone that has Fallen through a Hole means you can ***survive*** falling through a Hole, regardless of how dangerous it may or may not be in there, or how long you spent in interdimensional space. As such, this Perk grants you the protections to match this feat. Firstly, you, and anyone within a 20' radius of you, are immune to any negative effects from falling from any height. You could drop from orbit and end up just fine, although the area around you likely won't be. Secondly, you can breathe perfectly fine even without breathable air, and suffer no consequences from areas of intense pressure or in complete vacuums. Lastly, you are immune to any and all attacks of effects that involve Teleportation or Instant transportation of matter, Spatial warping, alteration, or deletion, or Dimensional transportation, warping, alteration, or deletion. You can either have this occur harmless or break upon you, whichever you would prefer at that exact moment. And, of course, if you would want one of these to affect you, like if an ally would teleport you to safety, then it can work perfectly fine.

[FN] - As you may have noticed, all of those protections are rather absolute. As such, having the Force of Nature Perk instead gives you an additional effect. From now on, you possess a 50% reduction in any damage you would take, or any negative effects that would be applied to you, no matter what they are or how strong they are. Be it a static shock or a dragon trying to claw you to pieces, it will only be half as effective against you. Additionally, if anyone attempts any absolute effects that either work or don't work, then it will simply fail against you. This doesn't negate the need for other defences or becoming tougher, half of something that can wipe out a village is likely still a threat to you, but this will certainly help.



Universal Tongue (-200 CP, Discount for Fallen of Jumper): One may wonder how you could communicate with people without issue after literally falling from any interdimensional Hole into a world with no connection to you whatsoever. One could propose that they just so happened to speak the same language as you, by coincidence, but the probability of that is slim indeed. By taking this Perk, you now have a different answer to this question. Now, you have the ability to communicate with anyone and anything. You are automatically Fluent and Literate in every language that exists in this world and has ever existed in this world, and this effect will update upon each new Jump, or if new languages are invented. This also includes any and all code ciphers. Additionally, you gain the ability to communicate with anything that doesn't use languages as well, being able to understand their meanings and intentions through their various methods of communication, and communicate your meanings and intentions to them in return. As an additional bonus to this, you are immune to any language-based or related attacks or effects. Memetics, Curses based on knowing or saying certain phrases or words, Words of Power or inherently supernatural languages, True Name Shenanigans, or anything else. Even just facing an opponent using them or being in the area of one of these can cause them to shut down, if you would want. They hold no power over you any more. Unless, of course, you would want some language based effect to work on you or not fail immediately. Who knows, maybe you'll gain an ally one day who uses that kind of technique themselves.

- Note: No such Language Based Powers exist within The Abyss, as far as is known. That doesn't mean the protection isn't useful though.



Virtue's Reward (-400 CP, Discount for Fallen of Jumper): In a dangerous world with malicious schemes and war, it may be tempting to focus mostly on yourself, or even take advantage of the chaos for your own ends. One may think helping others or doing the right thing is a liability. However, that isn't the case, especially now that you've taken this Perk.

Firstly, whenever you act with good intentions and/or virtuous methods, you receive a variety of benefits, with those benefits being stronger when doing both. For one, your actions will be more likely to succeed and have the results you desire. Your enemies and opponents will make mistakes, you will receive good fortune when doing so, and your actions just seem to have more of an effect than they otherwise would, be it attacks being stronger or your words having a greater and longer lasting impact on others. You will receive greater returns from acting with good intentions and/or virtuous methods as well. You will find people will be more willing to open up to you or trust you, and more willing to offer support. Your training will be more efficient, and you will gain greater inspiration for new techniques and ideas than you otherwise would. Your bonds and relationships will end up growing faster and stronger. And, of course, you will end up gaining more money, materials, and/or favors than you normally would receive, either from “happening upon it” or those you help being especially generous with their rewards.

Secondly, it will never be required for you to do any immoral or evil to achieve goals that aren't themselves immoral or evil. To be clear, being selfish or on a specific side of an issue is fine, it just cannot be entirely or primarily immoral or evil to qualify. Be it the possibility of sacrificing someone to prevent some great Evil, or needing to perform some deception to receive the information you need, It is no longer necessary. Now, there will always be some way to achieve your intended result without compromising your values, even if it would bend or even break the normal laws of the settings to allow for this. This doesn't mean you don't need to put in the effort, though. No, it will still take around the same amount of effort as the less moral effort to achieve at minimum. The moral way will take more effort if the laws of the setting are actively working against you or if the alternative is doing nothing, but it will always be possible. The path of Virtue may not always be the kindest one, but now, it should be more traversable and rewarding than ever.



Dragon Alchemy [FN] (-600 CP, Discount for Fallen of Jumper, Can only be taken by Fallen of Jumper): Let's be honest here, this is almost certainly why you picked this Origin. This is the ability of Albaz and Aluber: Dragon Alchemy. Contrary to its ill-fitting name, the only connection this ability has to actual alchemy is that it changes the form of things. Rather, this ability allows one to transform themselves into a Dragon, either by just altering their own form, or by pulling upon the power and/or form of objects, energy, and/or people around them. The latter of which can grant new forms and abilities that surpass your normal Draconic Abilities. This can be done in the sense of just absorbing a Stigmata's Energy to enhance yourself without harming the recipient outside of exhaustion. However, this can also be done as a form of Literal Fusion in extreme cases, and I would recommend not doing that specifically with someone you don't trust. You are also immune to any and all consequences from absorbing and using said borrowed power, and it cannot be used to influence or corrupt you in any way. The appearance of these transformations are generally in the vein of Western Dragons, being creatures with four legs, a pair of wings, a tail, and horns, but Eastern Dragons can also occur occasionally.

The changes done by Dragon Alchemy are, at least when used with borrowed power, temporary. However, if you are just changing your own form with your own power, you can maintain that state indefinitely. This power is very quick to activate, inherent to your own being, and is something that you will likely do instinctually when under duress, absorbing from whatever is around you, until you get a handle on it. The nature and temperament of what you absorb can also cause severe emotional swings and flair-ups of your draconic instincts if you aren't prepared for it, which could cause you to go temporarily berserk until you pull yourself back together. Still, this is a very powerful ability that you can get a very large amount of use of.

Lastly, this does come with 4 Gemstones upon your body, in a uniform color of your choice. You can choose to not have these, if you don't want them. The ability doesn't depend on you having them, but they are the physical signifier of your ability to use Dragon Alchemy.

[FN] - So, with what's said so far, you may be wondering how the Force of Nature Perk affects this. Well, firstly, there's not much strengthening to do here. Rather, the Force of Nature Perk unlocks a new side of Dragon Alchemy, that of changing others. Yes, this power was used by Aluber, and in a different realm, Vector Pendulum. This allows you to, consensually or not, transform other beings into Dragons, incorporating their existing forms and abilities into those Draconic Forms, just like when you absorb things around you. However, unlike changing yourself, changing others takes significantly more time and energy. That being said, once they are changed, you possess the Ability to control them as you will. The beings will still be conscious in their new body, so this may be unnecessary if you had their loyalty before this, but it is very useful to have. If you somehow gain access to a significant amount of non-sentient biomass, you can also just directly form life from that. Although, they would still be infants no matter how large you make them, so do give them some time to learn in that case.



Human of the Echo Chamber Nation Perks

Branded in Gold [FN] (Free for Human of the Echo Chamber Nation, Can only be taken by Human of the Echo Chamber Nation): These are the Stigmata, brands that are placed upon the bodies of all citizens of Dogmatika. They grant those marked by them supernatural abilities, as well as forcibly awakening hidden talents within them and/or granting them new ones, although these abilities are usually aesthetically aligned with Light and/or Holy. These are usually relatively minor, but exceptions always exist. One major example of this is Fleurdelis' Lightning Abilities, which are strong enough to the point where you would need the Force of Nature Perk to match up to her. Naturally, as a Human born within the nation of Dogmatika, you have also received a Stigmata, granting you a golden brand upon your body. Where it is, and how large it is, is up to you. You can even choose to have multiple if you desire, although it will not change the power you receive. And, as stated a little before, the Force of Nature Perk does massively increase the power you receive from your Stigmata, going from relatively minor effects to being able to do things like call down entire bolts of Lightning comparable to the real thing. Normally, in addition to being a method of reinforcing faith in the people and as a weapon against their enemies, these brands could also be used as a method of control. Allowing the head of the Dogmatika Church, Maximus, to cut off the abilities of its holders or even corrupt the wielders. You don't need to worry about this with yours, however. You simply have the power with no consequences, aside from having the tattoo.

- If you have any Tattoos, you can choose to make those into your Stigmata instead of getting new ones. Having it change color to be Gold is something you can do, but is entirely optional. Otherwise, the appearance of your Stigmata will be the same as the one shown below on Ecclesia's forehead, which is the appearance of all Stigmata.



Beloved Clergy (-200 CP, Discount for Human of the Echo Chamber Nation): In Dogmatika, Faith is everything. As such, the Clergy are some of the most respected people, but the expectations for the position are also immense. Luckily, you have the skills needed for the job. You have the presence to captivate a crowd, like when reciting scripture, and the charisma to make the lessons stick in their minds. You also have an approachability to you that makes people tend to open up to you, even about their darkest secrets, and possess the wisdom and perception to be able to understand their problems and know how to guide them from there. Where exactly you'll guide them, however, is up to you. Neither your position nor this Perk require Morality or allegiance to a Faith, so whatever you wish to do with this is up to you. If you wish, this Perk can grant you a pre-existing position as a low ranking but still respected member of an existing religion within this and any later Jumps upon entering, such as a Priest.



Inverse Verse (-400 CP, Discount for Human of the Echo Chamber Nation): . . . Okay, it's time to stop pretending like we all can't see the elephant in the room. The Church of Dogmatika is obviously evil. What may not be as obvious, however, is how that happens. See, soon after Albaz and Ecclesia manage to flee the realm of Dogmatika, Maximus, the head of Dogmatika, performs a ritual. This ritual, called the Day of Gospel in the Dogmatika Scripture, entirely flips

the script of what is going on in the country. The Stigmata are unsealed into corrupting Brands, the sky is dyed red as it cracks open with a multitude of Holes, and the ground under the city sunders as a giant structure is raised from the depths. This all may sound rather standard, but what isn't is the aesthetics. See, the themining this all has. . . is Theater.

Yes, I'm serious. The Dogmatika become the Despia, and all of their appearance, naming conventions, and so on are all based on theater conventions, and lined in Black and Red. The Church swapped out their masks and revealed themselves to be Theater Kids. But now, how does this relate to the Perk on hand? Well, this Perk allows you to invert things that you have. You can invert your Church Outfit to become a Demonic Theater Outfit, or make a Fire Attack become an Ice one instead. If something has multiple axes on which it can be inverted, you can choose any or all of them to invert at will. This can apply to anything you are, any ability to possess, and any item that you definitively own. If you have the ability to give out borrowed power, like the Stigmata, then you can invert that too. This could merely be inverting the power itself, but you could also invoke possibly-monstrous transformations in the holder of that power as the inversion causes it to run wild, like what happened to the citizens of Dogmatika. With consent, you can even do Inversions on living beings that you don't have a direct claim on, allowing you to do things like change someone's gender or uncorrupt a Fallen Angel (in settings that have those). You can also revert any of these changes at will, if you want. This is a very useful power, but you should expect extreme reactions if you do something like make a supreme Holy Sword into a Demonic one.



667th Saint (-600 CP, Discount for Human of the Echo Chamber Nation): In the Dogmatika Faith, there are often Saints. Those with pure and strong souls, virtuous and diligent hearts, and possess great power. Over the centuries, hundreds have risen and eventually perished. Fleurdelis and Ecclesia made number 665 and 666, respectively. This was as many as Maximus needed to complete his schemes, but if he were still interested in naming more, you would surely be a candidate.

This Perk has many effects. Firstly, you are unable to lose your sense of self, or be overwhelmed to the point of losing control of yourself. Even if you were thrown into a body with hundreds, or even thousands, of other minds and souls with equal strength to yours, that all had the same authority to control said body, you would be able to effortlessly take and keep control without any issues, even if every other mind and soul united to rally against you.

Secondly, you have gained a great affinity for the Holy. At any point, you can do one of the following: A) Make any attack or ability of yours gain a Holy Attribute in addition to its existing Attributes. B) Make any attack or ability of yours replace its existing Attributes with that of being Holy. or C) Have any Holy attack or ability of yours be twice as effective and fast to use and cost half of its resources to use.

Thirdly, you have gained the ability to manipulate the souls of the Deceased that remain in this world. The most obvious use of this would be to help the deceased pass on, and stop lingering in this world. However, with what has been established about Dogmatika and Despia, that isn't what they would use it for. Instead, you can also materialize the souls of the deceased into little eye-like physical existences that you can manipulate as you wish. A single one is rather weak, able to manipulate a corpse into shambling around but little else. With enough souls and a guiding will though, you can mold the souls of the dead into monsters that can ravage the non-believers. The weakness of this, of course, is if you do lose focus on them, or your connection to them, the entire structure will crumble as they squabble. No one is making you use this though. If you just want to help them all pass on, you are perfectly within your rights to do so.

And lastly, this Perk grants you the perception of Purity. No matter how dark or clouded your Soul may actually be, anything that would try and judge you, your character, or anything else will find you free of sin. Anything that you do that would contradict this will be overlooked or justified, even if it makes no logical sense. You will be considered as pure as a Saint. Well, if you want. You can turn this off, have it apply to only certain people, or make it only apply to mystical attempts at discerning your character are subject to this. Still, even if you do have this on at full power, people still can and will disagree with you. Those with resolve will fight even a Pure Saint if they believe they are misguided in their path or reasoning.



Tri-Brigade Tribe Member Perks

Beastman Heritage [FN] (Free for Tri-Brigade Tribe Member, Can only be taken by Tri-Brigade Tribe Member): All of the members of the Tri-Brigade are, as had been previously stated, various types of Beastmen. This means that their bodies possess both Non-Human and Human characteristics, and end up stronger than a Human by default. Well, a Human without a Stigmata or any other Supernatural Abilities, that is. As such, while each tribe has their own traits and advantages, they don't stand head and shoulders above the other races. Rather, the Tri-Brigade has turned to technology to make up the deficit when comparing their natural talents compared to the power of the Stigmata. This doesn't mean you don't have those advantages though. You have enhanced strength, dexterity, speed, durability, reflexes, and senses no matter what Tribe you choose to have your Beast portion come from. However, the intensity of those enhancements does vary based on what you are. A feline based Beastman will have better dexterity than a horse based Beastman, for example. If you have the Force of Nature Perk, though, then these will go into overdrive. A basic enhanced strength can become the ability to rend solid steel walls with your bare hands, while someone whose Tribe's strength is speed can now cross the battlefield in the blink of an eye. You can become a legend with your physicality alone, although technology will always help.

- Note: The point of this Perk is to describe the function of your current form you gain from this Origin. If you have this as an Alt-Form, and aren't using it, none of this will apply.



Comrades In Arms (-200 CP, Discount for Tri-Brigade Tribe Member): One of the key tenants of the Tri-Brigade is Coexistence and Cooperation. Compared to the Dogmatika, which despise and seek to eradicate everything that isn't them, the Tri-Brigade is an inclusive group that incorporates many different peoples that had previously been divided. While there are obvious benefits to these philosophies on their own, this Perk grants additional benefits. Firstly, this Perk passively assists cooperation between you and other people. Movements become more coordinated, intentions are easier to read and be read in turn, and actions taken when cooperating with others simply have a higher chance of working out. In addition, when working alongside people you truly and deeply trust and believe in, and who feel that way about you in turn, you and all of those people receive a multiplier to all of their base attributes. The multiplier

follows the formula of $M = n^{1/2}$, where M is the multiplier everyone receives, and n is the number of *other people* you are working alongside that qualify. To put that in Non-Algebraic terms though, if you are working with 4 other people you truly and deeply trust and believe in, and who feel that way about you in turn, you all receive an x2 multiplier to all of your base attributes. This goes up to x3 at 9 other people, x4 at 16 other people, and so on. This Perk has the ability to grant immense power to both you and your allies, but only if you can successfully build your bonds up to the level required. Trust, both receiving it and giving it, can be your greatest obstacle to making the most of this Perk.

- The use of Mind Control, Mental Alteration, or any other method that would allow you to "Trust" others because you know they literally can't betray you disqualifies those parties from this Perk. It must be true mutual trust and belief.



Azure Resolve (-400 CP, Discount for Tri-Brigade Tribe Member): As you may have noticed by now in the previous images of members of the Tri-Brigade, they all wield weapons that are powered by glowing blue energy and all wear blur scraps of cloth tied around themselves. Despite not sharing an origin, this has formed a rather distinct visual identity for the Tri-Brigade, a symbol of their resolve. This Perk has granted you some of the power of each part of this symbol.

Firstly, this Perk grants you the resolve of their deep blue cloth. It is a symbol of the Tri-Brigade, that despite their different tribes they all stand together to fight for what is right. This grants you and any of your allies an immunity to any supernatural fear effects, makes it significantly harder for morale to break in combat, and greatly assists in helping your allies keep their focus, soundness of mind, and not getting overwhelmed by the chaos of battle. Lastly, this passively reduces all in-fighting and prejudice in those around you, simply by existing in the general area. Naturally, you can turn any or all of this off or suppress it to a lower level at will.

Secondly, this Perk grants you the power of their bright blue energy that powers their weaponry. While originally, this was a power source that was simply used to power their weaponry, it was eventually found to suppress the abilities of the Stigmata, and eventually the Hole as well. This

is now a power you have obtained as well. Now, you can imbue any of your items, weapons, or attacks with an Azure Glow / Coloration. While doing so, your attacks deal severe damage to, suppress any powers granted by or held by, and bypass all protections and defences on and from both Divine and Extra-Dimensional beings. No matter how beyond you they may think themselves to be, you will at last have a chance to strike them down.



Forge a Better Future (-600 CP, Discount for Tri-Brigade Tribe Member): Ultimately, the Tri-Brigade would not be the force they are without their technology. And, within the Tri-Brigade, the foremost expert in technology is Kitt. She is unquestionably a genius, despite her young age. And now, you can call yourself her peer. You can reverse engineer new technologies after only a single encounter with them, decipher and find out how to properly contain and utilize new energy sources during active combat, using the materials on-hand, and within a day of learning they exist, and can do prototyping and development so fast and successfully that it may as well be magic. This, naturally, also comes with an immense amount of mathematical knowledge as well as mysteries of fields like engineering, physics, chemistry, manufacturing, and so on. If there's anything technological to be done, you can do it better and faster than basically anyone else ever could. Well, except for Kitt. You two stand on the same general level, after all.



Energizing Elemental Spirit Perks

Elemental Embodiment - Energy [FN] (Free for Energizing Elemental Spirit, Can only be taken by Energizing Elemental Spirit): The point of this Perk is simple, to explain what exactly it means for you to be an Elemental Spirit from the Abyss. Firstly, you will need to pick either ***Fire*** or ***Electricity*** for your Elemental. This is a one time choice that ***cannot be altered*** later on. This is your element that you are now an Elemental of. Your body is either made up of fire and soot or electricity, depending on your choice, and is generally small. You also, naturally, have some ability to generate and control your element of choice. This is mostly minor normally. The Springans can power their bodies and launch themselves like rockets, but are unable to do much direct combat without a body to operate even with their Fire Abilities, and the Therions do not normally show any signs of electrical manipulation or generation outside of what is required to operate their bodies. However, with the Force of Nature, you turn from a Minor Elemental Spirit to a Major one, able to bring forth eruptions of flames and lava or strikes of lightning that match or exceed the real deal.

As an Elemental, you generate energy passively, breaking the conservation of energy and making it so you do not need to consume any outside resources to survive. However, the limits of how much power you can hold at a time and how quickly you generate that power are dependent on your general tier as an Elemental. Naturally they are vastly superior with the Force of Nature Perk. You cannot simply stockpile and/or absorb mass amounts of power to make yourself stronger. Well, not without severe consequence to your form and/or mental state, like with what happened with the Argyro System. As such, you will need to regularly release this excess power in some way, although how is up to you.

Additionally, you receive an additional safeguard while in this form. No matter how strong your flames or electricity may be, how much energy is coursing through you, or how much heat you may be generating, you will not damage, cause pain, or even bring discomfort to anyone or anything you would not explicitly want to feel those things. Even if you were as hot as the sun, you could still hold a normal human in your arms just fine.

As a Non-Physical being that is entirely energy based, you are effectively immortal. You don't age, as established before you don't need outside sustenance, and the most any application of force can do is temporarily disperse you until you reform. Trying to punch Fire or Electricity is generally pointless, after all. However, this doesn't mean you have no weaknesses.

The first is Elements opposed to you, as you may expect. A Fire Elemental is naturally weak to Water, such is common sense. However, it isn't as severe as you may think. For a Fire Elemental, getting splashed is annoying but that's it, and getting dunked underwater for a moment is not nearly enough to kill them. No, to kill a Fire Elemental, they would need to be trapped and submerged in water for hours or even days before their flame would finally go out. But this is still a weakness nonetheless.

The second and third weaknesses are intertwined: You are Energy, not something with major Physical Abilities. Thus, if something or someone is able to contain you in something that can withstand and/or siphon your energy, you have no real recourse to escape that situation. As you may have seen in one of the images for the Forge a Better Future Perk, it is very much possible to turn an Elemental into an Near-Eternal Battery if you want and/or need to, and is a good way to contain them besides. And, if whatever is drawing your power does so too much and too often, it can eventually drain you dry and kill you that way. So, do be careful not to end up in that situation, okay?

- Note: The point of this Perk is to describe the function of your current form you gain from this Origin. If you have this as an Alt-Form, and aren't using it, none of this will apply.



Elemental in the Machine (-200 CP, Discount for Energizing Elemental Spirit): One of the core abilities of the Springans is their ability to inhabit and power a variety of machinery, or even a rocket hammer in one case. However, that doesn't mean other Elementals can't also do it. If you are a Therion, your robotic body may as well be your actual body, and even the Sprights have been shown to be able to drive Therion "King" Regulus to a berserk state. By taking this Perk, you have the ability to take control of and self-power any machine. This also automatically grants you the full knowledge and experience in operating and doing combat in whatever you inhabit, and enhances the machinery to the point where you could pour your maximum amount of power into it without damaging anything.

When you're an Elemental, which is generally what's expected, this allows you to enter the technology, morph to fit the size of said technology and reside in some location within it, and then power it with your own energy, no matter what kind of energy that may be and what the machine normally does. The “morph to fit” part is actually rather relevant, as the Springans are generally very tiny, about the size of a human fist. And yet, a single one can fully fill a Rocket Hammer made with a giant monster skull. You can see the normal size of a Springans in one of the images below, as a little black blob with eyes on Albaz's shoulder. If you're not in an

Elemental Form, you do not get access to the morphing or special methods of inhabiting the machinery, but it is still generally useful.



Energetic Merrymaker (-400 CP, Discount for Energizing Elemental Spirit): An important part of the various elementals, but especially the Springans, is that they do very much enjoy themselves. The Springans are, as a people, very lighthearted and energetic, enjoying celebration and literally exploding themselves in rocket-bodies for fun. The Therions are less wholesome about it, but a Gladiator needs to be able to make the crowd go wild to be truly great. By taking this Perk, you gain a variety of benefits related to this idea.

Firstly, you gain a mastery of showmanship. You now have a fantastic sense of style and have gained a mastery of color theory, allowing you to craft fantastical outfits and make anything you wish to do more impactful. You can effortlessly insert massive amounts of flair and style into any or all of your movements and attacks with no additional effort or reduction in effectiveness. Even if someone is so far away they can barely see you, they will still be able to understand what you are trying to portray in your motions. Next up, you are a master at sleight of hand and drawing the attention of others where you want it. Be it in the pursuit of stealth, feints, or tricks in a fight, some kind of decoy strategy, or even just putting on a Stage Magician-style show, you will have no issues keeping your audience's and opponent's eyes where you want them. Lastly, you have gained a mastery of drawing in the investment of a crowd. You can make even a lacking fight into something that has people on the edge of their seats, and you can make a festival or celebration something that those there will remember for the rest of their life. So long as you put the effort in, boring is the last thing anyone would think about one of your productions.

Secondly, you also possess a mastery of bringing up the mood of others. This is explicitly different from Showmanship, but the two do work well together. You have an exceptional ability to read the mood of others. Additionally, you have been given the supernatural ability to know how to best cheer up and/or comfort others, being able to understand how to best do so for both individuals and groups. This also assists the effectiveness of any action, events, or plans you

make to assist in cheering up and/or comforting others far more likely to work as planned and be more effective. Lastly, you now possess the ability to counteract any sort of corruption effects and/or depressive mental effects. This works at a low level by simply being in the general area, but does work significantly better when actively doing something to assist in the process, like the actions covered in the last section of this Perk. So, be it a festival with a fireworks show, or a one on one talk, you will always be able to help those around you and deal with their problems, even with all the tragedies yet to come.



Champion's Spoils (-600 CP, Discount for Energizing Elemental Spirit): While the Springans may not enjoy fighting, they are certainly willing to do so. On the other hand, the Therions were literally made to fight and the Sprights do love it. This Perk is taking more from the Therion and Spright side of things, although it does still work with the Springans. Just like how the Therions take the parts of their defeated opponents and use their parts and abilities as your own, you now gain a similar ability. Now, whenever you defeat an enemy, lethally or otherwise, you will permanently gain a portion of their powers, traits, and/or body parts. This will generally be the most distinctive parts about them, and even if you do defeat someone non-lethally, you cannot just infinitely beat them over and over again to get stronger. It must be different each time. All of these will mesh perfectly together, even if it makes no sense, and will be perfectly integrated into yourself. If there are usually drawbacks or negatives associated with any of those, any passive ones are eliminated and any that would occur when actively using that powers, traits, and/or body parts are significantly reduced. If any of these don't mesh with your existence, such as physical body effects when you're an Elemental, you can apply it to an item you possess instead, such as a Robot you are residing in. Lastly, you can suppress any or all of the powers, traits, and/or body parts you have obtained at will, in case you didn't want some of them or don't want to be a chimera of near-infinite traits, powers, and body parts, either literally or just visually.

- To be clear, while the Therions may literally pick up fallen parts and plug it in, you don't need to do that. You can if you really want, but my default you just grow / obtain your own version.



Wyrm of the Summits Perks

Wyrm's Form [FN] (Free for Wyrm of the Summits, Can only be taken by Wyrm of the Summits): You are one of the Wyrms that live upon the Sacred Swordsoul Summits. As such, you do possess many benefits. Firstly, as a reminder from what was stated in the Origin, you possess a fully scaled tail, and at least some level of scales on the rest of your body and it is also possible that you possess claws on your hands and/or feet. You also can grow gradually larger as you age, and have a much longer lifespan than other biological races. Next up we will cover the bonuses you receive. Firstly, you have an enhanced level of strength and endurance. This is greater than the level that any Beastman receives, regardless of tribe, but you do not receive other benefits they do, like their dexterity, speed, or senses. Additionally, you possess a small ability to manipulate and generate a specific Element, matching whatever you pick for your Sword of the Soul Item. This is, as said, only minor, but becomes significant in conjunction with your Sword. Naturally, the Force of Nature magnifies all of these to a massive degree, making you into a juggernaut that can run rampant over your enemies with barely a scratch. With the Force of Nature Perk, you can also choose to start off having already grown very large, in the realm of up to 20+ feet tall, if you want. This won't affect your age, but do expect to get comments about being an early bloomer if you do choose to start being that big.

- Note: The point of this Perk is to describe the function of your current form you gain from this Origin. If you have this as an Alt-Form, and aren't using it, none of this will apply.



Shining Soul (-200 CP, Discount for Wyrm of the Summits): The Swordsoul are, among other things, known for their strength of character and morals. After all, their Swords are directly forged from their own nature via the Icejade, so their moral character is plainly apparent to those around them and can only be obtained by those with a strong enough heart and soul. This is in contrast to you, who can simply get one from the item section and choose its Element and Shape. As a part of this, the Swordsoul have developed a great intolerance for corruption and have significant experience in spiritualism to ward off such scenarios from occurring and to help strengthen their disciples. Even members of other races have been able to find significant growth under their teachings, assuming they were accepted in, as can be seen in the image below. By taking this Perk, you have obtained a concentration of this mindset's protection. Now, you have gained an immunity to any external corruption and/or mental effects of any kind. Additionally, any Soul based or affecting Attacks or Effects are only 25% as effectively against you as they otherwise would be, with absolute effects simply failing outright. Be it biological, spiritual, or metaphysical, no outside force can sully the shine of who you are. That being said, there are indeed ways to inflict such things to yourself, so do still hold caution in your heart and don't act with reckless abandonment.



Master Swords-Wyrm (-400 CP, Discount for Wyrm of the Summits): The Swordsoul are, as one may expect, masters of the Sword. By taking this Perk, you too have gained this. To start, you have gained a mastery of swordsmanship, both in general and in a style matching your Sword of the Soul Item's form. There is no one in this world that can be considered to be definitively your superior in skill. However, in case you go to a later Jump where that is the case, or you just want to get even better, the rate at which you learn, improve, and retain your skills in any kind of martial art or combat related skills is tripled. As a convenience, this specific bonus is also passed on to anyone you train as well. Additionally, you are now fully proficient in using any and all of your skills in combat, and will continue to be so in the future, even when you first learn new skills. This also comes with mastery of a variety of other combat related subjects and skills, such as situational awareness, footwork, sense of balance, battlefield tactics and general positioning, and your ability to maintain composure and focus during combat. The main part of combat that this Perk doesn't grant you, aside from allies, is that of your actual Physical and/or Magical Abilities. Getting overpowered or exhausted can still be a concern even for the most skilled of combatants, after all.



Tuning Potential (-600 CP, Discount for Wyrm of the Summits): Ultimately, the power of the Swordsoul is to awaken and refine the power that already exists deep within every person. By taking this Perk, you obtain the ability to do so yourself. Now, with some focus, effort, physical content, and consent, you are able to near-instantly awaken the potential within others. This could be something like unlocking new abilities, techniques, and/or attributes and/or helping them enhance existing ones. This can also allow them to gain universal access to abilities, techniques, and/or attributes they would normally only have through some other item, outside power, or technique. If this normal method of accessing their power has drawbacks or complications, like a Stigmata, this Perk also allows you to completely and permanently remove any influence and connection between the one you are helping and that other thing. Otherwise, they can use that method to now reach even higher heights. And, of course, they can always train to further these enhancements. Unlocking their potential in this way doesn't mean they can't grow further, after all.

However, it isn't just in others that you can awaken potential in. This process described above automatically happens to you automatically, now and whenever you enter a new Jump. Additionally, you can resonate with your Sword of the Soul Item (should you possess it) with a second or two of focus. While in this state, the power of both yourself and your sword is increased by 50%, but you cannot maintain this state indefinitely. Upon a certain level of exhaustion or losing focus, this state will dissipate. Additionally, you gain access to a less. . . standard form of increasing your power. You can tune your own existence to that of someone else, and then transfer some level of power between the two of you. With this, the amount of power that can be transferred is related to how well the two of you are attuned. If done consensually, this is a temporary process that will allow you to enhance your allies or have them lend you their power. However, it is also possible to rip the power out of others and permanently add it to your own. That being said, utilizing it in this way will have consequences, such as permanent and drastic alterations to your physical and mental states, and as such this is very much not recommended. You can see one example of this below, if you want a visual indicator of what abusing this power can cause.



Born of the Icejade Perks

Icejade Made [FN] (Free for Born of the Icejade, Can only be taken by Born of the Icejade): You are one of the Icejade. The species made from material of the same name, both just the material itself. As a reminder, you are a person made from Icejade, being akin to a Golem, and thus do not need Food, Water or even Air to survive. You, most likely, possess the appearance of a woman manifested in crystalline Icejade in tones of White and Green, unless you chose to look overwise. As far as abilities go, all Icejade possesses the ability to create and manipulate Ice and Water, as well as Icejade. Just the Material for the last one, though. Additionally, the Icejade are all able to levitate and fly at will, although not especially quickly. These are respectable amounts of this ability for normal Icejade, perfectly able to do combat spells. With the Force of Nature Perk though, you go from throwing balls of water or spikes of ice to generating raging rivers to blow down armies or generating freezing glaciers upon them. To be

clear, despite having Ice in the name, Icejade is far more of a mystical mineral than something frozen, and thus not vulnerable to heat. It also isn't brittle, as it's capable of making creatures capable of normal motion, so you don't need to worry about shattering either. Well, so long as you're alive at least, but what happens after that probably isn't much of a concern to you.

- Note: The point of this Perk is to describe the function of your current form you gain from this Origin. If you have this as an Alt-Form, and aren't using it, none of this will apply.



Spiritual Purification (-200 CP, Discount for Born of the Icejade): An ability of the Icejade that is rather important is that of their ability to heal and purify things. It was used to prevent the Stigmata of Ecclesia from corrupting her, for one example. By taking this Perk, you too have gained this kind of power. Firstly, just by touching someone or having them reside within your home or within some water you have designated with this Perk, you can indefinitely prevent their condition from worsening. Additionally, from there, you can gradually cure others of any injury, poison, disease, corruption, or anything else. The more intense the infliction, the longer this will take to accomplish. However, so long as they remain in any of the above situations, they will be slowly healed. This Perk also has a second effect, though. If you are fighting against or opposing anyone that is corrupted, factually evil, using factually evil aligned energy/elements/powers, and/or are trying to harm those you are currently caring for in any regard, you receive an x2 Multiplier in the effectiveness of any and all actions you take against them. It wouldn't do for a place of healing to fall to the very forces they need healing from, after all.

- Note: When in Water you have designated for this Perk, it will also supplement any of their normal needs, making them able to be submerged indefinitely without need for food, water, or even breathing.



Memories in Icejade (-400 CP, Discount for Born of the Icejade): A rather curious trait of the Icejade, the material, is that it can channel the memories and souls of others. On one hand, this is how the Swords for the Swordsoul are forged, as had already been established. On the other hand, though, the Icejade Cenote Enion Cradle also obtains and displays memories and current visions of what is occurring from the entire world over. By taking this Perk, you too obtain this ability. Now, passively, you gather random copies of visions of what is occuring in the world and the memories of others. This all gathers in a partitioned off place in your mind that you can view at will, and/or show through any Icejade you possess. These visions and memories cannot be tracked, sabotaged, noticed, or anything else, and you or anyone watching them will suffer no negative consequences from it, even if they would normally contain things like memetics or curses from knowing about something. With that being said, sorting through them to find any given information you desire is likely to be an issue. Additionally, this Perk allows you to manifest Icejade through the hearts of others, exactly like the process done with the Swordsouls. You can use this to awaken Swordsouls in others who have a strong enough soul and/or sense of identity, which can even go as far as granting others powers or forms similar to Albaz's "Mirrorjade the Iceblade Dragon" form, which is shown below. Of course, that specifically was due to Albaz's own ability of Dragon Alchemy, but even without that, you can still grant others enhanced abilities above the standard if you put in the power and effort to do so. And, as a reminder, what's manifested is based on what's there. If someone doesn't like what they get, then they need to look inward, not at you.



Royal Birthright [FN] (-600 CP, Discount for Born of the Icejade, Can only be taken by Born of the Icejade): Among the Icejade, there are a special two. The Royal Icejades, Queen Kosmochlor and her daughter Aegirine. Well, it was said Two, but by taking this Perk it now becomes three. Yes, you are now a Royal Icejade. To start, this comes with a floating crown made of Icejade, although you can have it sit on your head or temporarily make it disappear if you want. Furthermore, you can choose to enter any future Jumps with a full Royal Title and Benefits as a part of your background, although it will be on by default for this Jump. Additionally, as an Icejade of a higher quality, you receive a +50% bonus to all of your basic attributes. Although, if you have the Force of Nature Perk, you instead gain a +100% bonus to all of your basic attributes.

However those aren't the only benefit to this Perk. This also comes with the Birthright of the Royal Icejade. That is, rather, the Right to give Birth. See, as a Non-Biological Species that nonetheless have a lifespan, the Icejade do still need a way to reproduce. The Royal Icejade are the ones which hold that ability, able to create life from the Icejade at will, although not without a significant amount of power and effort. This could be people, like the Icejade race, creatures equivalent to various animals, or even just moving tools like normal golems. There is some ambiguity in what exactly you create each time, but you generally can determine what it is you're making. If you have the Force of Nature Perk, this extends to being able to convert other forms of life into Icejade as well. You can do this to living creatures, or even do so on the recently deceased as a form of resurrection. Their form may not remain the same though, as can be seen in the resurrected version of Swordsoul of Mo Ye shown below. For comparison, you can see her original form as the example image for the Wyrm of the Summits Origin. Generally you would need consent for this, but if they are in a situation where they cannot give consent (like being dead), you can do so without it. For any form of life made this way, assume they all have the “Icejade Made” and “Spiritual Purification” Perks, with a few exceptional ones possessing the “Memories in Icejade” Perk as well. Their general power level, however, depends on how much power you put into them, so expect to get back what you put in.



Items

Next, we have the Items section. This is where you will obtain the gear you will be starting with, and most likely keep with you during the entirety of your time here.

As per usual, all items here cannot be stolen, broken, or lost.

Additionally, take the following:

Gain +100 CP for Items Only

General Items

Traveling Outfit (Free): This is nothing special, just a durable and decently fashionable outfit that you can go around in. It is designed to your specifications, fits you perfectly, is self-cleaning, and has the normal item protections, but aside from that it's just an outfit. You can import any outfit you have into this if you wish.



A Modest Sum (Free): This is a small amount of funds. Enough to buy a month's worth of room and board for yourself at just about anywhere you could go, assuming said places even have inns, but not much else. A nice starting fund so you don't immediately have to worry about starving, but not something that will last.



Deck of Your Own (Free): This is just a little bonus, due to the original source material being the Yu-Gi-Oh Trading Card Game. By taking this item, you will receive Yu-Gi-Oh Cards based on your Adventures, Allies, and Enemies from now on, even in further Jumps. They have no supernatural effects, they're just cool cards and a reminder of your Journeys. They are functional cards though, so you can play with them if you want.



An Abode (-100 CP): This is a decently sized home that you possess. It is within wherever your starting area is located, is a safe and comfortable location, and can house yourself and a few others. There isn't anything really special about this place, except for one thing: No one can enter it without your permission. This, alongside the standard Item Protections, can make it a good place to bunker down if you have enough food to last you, or simply don't need food. After this Jump, it will become a part of your Warehouse.



One's Homeland (-600 CP): There are many places in this world. And as such, you may want to take one with you, especially one you've grown up within. Now, when you finish this Jump, you can take a copy of the entirety of the Location you have started in with you. It becomes a part of your warehouse, in whatever its current state is and with any of the inhabitants that you

would wish to take along. Additionally, due to the nested nature of them, if you start at the Swordsoul Sacred Summit or the Icejade Cenote Enion Cradle, you receive both. It would be odd to receive a Mountain without its core or vice versa, after all. If you wish, you can also import your land into any future Jump at will.

- Note: I don't believe images are needed for this one. They're all in the Locations Section already.

Fallen of Jumper Items

Mercourier (-100 CP, Free for Fallen of Jumper): This is Mercourier, a mix between an item and a follower. It is a basic Artificial Intelligence that inhabits a drone body powered by the Tri-Brigade's Azure Energy, and is primarily used for scouting. As an item, it receives all the usual item protections, but it is also capable of self-operation and can wirelessly transmit what it observes to you or give messages to others. Additionally, transmissions to and from Mercourier are unable to be traced, coopted, or tapped by any outside party, so you don't need to worry about information being leaked. Lastly, it's a cute little robot bird. Who doesn't love cute little robot birds?



Icejade Dagger (-200 CP, Discount for Fallen of Jumper): This is a Dagger of Icejade. While inherently inferior in all regards to a proper Swordsoul like those of the Wyrm of the Summit Origin get from the “Sword of the Soul” Item, it still follows the same general principles as one. Its shape is set as a Dagger, although you can choose what kind of Dagger. Like the “Sword of the Soul” Item, it will grow in power alongside you, albeit to a much lesser degree. It will always be a useful side-arm at minimum, will boost the power of any technique using it by 10%, and can be summoned or dismissed at will. However, it does not possess any inherent elemental traits or abilities. The one unique trait this dagger has is as follows: for each of your allies that

are incapacitated, dead, or otherwise unable to assist you right now due to some action taken by your enemies, the power of this dagger increases by 10%. This stacks additively, but with no limits. So, even if the worst happens, there will always be hope.

- Note: You can import any weapon you possess into this if you desire.



Foreign Treasure (-400 CP, Discount for Fallen of Jumper): Many treasures fall from the Hole, and they can be massive windfalls or opportunities when fortune smiles upon the world. And now, you come with such treasures. By taking this item, you receive a pile of treasures in your warehouse, with what exactly is in there being entirely random. Additionally, every week from now on, a Hole will open up above your pile of treasures and dump some more random valuables from across the multiverse into your home. Be it Gold, Jewelry, or other random types of valuables, you will certainly have a hoard any dragon could be proud of, or use this to jumpstart and fund a merchant empire. Whatever you wish, really. They're your treasures now, after all.

- Note: Due to popular demand, this can also spit out an adoptable child on occasion, if you would want that to happen.



Human of the Echo Chamber Nation Items

Quality Armor (-100 CP, Free for Human of the Echo Chamber Nation): This is a set of quality metal armor, shining in white and gold, that is perfectly set to your size and covers all of your body. Which metal is genuinely unknown, but it is probably at least somewhat supernatural. It possesses no special properties outside of being armor, but it is self cleaning and functions well.

- Note: You can import any armor you possess into this if you want.



“Holy” Weapon (-200 CP, Discount for Human of the Echo Chamber Nation): This is a Weapon of your choice, proclaimed to be a Holy Weapon by the Dogmatika Nation. It isn't *actually* Holy, though. Rather, this is a weapon that can channel any power you have in any amount without issue. It will initiate some kind of effect based on which power you are channeling, which will also change the appearance of the weapon or manifest some kind of glyph. And, when used this way, the power of whatever technique you use with this weapon will be boosted by 25%. By default, it is set up to channel your Stigmata (assuming you have one) but you can change what you're channing at will.

- Note: You can import any weapon you possess into this if you want.



Dogmatika Nexus (-400 CP, Discount for Human of the Echo Chamber Nation): This is the Dogmatika Nexus. This is the artifact used to place Stigmata on people. By taking this Item, you receive a copy of it. Through using it, you can grant the “Branded in Gold” Perk to others. The strength, location, and results of which are dependent on the person. You can also choose to change the design of the Stigmata if you want. Of course, this does possess the abilities of the actual Dogmatika Nexus as well, so if you want to use the “Inverse Verse” Perk to cause Evil with this, or change it into a monster, well nothing is stopping you. It didn't turn out so well for Maximus though.



Tri-Brigade Tribe Member Items

Cloth of Allegiance (-100 CP, Free for Tri-Brigade Tribe Member): This is the blue cloth that all members of the Tri-Brigade wear. This is just a normal cloth, for the most part, but it does have two special properties. Firstly, anyone who sees you wearing it will automatically know who you are aligned with. And secondly, you can make an infinite number of copies with it. The process takes a second or two for each copy, so you can't just flood a room with them on a whim, but this should still be useful. The copies of this can be handed off to other people, and if so, it will also let anyone who sees them wearing it will automatically know *their* allegiance. This obviously isn't something to wear when undercover, but when you are trying to show your true colors, this will let people know without a doubt.



Azure Armory (-200 CP, Discount for Tri-Brigade Tribe Member): The Tri-Brigade possesses a variety of weapons, that all contain and are powered by Azure Energy. Most of which use that energy as ammunition to shoot, but a few do channel the energy instead. By taking this item, you now have an entire armory, filled with every type of weapon done in this style. None of them are exceptional, but they are high quality and you certainly aren't lacking with variety or amount of weaponry. You have enough to easily arm a platoon if you want, or you can just change what weapon you're using based on your mood.

- Note: You can import any weapons you possess into this if you want.



Rindbrumm the Striking Dragon (-400 CP, Discount for Tri-Brigade Tribe Member): Behold, Rindbrumm the Striking Dragon. This is a Mecha-Dragon that will be made by Kitt in the future that incorporates both the Tri-Brigade's Azure Energy as well as some of the Sprights as a power source. It possesses power on par with a real dragon, and has both Laser Cannons and a breath weapon. Additionally, it expands upon the Azure Energy's power to negate Extra-Dimensional and Divine Powers, and now just negates any and all Powers of what it targets. It also comes with the skills to pilot it and a pair of cool shades. Enjoy.

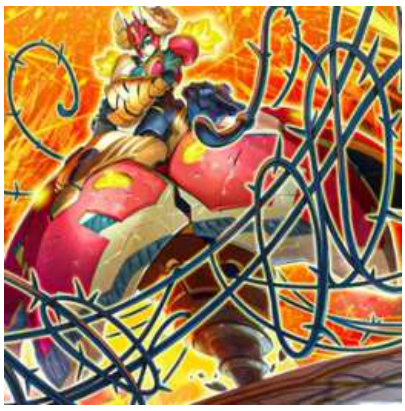


Energizing Elemental Spirit Items

Disposable Shells (-100 CP, Free for Energizing Elemental Spirit): As was described in many places, the Springans occupy disposable bodies that they literally turn into bullets and blow up for fun. By taking this Item, you receive an infinitely refilling stock of this kind of body. They aren't very complex or durable, but you have a lot of them and they're something you can possess at bare minimum. So, if you want to blow them up repeatedly, go ahead.



Therion Ready (-200 CP, Discount for Energizing Elemental Spirit): Now, this is something more worthwhile. This is a robot body that is built to fight and ***win***. A body on par with the Therions, one capable of thriving in the Therion Discolosseum. It has incredible specs across the board, is designed to your specifications, and possesses some sort of unique special ability of your choice. Additionally, this body is perfectly compatible with any and all types of technology, to the point where you can just plug something in to any random spot and it will simply just work. As a part of this, the system of your Therion Body is immune to any and all viruses, hacking, unwanted external modification, coopting, or anything else. Additionally, you and your Therion Body will automatically gain full control of any system or power source that is plugged into it. Unlike the last one, do try and take care of this. It has the usual item protections, but you do only have the one.



Sandship (-400 CP, Discount for Energizing Elemental Spirit): Behold, a Sandship. Well, it's technically an All-Terrain Ship, but it was primarily designed to work on sand. Be it Land, Water, Air, and especially Sand, there is nowhere it cannot go. It is fully equipped with a variety of weapons systems, fully functional arms, and is even able to slip into and out of underneath the Sand at a whim. The one the Springans had was equipped with canons but used the Springans themselves as both Fuel and Ammunition (because it was fun for them), but yours has Ammunition and Fuel that will infinitely refill. You can still do the Springans method anyways if you want, but you don't have to.

- Note: Crew not Included, although you do receive the skills to pilot it. Head to the Companions Section for a Crew.



Wyrm of the Summits Items

Sword of the Soul (Free for Wyrm of the Summits, Wyrm of the Summits Only): This is the titular Swordsoul of the Swordsoul Group. It is a Sword literally born from your soul and made of Icejade. As such, it is the highest quality of weapon you can find anywhere. It can have any shape you wish, including physics defying ones like being a whip-sword whose parts levitate without any connecting pieces, but it must still be a sword. This sword has an Elemental Ability of some kind and which element is your choice, and will amplify the power of any technique using it by 50%. Additionally, this sword will grow in power alongside you and your possessions, to the point where it will always be the most powerful and effective weapon you could be using at any point, and you can Dismiss and Summon this Sword at will.

- You can import any of your existing weapons into this if you desire.
- The Element of this Blade can be anything you desire, even less standard elements like Metal or Wood.



Scaled Armor (-200 CP, Discount for Wyrm of the Summits): This is a set of scaled armor that perfectly fits you and covers nearly your entire body in some way or form. It will be normal scales for most of it, but it can also include things like latex coverings, leather, or so on in some parts of it. Look through any of the Swordsouls shown to get a good idea of what to expect, although Taia below is a nice example of the standard. No matter the chosen material of the armor, it will all have the same durability and protection across your entire body. Additionally, this armor is self-cleaning, and by wearing it, you receive a 25% reduction to any and all damage or Negative / Debilitating Effect that would act on you. Except to stand out in a crowd, but the protection should be worth it.

- Note: You can import any armor you possess into this if you want.



Auspicious Beast (-400 CP, Discount for Wyrm of the Summits): Like Mercourier before it, this is also a mix of a Follower and an Item. This is an Animalistic Wyrm that resides alongside the Swordsoul. It is considered to have all of the Perks and Items of the Swordsoul Tree, excluding itself but including the Sword Of the Soul Item as its Horn. However, it is an animalistic

intelligence, rather than being a full person with Sapience. It will follow your orders to both the spirit and the letter, but unless you have some way to grant it personhood or import it as a Companion, it will remain this way. It does, however, possess one unique ability: That of determining the Hearts of Others. If one is Good or Evil, it can tell at a glance and alert those around it to what it has learned. Oh, and it also comes with all of the required food and required tools to take care of it, alongside the knowledge and skills to do so. It certainly won't be a liability to have around, at bare minimum.

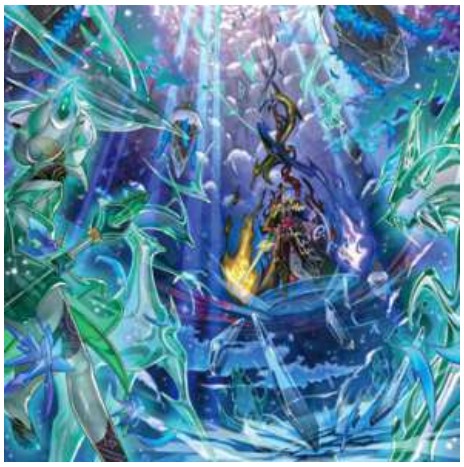


Born of the Icejade Items

Pile of Icejade (-100 CP, Free for Born of the Icejade): This is exactly as what's described on the Tin. It's a large pile of the mystical mineral Icejade, which has been described many times already in this Jump. It will refill over time when used, and can be shaped to your desired form with a bit of time and focus. If you're an Icejade yourself, you can make some yourself, but this will save you the time and effort in doing so. If you aren't an Icejade, though, this is likely your only way to get consistent access to the material after this.



Icejade Menagerie (-200 CP, Discount for Born of the Icejade): The Icejade Species aren't the only species made from the material. There is an entire, if small, ecosystem of various forms of life made from Icejade. Most of them don't have much in the way of supernatural power, but they are all considered to have the “Icejade Made” and “Spiritual Purification” Perks, and thus still possess the Icejade trait of levitation, as well as not needing food, water, or air to survive. They are also, well, animals, and thus do not possess personhood or the ability to make complex decisions. You can direct them as you wish, be it mentally or physically, without issue, or you or your Companions can train them similarly to animals for use by others. You can easily find use for them as things like war steeds or transporters with them in this way. Or maybe you just like the Icejade Animals or want to open a petting zoo, no shame in that. Regardless, by taking this option, you now have between 5 to 20 of each Icejade Animal Species, receiving more of the smaller ones and less of the larger ones. Additionally, even if you do not possess the “Royal Birthright” Perk, you will receive new ones of each species when your existing ones are reaching the end of their lifespans or otherwise perish. This would be a bad item if it was that temporary, after all.



Icejade Creation (-400 CP, Discount for Born of the Icejade, Free with the Royal Birthright Perk): As you likely saw in the “Royal Birthright” Perk, it is the exclusive domain of the Royal Icejade to create more Icejade-based Life. However, sometimes there is a need to create more than just Life. Sometimes, a need arises for a powerful champion that can safeguard the Icejade Cenote Enion Cradle, or defeat their enemies. One that disregards the more spiritual and creative focuses of the Icejade in place of Force. The Swordsoul have taken this role, generally, but sometimes that isn't enough. This Item is one such Champion. Like many items before it at this point, it is a mix between a Follower and an Item, not being a full person by default, but somewhat aware and capable of some decision making and autonomy. It is considered to have the “Force of Nature”, “Icejade Made”, “Spiritual Purification”, and “Memories in Icejade” Perks, and physically is several stories large. Your Icejade Creation is not a subtle implement, but rather a monument to your power and a force that can single handedly rout an army or slay a

monster on the scale of the Supreme Sovereign Serpent of Golgonda. However, unlike other Icejade Creations, it has no natural lifespan of its own, rather, it lives and dies by your lifespan. As far as its appearance goes, your only restrictions are that its form cannot be Humanoid in general shape, and that it is still made entirely of Icejade, and so its coloration shall reflect that. It will follow your orders to the Spirit and the Letter, without much, if any, regard for its own self preservation or collateral damage. In many ways, they are more like a tool than a living being, so use them wisely.

- Note: As you may have noticed, you get this for Free with the “Royal Birthright” Perk. In this case, consider it to be both a symbol of your royalty, as well as a bodyguard to keep you safe.



Companions

We're almost at the end now. This is the Companion Section, where you will be able to purchase some new allies to journey with you or import your existing ones into this world so that they can receive further benefits. You get one Canon Companion for free, so this has something for you no matter what.

Note: If you do not have the Fallen or Jumper Origin, you may make it so any Companion(s) you purchase here are implemented into your backstory rather than being someone you meet after the Jump starts.

Additionally, take the following:

Gain +100 CP for Companions Only

Old Allies (-50 CP Each OR -300 CP for 8): No adventure is any fun alone. Friends and companions are part and parcel of any good journey, and it would be a shame to leave behind any one's you've already made. By picking this, you may either Import Companions equal to the number of times you purchased this or Import up to 8 Companions, depending on what you purchased. They gain 800 CP and gain their Origin and Freebies as normal, and may take Drawbacks that only affect themselves. However cannot take Drawbacks that would affect the World at large, and are unable to take Companions.



New Friends (***First is Free***, -50 CP for Each Additional Purchase): No person is an island, such is a fast of life. Simply by living, everyone connects with other people, and even Jumpers are no exception. Taking this merely helps things along. Now, you can select any Canon Character. You will end up meeting up with them early and often, and the two of you will end up growing very close. Close enough that, assuming they are still alive at the end of your Jump, they will gladly join you on your journey as a Companion.



Familiar Faller (-100 CP Each): As it turns out, when there is an active dimensional Hole in a world, a mess of various things end up being thrown in. By picking this, we can pick a world where various other characters you may know have fallen in. Yugioh Characters specifically, be it from the anime or other cards. Yes, you can pick any Yugioh Character you want to end up falling into The Abyss, 1 for each 100 CP you spend on this option. Like everyone else in this Jump, their powers and abilities will be Lore Based, rather than the power or viability of their card in the Trading Card Game. You will be guaranteed to run into them in-jump and to have a good relationship with them. Enough so that they will be willing to follow you when you leave.

- Note: You can pick something absolutely overpowering like an Egyptian God or Exodia if you really want, but don't expect them to win all your battles for you, or even help you out to a serious degree if you don't prove yourself worthy. Otherwise they'll mostly hang out and pitch in a bit when things get serious.



Maids of the Draconic Variety (-300 CP): This is a bundle option that works a similar way to “Familiar Faller”. By taking this option, there are 7 Total Companions you receive, that being the Dragonmaids. These are a group of seven maids, all of which have their own role and specialization within the group. Furthermore, you can Import them all into later Jumps as a single group. They all also possess some draconic features, as well as the ability to transform to and from a Dragon Form at will. This is being offered partially because it would feel wrong to have some taken without the others, but also because there have been many fanworks of Albaz and Ecclesia meeting this group. They will have ended up falling through the Hole, bereft of any Master they may have served or Mansion they'd have resided within. And then they happened upon you. Simultaneously and unanimously, they decided that you were the perfect Master for them to now serve.

As was stated previously, there are Seven Dragonmaids, each with their own role and specialization. The leader of them is House Dragonmaid, who has black hair and red wings. She is the one who, alongside being the strongest and is able to take care of just about any task, also ensures quality and completion of tasks for her subordinates and family members. This, at times, can lead to her getting rather upset with them if they end up causing shenanigans over doing their job. Next up is Parlor Dragonmaid, who has green hair and wings. She is in charge of attending to guests and serving food. She is a mischievous girl, who is generally the cause of

said shenanigans, and occasionally sneaks a small snack for herself. After her is Kitchen Dragonmaid, who is colored red. She uses her fire powers and culinary skills to produce all of the food for the inhabitants. She has a bit of a temper though, especially when Parlor sneaks some of her food.

From there, we have Nurse Dragonmaid, who one can identify from her pink outfit. She is an expert in medical procedures of any kind, and even possesses healing magic. Additionally, she is the most motherly of the group, caring for the others, but especially Laundry Dragonmaid. Laundry Dragonmaid, as we just mentioned, is the Dragonmaid responsible for doing the laundry. She is easily identifiable both by her blue coloration, but also as she is the youngest of the group by far. As such, she often makes mistakes in her tasks and can be unprofessional, but she tries hard and is getting better by the day, especially with the help of her fellows. She's also simply adorable, so no one gets too upset with her.

After that, we have Chamber Dragonmaid, who has near-white blonde hair and dresses in black. She is in charge of cleaning and organizing the rooms of the house, such as making beds. She is very elegant, but also indulgent in the antics of her fellow dragonmaids. She also has a lot of admiration for House Dragonmaid, to the extent where it may border on being a crush on her. Lastly is Lady's Dragonmaid. She acts as the personal attendant to the Lord and/or Lady of the Manor, whoever that may be. Despite being older than Laundry Dragonmaid, she is actually the newest addition to their found family. As such, she is the one that is the most shaken and uncertain due to these events, and will end up clinging to you for purpose and direction in the coming months.

Despite the fact that each of them holds immense power, they will generally not assist in combat. They're Maids first and foremost after all. Their job is to care for you and your home, not fight your enemies. However, if someone does attack your home, well, there's no fury like a Dragon who has their Den attacked. Additionally, if you don't have a large enough space for them to be sufficiently occupied, do expect more shenanigans on the home front. On the bright side, at least they're having fun.





Arpi the Lionhearted (Free): Meet Arpi the Lionhearted, a Human and former member of Dogmatika. She is a new character to this tale, so let me tell you her story. She was born to a pair of absolutely abysmal parents, who mistreated and abused her at basically every opportunity. However, early in her life, she managed to successfully expose their misdeeds to the public, after which they were executed and she was made a ward of the church.

Arpi was conflicted about the consequences her former parents faced, but was ultimately glad that she was free of them and that they couldn't hurt anyone else ever again. So, she continued on with her life. Emboldened by the success she obtained to free herself from her torture, she became known across the Dogmatika Nation as someone with a Righteous Heart who would tolerate no Injustice. Despite Arpi's young age, she helped many people and exposed significant amounts of corruption within the lower ranks of the Church over the years. As a result, she gained immense popularity among the populace, although less so with the higher up of the church. As such, despite qualifying for the position, Arpi was never given the title of Saint, or even told that she would qualify. Instead, Arpi was assigned to be trained by and serve with the Holy Knights, which she embraced with vigor. It would let her help more people and fight back against the Heretics that threatened innocents after all.

As a girl with extraordinary abilities, Arpi quickly rose in renown and status within the church. Her Stigmata, located across the entirety of her back, granted her immense physical abilities (especially her durability), the ability to manifest and control Fire, the ability to sense the world around her through heat and vibrations in both the air and ground. Although, this does come at the cost of Arpi's senses of Smell, Taste, and her ability to see most shades of color, being massively colorblind outside of the most distinctive shades, except the color Orange, which she can see perfectly for whatever reason.

However, Arpi eventually completed her training and was sent on a mission to eliminate a Heretic Base with a squadron of other Holy Knights, albeit ones of much lower strength than her. It was here where she ran face first into a horrible truth: that the Dogmatika Church considers “Heretics” to be any who do not possess a Stigmata. Even if those are unarmed civilians, or even children.

Yes, the “Heretic Base” Arpi was sent to eliminate was, in actuality, just a small Beastman village. The people there had weapons, yes, but only the mundane kind that one could find anywhere. Certainly not the Azure Energy Weapons of the Tri-Brigade. The place was entirely inhabited by noncombatants, with children playing in the streets and people enjoying their own little lives.

Aghast and disgusted, Arpi turned to her fellows and tried to dissuade them. However, before she could get far into her attempts to win over her fellows, a Senior Knight spoke up. See, the upper echelon of Dogmatika were well aware of Arpi's tendencies, and made precautions in case this happened. Normally, they'd just declare her a Heretic, but her known adherence to Justice and Virtue and immense popularity with the masses made that less viable. So, they had a different idea.

“No proud Knight of Dogmatika would say such a thing!” The Senior Knight proclaimed, exactly as planned, “The Heretics must be controlling her somehow!”

And like that, Arpi's arguments and pleas turned to ash in her mouth. She may as well have been saying nothing for as much as they listened to her. Thus, Arpi was left with no recourse but Violence to protect the innocent villagers. With walls of flame and superhuman might, she drove them all off. They may have been burned or had a few broken bones, but not one was dead. As such, the tale of how Arpi the Lionhearted had “fallen under the control of some Heretic Spell” spread like wildfire back in Dogmatika.

Appreciative of her actions, Arpi was welcomed into the village. They were distrustful at first, naturally, but they warmed up to her quickly. And, when a resident from the village that had gone off to join the Tri-Brigade returned home for a time and met her, she was quickly welcomed into their ranks. Quickly, Arpi climbed the ranks until she served as one of the generals of the Tri-Brigade, who ensured that operations were completed with minimal casualties and within moral guidelines.

This now brings us to the present, where an Arpi in her mid-twenties continues on in her life. As such, we will now go over more details on Arpi as a person. As far as her appearance, Arpi is very tall for a Human, standing at 6' 6" (or 198 cm in Metric). She has very long orange hair that goes down to her knees, and possesses kind but deeply yellow eyes that seem to glow at certain angles or when in the darkness. She also has entirely sharp and pointed teeth, which had caused her some measure of trouble in her childhood until her durability had grown to such a level where she could no longer accidentally tear up her own cheeks or tongue. Arpi normally keeps her hair tied in a ponytail with one of the Tri-Brigade Blue Cloth that she wears, which counts as the “Cloth of Allegiance” Item. As such, her tied hair is long enough that it looks like a tail and the cloth looks like cat ears. This was originally unintentional, but after Kitt got excited and said it was like she had “Two big sisters now”, Arpi's been intentionally doing so and really leaning into the cat mannerisms and vibes, much to Kitt's delight and Ferrijit's fond exasperation. This has gotten to the extent where she will occasionally Nya in conversations or do cat-like gestures subconsciously, in addition to the ones she already intentionally performs.

Normally, Arpi stays in her metal armor, which is relatively form fitting and covers basically all of her aside from her head, which counts as the “Quality Armor” Item. She does have a mask for combat, but she doesn't wear it when not actively fighting like she does with her armor. However, when convinced to take a break, she wears long pants and shirts. She refuses to wear dresses or show large amounts of skin in public. This is partially out of practicality, partially from preference, and partially due to lingering trauma that Arpi has from her abusive parents. She would legitimately prefer a skintight bodysuit over anything like a skirt or a bikini, so keep that in mind if you ever take her swimming.

On the battlefield, Arpi generally fights on the frontline, holding off enemy forces and defending her comrades. In her left hand, she wields a Short Spear. This is powered by the Azure Energy

of the Tri-Brigade, and can even fire beams of said energy. This is about at the same quality of energy as the weapons from the “Azure Armory” Items. In her right hand, Arpi wields a Lantern Shield. For those unaware, as it *is* very niche, a Lantern Shield is a real weapon from the Italian Renaissance. It is a metal gauntlet that has a metal buckler and blade directly attached to it, leaving the hand free to otherwise move within the gauntlet. The buckler itself possesses a spike on the front, and has a variety of holes within it so it can function as a Lantern, as the name implies. Arpi's Lantern Shield specifically qualifies as the “Holy" Weapon” Item, and as such perfectly channels the power of her Stigmata. In combat, Arpi can use this to extend her shield from a buckler to a variety of other shield shapes through expelling fire, or also as a method of blasting out waves of flame to cover the battlefield.

Additionally, when Maximus unleashes the power of the Stigmata in the coming weeks, it will fail to find purchase on Arpi. She will be able to suppress it between her sheer force of will and the fact that she has a Short Spear powered by the Tri-Brigade's Azure Energy, which can suppress the power of the Stigmata. From here, Arpi will end up being able to gain some measure of control over the process, gaining the “Inverse Verse” Perk. However, she vows to use it only to apply it in measures to cure the corrupted and suffering and redeem the fallen. She has absolutely no intention to ever use this power to cause Evil or harm to Innocents.

To summarize, as well as grant some additional information, Arpi is considered to have the following Perks and Items: Combat 101, Picture Perfect, Building Bridges, Force of Nature, Virtue's Reward, Branded in Gold, Beloved Clergy, Inverse Verse, 667th Saint, Comrades In Arms, Azure Resolve, Shining Soul, Traveling Outfit, A Modest Sum, Quality Armor, "Holy" Weapon, Cloth of Allegiance, and a weapon of the same quality of the ones in Azure Armory.

As a person, Arpi is a very positive and supportive person. As is implied by the various social Perks she has, she is incredibly skilled with dealing with and helping people with their various interpersonal issues. Additionally, she is a very loyal person, and will stick with people through just about anything to help them. By taking her as a Companion like this, you will end up becoming a very important person to her, so expect that kind of treatment as well.

However, Arpi is very uncompromising on her morals and beliefs in Justice, and is utterly incorruptible. So, while she can be your greatest ally, if you stray from the path of righteousness, she can also be one of your greatest obstacles. In cases like these, she will stop at nothing to drag you back from wherever you ended up, until the two of you can one day walk together on a virtuous road once again.

However, that isn't to say Arpi isn't without flaws. Due to the events in her life so far, she takes betrayal hard and can have trouble opening up to and trusting others. Additionally, she has trouble seeing herself as a Person worthy of the same rights and privileges as others. As such, she generally takes on burdens and responsibilities on her own, and refuses to ask for help or assistance until things have gotten so bad that she literally cannot continue onwards. It is recommended that you actively try and assist her in her tasks if you don't wish for her to burn herself out.

Additionally, Arpi has trouble recognizing anything she does as exceptional. Even despite her immense abilities, she will internally consider herself average, or even subpar, compared to a “normal” person. Even if you tell her, or even show her, how exceptional she is, she will have trouble believing it and will eventually have it slip her mind until the process has repeated itself enough times that she has had how great she is etched into her brain. While this doesn't tend to result in bad tactical decisions, as she takes on most of the burdens herself, but it can lead to some awkward situations where she casually states or asks something completely ridiculous for someone that isn't her. This does, however, make Arpi weak to genuine compliments from those she cares for, especially when given in quick succession. It isn't hard to make her a blushing mess if she cares for you, but don't be surprised when she returns fire with her own forms of affection after she mentally recovers.

Arpi can also be prone to random bouts of narcolepsy when she is either convinced to relax or there is truly nothing important happening for her to do. This can be directly passing out, or just having some of her time vanish as she basically blacks out while sitting somewhere for an hour or two. It will never happen when in the field or the like, but it can be very annoying for her when the three hours of free time she thought she had vanishes in an instant.

As far as her interpersonal relationships go, Arpi is especially close with Ferrijit and Kitt, considering them like family. Additionally, she was very close to Fleurdelis before she left Dogmatika. This has turned out. . . messily, and the two have clashed many times, with Fleurdelis trying to “save” Arpi, even as Arpi's own pleas as to the immorality of Dogmatika fall on deaf ears. She also tends to “Big Sister” or “Mom” those around her, taking care of everyone, but especially the children in the villages they visit. Additionally, despite not having a sense of Taste or Smell, she has gotten very good at cooking, and is generally the chef of the Tri-Brigade.

However, as a girl who grew up first in an abusive household and later as a ward of the very strict church of Dogmatika, Arpi has no real thoughts of romance whatsoever. She's aware it exists, but not anything involved or that it's something she can experience. When actually given the time to explore such things, though, she would discover that she is a Demisexual who generally leans lesbian, but would be fine with a male partner she truly loves. Additionally, as someone who has thought critically about all of the church teachings she had been taught, she has no issues with polygamous or other less traditional relationship types, so long as it's mutually agreed upon and honest among all parties.

And yet, despite it all and the fact that she no longer believes in the Dogmatika Religion, Arpi still believes in the path of goodness. As such, she still devotes some of her time spreading the words and sessions of Virtue, and helps those around her reach and travel the path of righteousness.

Drawbacks

Last, but certainly not least, we have the Drawbacks. These are the options you can take to get yourself CP, in exchange for complications or restrictions to your time here.

In this section, I will drastically reduce the amount of images included, as the point for most of them have been made already. However, if it becomes relevant, I will do so.

There is no limit as to how many you can take, but be careful to not end up digging your own grave.

One Eyed Jumper (+100 CP, Cannot be taken with the “Senseless [Sight]” Drawback): Just like Albaz, you have taken damage and have lost the use of one of your eyes for the duration of the Jump. Which eye you lose the use of is up to you. This comes with a scar over said eye by default, but you can choose not to have that if you don’t want. If you have any Alt-Forms or abilities that would allow you to take a different form, such as the “Dragon Alchemy” Perk, any damage or scars won't be shown in those forms, but the eye will still remain non-functional. You can't cheat this that easily.

- If you want to keep the scar post-Jump (assuming you've taken it), you can do so.

Aluber the Boober of Doober (+100 CP): Sometimes, people just decide that they have a very “funny” nickname for you, and decide to use it whenever they can. And then, that nickname spreads, so much so that any random person is far more likely to have heard of it than your actual name. And through it all, you will find the nickname infuriating, unpleasant, and/or very embarrassing. There is no way for you to eliminate the spread of this nickname or to get people to stop using it or escape being around people that use it. Rather, any attempts to do so will only make the problem worse. You are stuck with it, so I would recommend learning to deal with it.

No, That's Not What That Says (+100 CP): As it turns out, Yu-Gi-Oh players are rather infamous in their inability to actually read their own cards. Although that isn't too surprising when said cards can be an entire paragraph or more each. Now, by taking this Drawback, this memetic principle of Yu-Gi-Oh players has been spread to the rest of the world and is haunting you. Everyone around you will now regularly make small but meaningful mistakes on the meaning and textual fact of what people say, what they are reading, and things that have occurred. And you, who aren't inflicted with this problem, will feel compelled to point out their mistakes and correct them. *Every*. ***Single***. ***Time***. I hope that you can find some pleasure in this, because you are going to be unable to escape it.

Mysterion the Dragon Crown Theory (+100 CP): During the early days of the Albaz / Branded Lore, there was a card that was released in one of the same sets as the other cards that some people believed was connected to the storyline: Mysterion the Dragon Crown. The theory was that Maximus did a ritual to grant himself Draconic Powers, as this was before the Despia were revealed. In the end though, it ended up being completely unrelated, having no story related to it

whatsoever. However, what if the story did go differently? And so, what this Drawback does is shift the storyline to that theoretical way to how things could have gone. Instead of morphing the citizens of the Dogmatika Nation into Demonic Theater Kids, the villains are now “Holy” Draconic Warriors, with some rather drastic variance in the type, thoroughness, and size of said draconic features. Additionally, various things around the story itself will change, centering around the power of Dragon Alchemy. New factions will show up and new powers on both sides will occur, and all the while some existing factions will never get involved and some canonical powers will never end up manifesting. Things will not be worse or better on either side, merely different. However, this does remove your ability to predict what will occur and what you will end up facing.



Senseless (+200 CP, Can be taken multiple times, Cannot choose Sight if you have taken the “One Eyed Jumper” Drawback): There. . . isn't really many ways to dress this up or connect it to the story in a rather significant way. As is said in the name, you lose access to one of your 5 Senses. Be it Smell, Taste, Touch, Hearing, or Sight, you no longer possess it for the duration of the Jump. Any additional senses beyond the base 5 cannot be selected for this Drawback.

Excommunicated (+200 CP, Cannot be taken by Fallen of Jumper): The various groups of the Abyss are very isolationist, as has been previously noted. And thus, being pushed out and excommunicated from your group of Origin can be a major blow. For the average person, this could even be fatal, but no Jumper is ever average. By taking this Drawback, you will have been kicked out and summarily excommunicated by some group in your backstory, and must make sense with your Origin. Like how the Springans left the land of the Therion Discolosseum, or how Ecclesia was excommunicated by the Dogmatika Church early in the story. This group will be aware of you and the abilities you have from this Jump Doc, but not any you have from Out of Jump. It must also be an entire faction, such as the entire Dogmatika Church or the Swordsoul, not some sub-group or splinter. Whether or not they actively hate and pursue you, or just will refuse you entry and assistance of any kind depends on the group in question. The effects of this Drawback are likely exacerbated if you are starting in a Location that gives you

bonus points for starting there, as you will likely be in the same general location as the people who excommunicated you, compared to having found a home elsewhere. Additionally, while it is possible to change their opinion of you to be more positive, it will be a work whose length is measured in years, and will take a significant amount of effort. This all being said, you can still be a part of a faction and have people you care about, even at the start of this Jump as a part of your Backstory. It just can't be people from the faction you are excommunicated from.

Blazing Fighting Spirit (+200 CP): You have been imbued with a powerful fighting spirit, just like what happened to the Argyro System. Like an addiction, you will need to either get into or witness a worthy and ***real*** fight every so often, or you will start craving one more and more. This has to be either a fight that has uncertainty and contains two relative peers, or an absolute slaughter where there are many casualties. Unless you go like, a month or two, without seeing or participating in a fight that fits this criteria, you should be able to control yourself, or at least find a moral way to get your fight fix. If you do neglect it for too long though, your self control will begin to slip. It shouldn't be too hard to fight and worthy fights at the start though. The Dogmatika Leadership / Despia make for good targets where killing them is the Moral Good. You could also set up a coliseum like the Argyro System did, if that's more your style or if your power is so overwhelming there are no worthy opponents for you here.

TCG Censorship (+200 CP): The Yu-Gi-Oh Trading Card Game is rather infamous for its censoring of cards from their original release in Japan. Be it putting jumpsuits over revealing outfits with the Harpies or replacing the Ankh in Monster Reborn with the now iconic feathered form, they have done a lot over the years. Normally, this would just be a neat piece of trivia, unrelated to your time here. Not any more though. By taking this Drawback, the entire world in which The Abyss resides is now subject to this kind of censorship, warping reality to maintain it. Everyone's outfits will be more conservative and show less skin. Even if you try and wear something flashier or more exposing, it will warp when you aren't looking. Additionally, any and all religious symbols or other connotations will be altered to be more generic, like a pentagram becoming a different kind of magical circle. Injuries will also be altered to be less visually graphic, usually about reducing blood and gore, but those injuries will be no less harmful because of this. This Drawback will also make it so that any swearing of any kind will be replaced with a vaguely similar term that isn't explicit.

After that, well. . . to try and say this tastefully, the effects of this Drawback will reduce the sizes of any large physical “assets” one may have, especially the ones that are commonly seen as attractive. Lastly, and certainly not least, no sexual activities of any kind will occur within your general vicinity or area of observation. It will still happen, so you don't need to worry about no kids being born in a town just because you're there, but it just won't occur around you. And, of course, this means that you yourself can't participate in anything of that sort either. No one, aside from you, will consider anything about any of what this Drawback is doing or has done to be weird in any way. After this Jump has finished, all of this Drawback's effects will be undone. However, if you take any Companions from this Jump who had their body affected by this and, as far as they are aware, were always like this, then they can shift between their censored and uncensored forms at will. It wouldn't do to force that change upon them after all.

The Closed Land (+200 CP): As was said in the introduction, The Abyss is a continent that is cut off from the rest of the world it exists in, to the point that no information on the rest is known. By taking this Drawback, this philosophy applies to you and your possessions. You are unable to leave this general plane of existence, be it to go to your Warehouse, through any of the Holes, or any other method. Additionally, and partially as a consequence of the previous restrictions, you are unable to access any Items you may have had from any prior Jumps, should those exist. In a way, this Drawback could even be a positive for you, should you somehow run into an enemy that would attempt to banish you from reality, as this Drawback would negate their attempts to do so as much as it would your own, but I don't believe that is something that will be common for you.

- Note: Yes, you can take this Drawback even if this is your first Jump. In that case, the part about locking out items from previous Jumps will have no effect on you, but the other parts will still apply.

Set Rotation (+200 CP): In card games, Set Rotation is a rule where, after a certain number of sets have come out, cards from sufficiently older sets will no longer be legal in tournament play, or at least in specific formats. Yu-Gi-Oh, as a Trading Card Game, has no Set Rotation. However, by taking this Drawback, you are now enforcing a type of Set Rotation upon yourself. Simply put, you are now unable to import or otherwise contact or get assistance from any of your Companions or Followers from Previous Jumps. What exactly occurs to this during this time is up to you. They could be put in temporal stasis, be sealed off into a different part of your Warehouse that you will be unable to access, or maybe even given a 10 year long, all expenses paid pass to some interdimensional super resort so they can relax and enjoy themselves while you fight for your life. Any option is valid, so long as you can't access them or vice versa.

- Note: Yes, you can take this Drawback even if this is your first Jump. In that case, it's simply free points. No, you cannot keep the all expenses paid pass to the interdimensional super resort if you do so. That was a one time offer.

A Hole Party (+400 CP): This one is just petty, but if you want it, sure. By taking this Drawback, you have been inflicted by a metaphorical Curse. And by that, I mean that once a month, a Hole will show up, you will be thrown / fall into it, and you will be placed down in some other random location in The Abyss. There is no way for you to prevent or avoid this. You will be alone when this happens, and all of your friends and Companions will be left behind. Additionally, any way you may have to teleport or warp, such as the “The Hole Picture” Perk or just accessing your warehouse, will be negated for 7 days after this occurs for both yourself and all of your Companions. You will need to spend at least a little time in the area instead of immediately teleporting right back to where you came from, after all.

Disaster Magnet (+400 CP): I would ask what deity you pissed off to have luck this bad, but since you're taking this Drawback, we both know the answer to that. In exchange for the CP you have gained for this Drawback, you will now be followed by Disaster. Now, between once a month and once every other month, a major attack by some enemy force or some other significant disaster will occur wherever you are staying. This will, of course, be something that makes relative sense. If you are a member of the Tri-Brigade, this would be something like the

Dogmatika launching a full assault on your base. It would ***NOT*** be something like the Springans turning traitor by Drawback Fiat or something equally dumb. Additionally, this is only meant to be a major by the means and methods available to the people of The Abyss. If you happen to be a godlike being capable of handling the problem in an instant, well, then you can handle the problem in an instant. This is not a Drawback that scales to your abilities. Although, if combat is not threatening to you, then this will likely focus much more on the Disaster side of things instead. Be it natural disaster, plagues, or even just significant societal unrest, things won't be easy for you. But you knew that signing up for this, so you forfeited your right to complain.

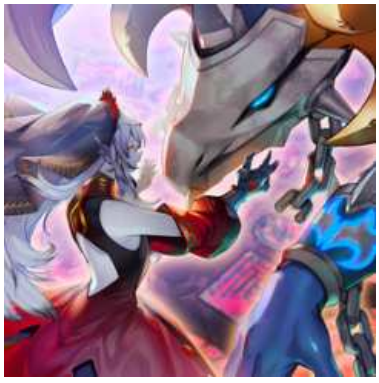
Dogmatic Philosophy (+400 CP): Unfortunately for you, it seems that some manner of the isolationist and anti-foreigner philosophy that exists within this land has gotten to you. You tend to assume the worst of outsiders on first impression, and will have trouble accepting that your first impressions or your general beliefs are wrong. You also have trouble trusting those from other races in general, being far less likely to take them at their word or accept that they'll have your back in battle. Considering that the story contains members of various tribes and races uniting to face a major threat, well. . . don't expect your time here to be easy. Even once you do manage to get past your initial biases to foreigners and those of other races, you will find yourself backsliding on occasion, and needing to work to keep the mindset that you have built. Going from intolerance to tolerance is a journey after all, and it isn't an easy one. Just having an epiphany doesn't change your entire mindset and lifestyle. You need to put in the effort to make that change in perspective into a part of who you are.

Alchemical Mistake (+400 CP, Requires the Dragon Alchemy Perk, Cannot be taken if the Jumper has taken Bystial Bonds): . . . Well then, it seems like an accident happened when you were falling in through the Hole. Normally, your Dragon Alchemy would allow you to swap between a Human Form, Solo Dragon Form, and a Dragon Form where you have absorbed another power source. However, by taking this Drawback, you no longer possess a Human Form. You are stuck in your Solo Dragon Form as Your base, and will be unable to access any Alt-Forms or transformations that you may have. The only exception to this is the part of Dragon Alchemy that allows you to temporarily absorb another power source or fuse with someone to gain an alternate / stronger Dragon Form. You can do so as normal, but when that wears off, you only go back to your base Dragon Form. The issues from this comes in many forms, but the main ones are that you are large enough that you will struggle to fit in many rooms or vehicles, if you even can, and that you almost certainly lack opposable thumbs / human-like hands, so good luck holding anything. On the bright side, you are still a Dragon, so that counts for something.

Bystial Bonds (+400 CP, Requires a Companion, Cannot be taken with Alchemical Mistake):. . . Well, compared to the last Drawback, at least ***you*** aren't stuck as a Dragon this time. However, the same can't be said for many others. Upon starting your Jump here, be it from waking up in your new life or falling from a Dimensional Hole, the world of the Abyss will find that a significant change has occurred. A rather significant portion of all lifeforms, around 10% in total, have transformed into Dragons instantaneously. These transformations are done in a similar way to the Solo Dragon Alchemy Transformations, with no pattern or reason as to who is transformed

or where they are located. However, all of those who are transformed also now possess a variety of restraints on them, like chains, shackles, and partial muzzles. These restraints are impossible to remove, and these transformed individuals are unable to be returned to how they were or transformed into a different state. However, they do all possess enough freedom to move and live, even with the restraints impeding them. In addition to this, they all have lost the ability to speak in any coherent language, but their mind remains intact despite this all.

As was stated in the intro to this Drawback, you aren't aren't among those affected by this. However, the same cannot be said for your Companions. Yes, each and every Companion you purchase or import for this Jump will find themselves affected by this phenomenon. On one hand, this is a major change to their life and a detriment in many ways. On the bright side, however, they are stronger than they were. Additionally, after this Jump is finished, they can all gain their Dragon Forms as an Alt-Form they can change into at will. The restraints are off by default in this Alt-Form, but they can be resummoned if the Companion would want them for whatever reason. But, well, I do hope none of your Companions have any significant trauma about being enslaved or restrained, because otherwise this can be a very bad time for them. Be sure to help them all cope with this and work around the difficulties caused by both their form and their restraints. They will certainly appreciate the assistance.



Schemer's Reward (+600 CP): In the story of The Abyss, there are many who seek power and obtain it, albeit at a price they never expected or thought they could handle. Many of which you have seen before in this Jump already. The mental alteration and transformation of the Argyro System through its absorption of Volcanic Energy, the physical mutations and ego collapse of Therion "Empress" Alasia from taking on the parts of too many of her fallen foes, and the increasingly drastic transformations of Longyuan of the Swordsoul as he forcibly attuned himself to and absorbed power from stronger and stronger beings. However, the most drastic of all is that of Maximus, who turned himself into a towering monstrosity in his zealous pursuit for Divinity, the forms of which can be seen below. At first, he still had a humanoid form, but after some time he suffered a deterioration of his mental state, absorbed the Dragon Alchemy manifested Bystials that were on his side, and took on a draconic appearance in an attempt to reach greater heights.

By taking this Drawback, you have been “granted” a similar form yourself. One that is towering, monstrous, warped, inflated, and disfigured. One where anyone who looked at you would feel at least some measure of disgust and fear, as it exists as an unignorable several stories large titan at minimum, possibly going up to the skyscraper-like heights of Maximus. One that you cannot leave. Even if you possess Alt-Forms or an ability like Dragon Alchemy, using them would only change the general type of monstrous form you have, like how Maximus changed from humanoid to draconic, but remained monstrous nonetheless. You are infamous in where you reside, being feared and/or hated, with your name likely spreading to the rest of The Abyss as well. Even with the Fallen of Jumper Origin, your entrance would bring chaos and despair, as those who live where you enter will likely assume the end of the world has come. However, your mental state does remain unaffected by this Drawback, so you do not need to worry about that. Additionally, this form does not have any additional abilities or powers outside of what you have purchased here and its sheer size. The additional power is instead represented by the CP you gain from taking this Drawback, so use it wisely. Once this Jump has concluded, you may choose to keep this transformation of yours as a modifier you can apply to yourself and any Alt-Form you possess, if you would want that.

- Note: Check the listed examples, based on your Origin, to get an idea of what your form will look like in general. A non-biological being wouldn't be turned into an eldritch flesh monster like Maximus was, after all. If no examples for your Origin exist, such as if you have the Icejade Made or Tri-Brigade Tribe Member Origins, then make up something that makes sense with what has been provided in this Jump.




Saintlike Composite (+600 CP): There was a situation that was implied but not directly stated in the “667th Saint” Perk, one that the Perk was designed to allow you to mitigate and control if it occurred. That being the fate that befell Ecclesia and Fleurdelis, but only Ecclesia was saved from: being killed and shoved into a composite being of 666 separate souls. In this state, none of them have any leading position or control over the body, so it acts without much purpose or with plans, just off of vibes. This is, of course, unless one of the souls has a strong enough will at any given moment to take control of the body and make it act as they will. Included below are two images of the body with different Souls in charge, as the body will change in response to the soul's self image if a specific one is in charge. The specific two souls that are shown below are Fleurdelis and Quem, the latter of two being the first ever Saint of Dogmatika. If you are familiar with the fictional work Bleach, this state works very similarly to how a Gillian-stage Menos Grande does.

By taking this Drawback, you are now in a similar state. However, rather than being shoved in with 665 other random souls, your own soul and power has been temporarily and evenly split up into 666 different parts, and your full will and consciousness has only been placed into one of them. The rest have only factions of your emotions, goals, and aims. As such, no matter how many Willpower Perks you may have, and even if you have the “667th Saint” Perk, you will be unable to remain in full control more than 50% of the time. It is highly unlikely that any other part will be able to take control, so you will almost certainly be defaulting to the aimless vibe-based mode. It's still you though, so you don't need to worry too much about what you'll do during that time, and you can always muster up the will to take control again if it starts doing something especially bad. One could also consider it having the worst case of ADHD ever known to exist, if that makes more sense to you. In addition to this state of mind, it does have some effects on your appearance, generally trending toward a demonic albino appearance. Your hair will be white, your eyes will be red, and your skin will be deathly pale. Or, well, whatever the equivalence would be for your species. Additionally, all of your outfits or appearances will trend towards black and red, and you will have black and red fleshy soul constructs around you in some shape or form at all times. Do be careful with the fleshy soul constructs, by the way. They're still your soul after all, and while physical and energy attacks may be unable to to little aside from dispersing the constructs without actually dealing harm to your soul, anti-soul attacks can find an easy mark.

Needless to say, you will have an off-putting air around you to anyone, but especially those more spiritually aware that can see just how mutilated you are. However, they will be unable to help you in any way, as your condition will remain as it is until the end of this Jump, at which point you will be put back to how you were. This, combined with whatever in your backstory caused you to end up in such a state (assuming you don't have the Fallen of Jumper Origin) has likely earned you pity, suspicion, and sympathy in various measures from many people, but not much faith or trust. If you want to do so, you can also manifest the fleshy soul constructs at will and/or alter your appearance in-line with what you had from this Drawback.

- Note: The loss of control is unavoidable with this Drawback. The amount of time you will be in the Driver's Seat, as it were, will be between 5% to 50%. Various Perks can help you reach the higher ends of this spectrum, but you cannot exceed it through any method.




Crossover Breakers (+600 CP): As I'm sure you saw in the Companions Section, there was the “Familiar Faller” option. This is where various characters from other Yu-Gi-Oh media, be it the anime, cards, or anything else, would end up falling into The Abyss. A similar kind of thing occurred with the “Maids of the Draconic Variety” Companion Bundle. As a Companion Option, these were a very controlled affair, with only those you purchased showing up. However, by taking this Drawback, that is no longer the case. Now, soon after you start your Jump, the number of Holes that will appear in this land will increase drastically. And now, rather than being a rarity, the holes spitting out living beings will be the most common result of their appearance. Across the land, at random, various Yu-Gi-Oh characters will arrive in this world.

This will have its ups and downs. On the bright side, there will be heroes and fan favorite characters dropped into this world. Additionally, the plans of the Dogmatika / Despia will almost certainly be stopped, as there are many individuals who would not suffer a god-like being ruling over them. On the other hand, well, many of those beings have their own evil plans, and are apocalyptic in their own right. The bio-adaptable consumption of the world of the Worms, the Kaijus and Monarchs whose destructive power causes massive collateral damage, the various undead plagues such as the Vendread, corruptive magical forces like the Shaddoll, mechanical armies set on conquest like the Dark Machina, and Inherent Threats to Reality like the True Kings. And those are just to name a few. It will be chaos, and nowhere will be safe. Gambits for the ultimate ambitions of many Villains will pile up across the land, even as Heroes band together to stop them and countless innocents are caught in the crossfire. If you think you can survive such a world, then go ahead. It won't be easy though.

Skill Drained (+600 CP): As a Jumper, the powers you can possess can be quite powerful. However, the game of Yu-Gi-Oh is no stranger to negating powers and effects. By taking this Perk, you will lose access to every Perk, Power, and Skill you may have gained in any of your past Jumps. This does not apply to anything you may have from your original life, and your Body Mod is also not affected by this. However, this ***does*** lock you out of using or accessing any Alt-Form you may possess. I do hope the purchases you've taken here are enough to allow you to survive and thrive in The Abyss.

- Note: Yes, you can take this Drawback even if this is your first Jump. In that case, it's simply free points.

The Cards have Lore? (+200 CP, Cannot be taken with Memory Holed or Albaz Syndrome): As has been said many times before in this Jump, this is a story almost entirely told via card art, in an already somewhat niche card game. Even some people who play the Yu-Gi-Oh Trading Card Game professional are unaware of what is going on in the story of The Abyss, even as they play a deck composed primarily of cards about said storyline. As such, it isn't a stretch to assume that the majority of the people that are reading this Jump have no idea this story exists at all. This Drawback is one that removes your memories of this setting, excluding what you may have from your Origin. However, as was previously stated, it's highly likely that said knowledge is just what is provided here in this Jump, so this isn't worth too much. Honestly, the biggest problem you will likely have from this is that you will forget the majority of this Jump's contents and what choices you made, and will be unable to check.

- **An Unfamiliar Ceiling** (+400 CP, Requires The Cards have Lore?, Cannot be taken with the Fallen of Jumper Origin): Now, this one is worth something. Now, rather than waking up with your existing memories and the memories of your Origin's life, you only wake up with your own memories. You will have no idea who your new identity is, who you know or are related to, or where you even are. Additionally, for those that knew this you in The Abyss, someone they know seemingly had their memories wiped and replaced with something else. A stranger now wears the face of someone dear to them, and acts generally similarly enough to make it hurt all the more when they don't remember. This certainly won't be a fun time for anyone involved, that much is certain.
    - Note: This should be obvious, but all memories taken by these Drawbacks are returned at the end of the Jump.

Memory Holed (+600 CP, Cannot be taken with The Cards have Lore? or Albaz Syndrome, Cannot be taken with the Fallen of Jumper Origin): This Drawback is the complete opposite of the "The Cards have Lore?" Drawback. Rather than removing all of the knowledge you have of this setting, you lose all the knowledge you have of all your other Jumps and past lives, including your original life, but retain your memories of this Jump's life. As far as you will be concerned, the day you start this Jump is just another normal day to you, where you have woken up without anything strange happening and unaware of the impending escalation. Any Perks or Items you may possess from prior Jumps are something that you will need to relearn how to access and use, and any Companions that have journeyed alongside you so far will be strangers to you, barring the exception below. You do, however, possess memories of all of the Perks and Items you have purchased in this Jump, as well as any Companions that have been Purchased here and/or Imported into this Jump, who were then made into part of your backstory. I wish you the best of luck, because as you are, everything that will be happening here will be all the more surprising and personal to you now.

- Note: This should be obvious, but all memories taken by this Drawback are returned at the end of the Jump.

Albaz Syndrome (+1000 CP, Cannot be taken with The Cards have Lore? or Memory Holed): Well, it seems like you are quite willing to give up your memories. In exchange for the massive amounts of CP you have gained from taking this Drawback, you lose each and every memory you possess, just like what happened to Albaz. You will not know where you are, what you can do, or even who you are. There is no way for you to recover these memories during the course of this Jump, either. The only things you will retain are the basic skills required to live, like how to walk, speak, and read. However, you know no one, not even yourself or any of your Companions, which will likely be to their dismay if they are a part of your Backstory, should one exist. Additionally, you have no idea of what you can do, what Perks you have, or what Items you have access to, let alone how to use them. You will likely cause quite the mess as you react instinctively to things, and possibly hurt some people as well, unless you have an anti-friendly fire Perk. Still, those around you should hopefully have some leniency for you. You do have amnesia after all.

- Note: This should be obvious, but all memories taken by this Drawback are returned at the end of the Jump.

Ending

Congratulations, you've made it to the end of your time in The Abyss. Hopefully this land has reached a bright future. As always, any Drawbacks or other negative effects you may have been inflicted with during your time here are now removed.

Now, what are your plans from here?

Homeward Bound: So, the Abyss is where you draw the line in this journey then? You wish to end your Chain here, and go back to your World? Very well. May you have a wonderful life.

To Inherit the Earth: So, you have found something worth staying for here in the Abyss? If you wish to remain in this World, then by all means, do so. I hope whatever you have found here works out for you.

New Frontiers: As it ever was, we move onward. To the new frontiers, to the Worlds and Jumps that have yet to be seen. Come along, Jumper, there is still more for you to see.



Author's Notes

Change Notes

1.1 Made minor spelling corrections and some clarifications, based on questions I got after it was posted.

1.0 Made Jump

All images used for this Jump are taken from the Yu-Gi-Oh Trading Card Game or Concept art that have been put out for said Card Game in official Art Books.

Once upon a time, this had more art in it, but that made the doc too big. Apologies if this doesn't have all the context it should, but I had to make the doc openable.

I would like to thank my friends Orrin, Ham, Ohm, Alde, and Inanos for their assistance on this.

I would like to thank Orrin especially, as she is the inspiration of the “Arpi the Lionhearted” Companion. Her input and permission were obtained for all of it, and I think it turned out fantastic.

If you take both the “Alchemical Mistake” and “Schemer's Reward” Drawbacks, you will simply have a Draconic Form with all of the descriptors of “Schemer's Reward” applied to it, like the draconic example image.

On “The Closed Land” Drawback: When you have this Drawback, you can still go through Holes. However, you can't be sent ***to*** places that aren't in this general plane of existence. Thus, it will still work with the “A Hole Party” Drawback.