

Ariadne in the Blue Sky

a.k.a.

Soukyuu no Ariadne

Jump by dragonjek

Version 1.0

Six years ago, the Barbaros Empire was defeated and the Great War came to a close. The war was devastating to all sides—not only due to the typical brutality of

conflict, but because of the creation of “photon carriers”, human beings experimented upon and artificially imbued with the power to contain and utilize photon energy. Initially created by a small nation desperate to survive, the technology was soon stolen and sold to other nations, and human weapons of devastating power soon dominated the battlefield.

With an end to the war, an era of peace was declared—and to enforce this peace, the World Peace Organization was created, and they formed a special task squad known as “Lionheart” to ensure that the living weapons called photon carriers could cause no more harm to people, executing all of them—including those still being experimented upon, those who yet to enter a battlefield, and even trainees as young as 7 years old.

Only a small handful of people survived these purges, most notably the “Lost Eleven”, a group of children who escaped from Lionheart, although they split up in their attempts to flee. Lacile, one of these children, now lives as a young man in the mountains, having found and been adopted into a loving family.

But in a week’s time, he’ll meet Leana, the princess of one of the illusive and disappearing flying cities, and join her on a journey across the surface world. They’ll rejoin with old friends and make new ones as they attempt to discover what has gone wrong with the Founding Light—the original light that created the world.

Because in six months, 99% of this world will be destroyed. And in ten years, Leana will travel back in time to prevent this disaster from ever occurring.

You will be staying in this world for a decade. If your interference prevents the canon resolution from happening, you might want to head to one of the Dominions of Light to make sure you’ll survive the world ending. Just make sure you don’t go to Korek, alright? The whole city will explode before the ten years are up.

Here, take **+1000 CP** to get you started.

Locations

It's a wide world out there, full of places you could start your journey. But if you'd like to earn some extra points or just prefer random decisions, you can roll 1d8 to receive **+100 CP** to decide where to start.

1 – Thaick Town:
A small town with a notable Zune and Siu presence, although the primary species is still human. It's the closest town to Lacile, Sieg (a.k.a. "Gramps"), Meme, and Pipi, although you'll have to cross a small stretch of desert to reach the mountains they live in. If you decide to do so, be warned that sand sharks are a thing you might want to watch out for, and they tend to hunt in groups. Although if you want to meet up with them, you could just wait. Actually, considering that Barbaros is going to come by and kill Lacile in not too long (forcing Leana to expend a lot of energy to resurrect him), waiting might just be the safer option.

2 - Gulliver Valley's Siu Village:
A village of Siu situated near the mouth of Gulliver Valley. Unfortunately, the town has already been stealthily taken over by a group of mercenaries associated with the Land of the Lost movement opposing the tyrannical reign of Biove. With armed force and backup from a talented photon carrier, they've forced the men into working the mines to harvest valuable Irilium, using the women and children as hostages. The women stay in the village, warding off those who would visit lest they get caught up in the troubles plaguing their home.

3 – Labyrinth Forest:
A wild forest heavily populated by spirits, it holds malevolent intent towards travelers and expands at a rapid pace. Over the course of less than a decade, it expanded to engulf the entire Kalfock Plateau and the village on it. One young girl, a photon carrier, arrived in this forest to eventually meet up with Lacile. But because the trauma of his brother's death made Lacile forget his promise, Lululola ended up waiting for six years in the forest, brutally hunted and forced to fight for her live until she forgot her own history, taking on the role of Queen of the Forest upon dominating every spirit who lived within.

4 – Lufreya:

A large city built around a giant orb of light, an immense well of photon power born of the Founding Light. There are eight such “Dominions of Light” (which refers to both the orb and the city itself) across the world; the Great War was initiated by Emperor Barbaros taking control of one of the Dominions for his own nation, prompting other countries to do so as well. With the end of the war, it was decided that the Dominions of Light belonged to no individual nation, and each country has a presence in each of these eight cities. They are centers of civilization… and in six months, the protection of the light orbs are the only reason these eight cities will survive.

5 – Rato Village:
The home of the Rato tribe, and also the site of the thus-far unending conflict between the Rato and the dragons. On the surface, it seems like the Rato just hunt the dragons for their valuable body parts, but that isn’t quite the case. Oh, to be sure, to keep their home financially solvent they make use of dragon parts. But dragons pose a risk to the entire world if permitted to run free—something the Tsuta tribe, who lose their minds and transform into dragons when on the verge of death, do not understand, and they have burned with a grudge against the Rato for untold ages.

6 – Nomad:
A primarily human town. It’s presently home to two of the Lost Eleven, who have gathered a group of street rats into a makeshift family, giving them fake names and pretending to be the Lost Eleven to intimidate potential enemies, wielding carrier weapons empowered by Kagura’s ability in place of genuine photon carrier powers. The city is heavily controlled by a mixture of crime families and corrupt nobles who dabble in the underworld, neither of whom show much mercy to kids unfortunate enough to get caught up in their affairs. Humorously, because they never spent much time together at the facility, Kagura has no idea that the street kid she called “Gaiseek” is actually the real Gaiseek, and he has no interest in telling her, finding it more amusing to keep it secret.

7 – Biove:
The kingdom of Biove is an ambitious one, and one that believes the nation and its king to be the rightful inheritors of the powers of the photon, gifted by the gods of Light. They have the most devoted and fanatic military and guardian forces of any nation… although this is primarily because their families will be

executed if they fail. Although a single nation claiming ownership of a Dominion of Light is against the laws passed by the World Peace Organization, Biove has nonetheless been making subtle movements towards taking over the one nearest to its capital. Unless interference occurs, it will succeed within 6 months, and become the flying city of Granaga, ruled by the same self-important bastards as now. Leana has an arranged marriage in waiting to join into the ruling family of Granaga, but has no idea the heinous lengths their rulers will go to in order to achieve rulership over the light.

8 – Free Choice:
You can pick anywhere in this world to begin in—and in any timeline shown in the manga. Want to appear in the first timeline, when Lacile was murdered by Barbaros and no one was able to fix it? Or maybe you're from the future, and begin your jump on one of the flying cities? Ariadne is on the verge of civil war between the expansionist military and the peaceful royal family, although they don't know that one of their most important guardians is actually a spy from the reforged Barbaros Empire, the largest and most aggressive of the flying cities. You cannot, however, begin at Mount Galiglasya, or the hidden temple of the Priestess of Light, she who holds the Founding Light.

Do note that if you start on a flying city (which also means you're starting 10 years in the future), you will need to take the **Angel's Disease** drawback, although you get full points for it. Don't worry, it's not an actual disease.

Tribe

There are thirteen races who make up this world, not all of which stand equal to one another.

Zune Tribe (+300 CP):
A people resembling humans with the features of rats, they stand about the size of a human child, and are quite cute by the standards of most species. They exploit this mercilessly, knowing that they need every advantage they can to survive in a world meant for bigger, stronger folk. They have the ability to see in the dark, and only ever emerge during the day if it's for a job; the Zune tribe is known to be quite mercenary and will take on any job for cash. Unfortunately, they have no natural capacity for using photon energy.

Human Tribe (+200 CP):
The humans are the most numerous of the tribes, and look the way you might expect. They have nothing special about them, other than their numbers and being the only one of the races to organize into nations. That said, the bloodline of the Priestess of Light is that of a human being, and they hold the power of the Founding Light that created the world. Unless experimented upon and turned into photon carriers, humans have no natural potential for the use of photon energy, and instead make use of tools powered by photon chargers.

Humans are also the only tribe known to be able to reproduce with other tribes. By spending a base price of **-200 CP** on top of the price of the chosen tribe, you can be a hybrid of human and a second tribe, gaining the power of your other species at an equal level to a full-blooded member of the species. But if you want to be even more powerful, by spending another **-200 CP** again, you can have the so-called "hybrid vigor". With this, the half-human, half-Lusa Barbaros effortlessly decimated the Lusa tribe and drove the Nui tribe to extinction, with the power to destroy mountains and who was only beaten by someone who could wield the very power of the Founding Light itself.

Gisau Tribe (+100 CP):
Humanoid rabbit people, the Gisau are known for being peace-loving and a refined, highly educated species that worship the moon. Standing taller than a

human even before the ears are taken into account, they are physically very impressive, having powerful legs capable of incredible leaps.

But the real power of the Gisau tribe is concentrated in the “Harbingers of Catastrophe”, four Cursed Children that were born at the same time, and who possess extreme levels of intellect, physical power, and also possess the ability to use lunar photons, which instead of being regenerated in the body, are charged with the light of the moon (but in exchange, are more powerful in wide-area attacks and can be used without intermediary items). By spending **-300 CP**, you can be one of these harbingers—the Al-mi’raj, recognized by the pointed horn atop their head which allows them to use photon energy. As an Al-mi’raj, you will be superior to a normal Gisau in every way on top of having photon powers, but you will also have a “lust”; a single focus of your attentions which it will be extremely hard to deviated from. One Al-mi’raj lusted for wisdom, one for love, one for power, and one for everything in the world; these desires defined them. But there is power in surrendering to one’s wants, and you are able to transform, your body growing more feral and your horn splitting into a twisted, curving spire, greatly enhancing your ability to use photon energy.

However, there is a secret; these four Al-mi’raj were not actually born at the same time. Only one was born, but Aura was intelligent enough in the womb to realize that she would be alone in the world, so she sacrificed parts of herself, such as her sight and her voice, to create more Al-mi’raj from her own essence, injecting them into pregnant Gisau from a distance to turn their children into Al-mi’raj who would be able to stand beside her. If you spend another **-400 CP**, then you can be of the same quality as her, holding the same abilities as the Founding Light, even if your energy output isn’t on the same level. However, if you are like Aura, then your powers will be fueled with your life energy, rather than moonlight; in exchange, any attempt to harm you via supernatural means will rebound upon your attacker. You will not gain Aura’s knowledge of all things in the world; however, you do gain a discount on the **Aura’s Insight** perk.

Gisau age more quickly than humans do—which is important if you’re an Al-mi’raj, because then your age is set to 10 years old, as you were born on the very same day that Barbaros killed the Lusa King.

Siu Tribe (Free):

The Siu tribe are an ox-like people, resembling humans with a large pair of horns. Well, human except for their height—a tall human being would barely even reach the chest of a Siu tribesman, and their children are about the size of teenagers. They have a ferocious strength in excess of what their impressive size would suggest, and even a normal member of the race is capable of easily malforming thick iron doors with their bare hands. Their women have extraordinarily large breasts, and are almost always lactating a tasty and healthy milk, which the tribe sells for money. It pulls in a lot of cash, but not as much as mining does; not only are the Siu tribe strong, but in their long history with the rock-eating worms, they have learned to control them and guide them to hollow out mineshafts with extraordinary speed.

Wiefe Tribe (-200 CP):
The Wiefe tribe has reflective skin, and live in secluded villages. They are masters of illusion, not only capable of forming illusions that customize themselves according to the personality and memories of the person perceiving them, but imbuing them with photon energy to make hard-light constructs. Wiefe normally exist in a hive mind, with each town being its own "individual" run by the thoughts of the collective. You, however, will be able to have individuality apart from the hive mind, being your own unique person. The other Wiefe will likely pity you for this.

Mau Tribe (-200 CP):
Resembling the centaurs you may be more familiar with, the Mau tribe roam the grasslands and avoid other species. Due to being devastated by an attack from Barbaros before he became an emperor, they have developed a powerful hatred for photon energy. This corrupted the light energy of the land, forming phantoms borne of hatred in their sacred lands, which in turn corrupted the photon energy that the Mau themselves use (which they steadfastly refuse to admit is still photon energy). If you so wish, you can have avoided the ritual exposure to the spirits of hatred that would have corrupted you, leaving you with your natural photon energy abilities.

Although not as versatile as the powers of some other tribes, the Mau do pose a unique threat. They are capable of bundling energy very tightly so it doesn't disperse over range, and can fire it from photon bows with supreme accuracy up to the very limits of their sensory perception. And although their physical senses

are only moderately superior to a human's, they are capable of sensing photon energy (and in future jumps, sensing energies such as magic) from as far as 30 kilometers away—and as mentioned earlier, they can arc their photon arrows at such distances with incredible precision, even if the curvature of the earth hides their foes from view.

Rito Tribe (-200 CP):
Although the Nui tribe might be the true guardians of the Founding Light, it is the winged, avian Rito tribe who live closest to it, nestled near to its luminescent glory. Although not the final defenders of the Founding Light, with the death of the Nui tribe they are the ones who now serve as its last line of defense. They barricade the Founding Light behind a barrier of altered reality to hide it from those who would seek it, and demand that those who seek its light make a sacrifice of that which is most precious to them before they let them in. However, those blessed by the Founding Light may be able to find and destroy this invisible wall. The Rito's barrier-making abilities may be responsible for sealing away the Shishinoi tribe long ago.

Rato Tribe (-200 CP):
The Rato tribe looks exactly like humans, save for the tiger-like markings that appear in unique patterns on their body. In their base form, they aren't much more powerful than a human, either; however, they have the ability to transform into a more feral appearance, growing bigger and developing pointed ears as the markings on their body become more prominent. In this form, their raw strength is second only to the Tsuta and Siu tribes, and their speed increases to match. This transformation makes them strong enough to combat even beasts as mighty as dragons, so long as they don't try to take them on single-handed. Although the only reason the Rato tribe is able to fight dragons is because of the use of koki, it isn't actually a natural ability of the tribe, just a technique that the Rato discovered.

Tsuta Tribe (-300 CP):
A draconic tribe, they have smooth, scaled skin, although some also have hair atop their heads. They don't have wings in this stage of their life; rather, they can rapidly grow "horns" from their back, with all the solidity of a dragon's horn but being able to fluidly shape its appearance for attack or defense. Their raw physical abilities aren't individually the highest among the tribes, but when combined it

makes them stand as one of the strongest. Their scales are very hard, being resistant to most forms of attack.

For another **-300 CP**, however, you can be more than a mere Tsuta. You see, when Tsuta clan members approach old age, they start to turn into a dragon, which costs them their consciousness and sanity. They can hold off this transformation with willpower, extending their lifespan in the process… but the longer they hold it off, the stronger the compulsion becomes and the larger and more powerful a dragon they turn into. By taking this option, you will be a unique individual who has retained their mind after becoming a dragon. Dragons are capable of flight, breathe fire, and are immune to almost all forms of damage other than koki—which in future worlds means that the only people capable of harming you without nuclear-level weaponry are those people who feel both positive and negative emotions towards you, including compassion and sympathy.

By default, as a dragon you are 25 meters long, which puts you on the upper end of dragon sizes (although considering that dragons have recently been becoming larger, it's more "average" by today's standards). But for another **-200 CP** again, you can be on the same scale as the Tsuta king when he transformed, a behemoth 50 meters in length capable of destroying a large town with a single breath.

Jihhi Tribe (-400 CP):
The Jihhi Tribe is perhaps the least human-looking of the tribes. They have seven eyes asymmetrically aligned in two vertical rows on their face, and seven horns upon their head; three on one side, four on the other, matching the number of eyes on that side. Normally, they are among the weakest of tribes, with their powers hidden behind seven seals; it is only as the end of the world approaches that they unveil their full power—and what do you know, the end times are in fact approaching, and your power has been unleashed almost in full.

Jihhi are capable of manipulating the weather, and making lightning strike at their foes; an agile enemy can predict where the lightning will land and dodge it, but rare is the individual so sensitive to electricity as to sense where the lightning will strike. They can float in the air, and hold power over life and death—simply by willing it and being close by, they can make someone's body fall apart or their heart burst from their chest (although if someone has previously died before, their life will be "out of phase", making it difficult to kill them in this method—

indeed, without time to adjust to such an out of phase individual, neither the Jihhi nor their enemy will be able to so much as touch one another or understand each other's speech, nor affect each other with supernatural powers). The Jihhi can transform into a more barbarous form for melee combat, can teleport, and can make simulacra of a target's precious allies, who will turn around and attack your enemies with all the powers the original possessed.

However, much of this strength will only be available in this jump, or in jumps where the "end of the world" approaches or has already come. The power to bring death, control the weather, and produce simulacra will all be unavailable in most worlds… unless you pay another **-200 CP**, in which case you will have the full range of the Jihhi's abilities at all times. This includes their final power—the ability to destroy the world itself, although this requires the tribe to work together, and as such will likely be useless in future jumps.

The Jihhi tribe considers themselves to be the ultimate arbiter of the "natural order" of the world, and believe that it is their role to destroy the unnatural, and to one day bring an end to the world, as all things must eventually die.

Lusa Tribe (-600 CP):
One of the two "Phantom Tribes", which are relegated to being little more than rumors and stories for children… save for those who know the truth, at least. The Lusa tribe considers itself one of the guardians of the Founding Light, and will appear to intervene in the lives of those who search for it. They are luminous beings, mostly human in appearance aside from being made entirely of light. They can control light as naturally as other species breathe, being natural creators and wielders of photon energy. They can create light-constructs with a thought, teleport, manipulate the photon energy in other people's bodies to move them around, and have the power to read minds and communicate via telepathy. Lusa can even inject ideas into people's heads to subtly manipulate them; for instance, the nomadic Mau tribe wandered their plains for millennia without ever once crossing into the area the Lusa had designated as their own, never realizing they were being manipulated to avoid it.

Their bodies are made of photons, but cannot move at the speed of light; however, they are much faster than most humans, and because their bodies are nonphysical, are all but impossible to harm without the use of photon energy.

Even then, they can reform their luminous bodies; the only thing that can genuinely kill them is running out of energy, which will permanently dissipate them. Regenerating uses up energy; the more powerful the attack, the more energy is used. A sufficiently powerful attack could be so great that regeneration is impossible—but that would take even more strength than would be required to destroy their entire body. They can also die from old age.

Shishinoi Tribe (-600 CP):
Resembling humans, but with a meaty texture to their flesh and being devoid of hair, the Shishinoi are one of the "Phantom Tribes" that are only rumored to exist. But unlike the Lusa, who remained hidden, the Shishinoi are "phantoms" because they were so dangerous to the world that they were sealed away since longer than anyone other than the Lusa tribe can remember. They exist between the world of the living and the world of the dead, and have no capacity to harness light energy. Instead, they have the "Waves of the Dead", a pitch-black darkness that they can summon to attack. This darkness reduces everything it touches into nothingness—even space itself, pulling in those who would try to dodge their attacks as a spatial vacuum is created. What is most menacing, however, is that what they destroy truly ceases to exist—after a short time, even people's memories of the annihilated object are destroyed, and even the world's recollections of it. If someone were to lose an arm to a Shishinoi, then after a few minutes everyone would believe that they had never had an arm in the first place, and the wound would even heal, because there was never an arm there in the first place and therefor no reason for it to be bleeding because of the absence of one. This can't change events that have already occurred, but will change people's memories; the more emotionally attached they are to whatever was destroyed, the longer it will take to change.

But the Shishinoi remember, and are even able to shapeshift into those they have annihilated to take their place in the world, with the memories people have of that individual now attaching to the Shishinoi. Anyone sensitive enough would know something is wrong, but otherwise their appearance is indistinguishable from whoever they erased. Shishinoi who have transformed are weaker, but easier to control; they can't form the Waves of Darkness at a distance, being limited to emitting them such a short distance from their mouths that they need to bite enemies to harm them.

Finally, the Shishinoi, like the Lusa, can only be killed by making them run out of energy. However, they are more fleshy, and can be more easily harmed; that said, it could still take dozens, even hundreds, of deaths before they come to a permanent end, and because their flesh regenerates, they never age.

Nui Tribe (-700 CP):
Almost nothing is known about the dog-headed Nui tribe, save for one critical fact. They served as the ultimate guardians of the Founding Light, and as such were strongest of all the tribes. This wasn't enough to save them from being wiped out to the last by Barbaros; you are the last member of your tribe.

Origins

Who are you in this world? Well, I say that, but if you want you can have no history here and be a drop-in, instead. You are free to choose your sex, gender, and age, although take note that the ages of the main characters are in the range of 13-15 years old.

Guardian:
Distinct from a mere warrior, this origin shows that you have something you dearly wish to keep safe. Perhaps a special person, perhaps a place. It doesn't matter, because yours is a life that is defined by duty.

Royalty:
Although democracies exist, this world is primarily composed of monarchies and empires. Maybe you're the descendent of such an august lineage, or perhaps you're merely a chief of one of the many smaller tribes and villages that nonhumans tend to form. Whichever you choose, yours is a life that is defined by lineage.

Warrior:
Perhaps you seek to perfect your martial arts, or perhaps you were a soldier embroiled in the war. Regardless, yours is a life that is defined by violence.

Researcher:
Technological advancement in this world has almost entirely been focused upon warfare; while tanks exist, nobody drives cars, and although they have computers advanced enough to translate handwritten manuscripts, the average person has no access to any sort of advanced electronics. But someone still needs to invent, create, and care for this technology—and you're that person. Well, this is more about the pursuit of knowledge in general—it applies as much to an engineer or scientist as it does an anthropologist. Yours is a life that is defined by learning.

Criminal:
Well, they call you a criminal. Maybe you really are, or maybe you're just a revolutionary on the government's bad side. Regardless, you're someone on the wrong side of the law, for any of a host of reasons, because yours is a life that is defined by the felony.

Perks

Perks are discounted towards the associated background by 50%, although 100 CP perks are instead free. In addition to origin discounts, you also receive a floating discount for one perk each of price tiers 100, 200, 400, and 600 CP, to be spent on any other perks.

General Perks

Bloodless Shattering (Free):
Like Norihiro Yagi's previous work, *Claymore*, many injuries wind up having enemies fall apart in shattered pieces, even cuts delivered with a blade; unlike his previous story, these wounds very rarely have any blood left behind. You can take this unique form of destruction with you into future worlds if you so desire—and what's more, you can take his signature artistic style along as well, letting you perceive the world through the lens of his artwork.

If you'd rather have normality, however, feel free to toggle this ability off or on again at any time.

Photon Energy (Free):
According to the rules of reality most Jumpers are familiar with, a photon is nothing more than the smallest possible packet of electromagnetic energy, the tiny fundamental particle of light. In this world, however, light also bears something called "photon energy", an energy source capable of a wide variety of feats even before being translated through technology.

Photon energy can be used to sense supernatural powers. It can burn as though it was fire, or melt through objects like a laser would—although at a far slower speed, for photon energy doesn't move nearly as fast as light itself does. Photon energy can deliver kinetic impacts, form illusions from the air—or even form illusions that react to people's thoughts and personalities. It can be used to read minds, transfer energy at a distance, heal wounds, restructure matter into other forms of matter, or even travel through time. Indeed, save for the Waves of the Dead, all of the supernatural feats in this manga originate from photon energy.

Taking this perk… doesn't allow you to do any of those things. What it *does* do is allow for photon energy to exist in future worlds, but only in relation to you and

your companions/pets/followers. The entire world won't be changed by the presence of photon energy, but it will still be a viable energy source for you to use, should you have perks, items, or racial abilities dependent upon photon energy.

If you would prefer to see the world change from photon energy, however, you can pay **-200 CP** here in order to gain the ability to instill all light with photon energy. Don't worry about this potentially causing destruction of its own accord; the photon energy in normal light is inactive, and doesn't do anything on its own. You can decide whether this perk comes into effect at any point during your stay in a jump.

Oh, and if you happen to be an Al-mi'raj, don't worry; light reflected off the moon in future worlds will also possess whatever ineffable property differentiates lunar photons from normal photons in this world, so your powers will still be able to recharge.

Temporal Consistency (Free):
Know what's nice? Not being erased from the timeline. You have a special resistance to effects that would remove you from the world via the alteration of time. If someone were to go back in time and prevent your parents from having relations, you would still be born—perhaps to different parents, but still looking the same and even receiving the same name. Your memories are likewise resistant to change; if something is erased from the world, you will remember it, and if history changes to put the world into a new timeline, you will perfectly remember your life in both the original timeline and the new one you find yourself in. Finally, if you are a drop-in, you will have dropped in at the same time even in a new timeline, so your mind transferring to a new timeline won't accidentally make you cease to exist. You can still be sent back in time, mind you, but you'll never cease to exist when time changes.

Shounen Physique (Free):
Even without using photon energy, the people of this world are capable of amazing things. Moving so fast that it seems like they teleport, stopping much larger enemies with brute force, and fighting against photon carriers as normal, unmodified humans… these and more feats are now within your grasp, because the limits of what the body can accomplish have been raised to accommodate the demands of the shounen lifestyle. You've also been given an excellent

understanding of combat, to the point where you could defeat Diva, the Vice-Captain of the Ariadne Royal Guard. Although that isn't much in comparison to a lot of the named characters from this story, it's more than enough to deal with any group of ordinary soldiers who might try to fight you.

However, if you spend **-100 CP** on this perk, you can be as good at fighting as Captain Reve, who far outmatches Lacile at the beginning of this story. For a total of **-200 CP**¸ you can instead be as strong as Rockwell, one of the Seven Swords of Ariadne, who single-handedly overwhelmed the entire team (before Caligula joined) on their asses, including Reve. Finally, for **-400 CP**, your skill in combat is equal to the likes of Sieg and Gladias, true monsters of combat who can even stand up to enemies far more powerful than them and come out alive.

Photon Carrier (Free):
[Cannot be taken by Shishinoi]
The most powerful technology in this world relies upon the use of photon energy, but requires photon chargers to use, which are heavy and bulky. In an attempt to streamline the use of photon-powered technology, the people of the small nation of Delsotto experimented on adults and children alike, eventually succeeding at imbuing them with the power to generate photon energy within their body. Beyond simply creating photon energy, they could also expel it from their body—but by and large they had no control over it. Therefore, they were provided with "Carrier Weapons", items (or sometimes vehicles) designed to be fueled by photon energy which would ordinarily require heavy charge packs. The increased mobility and reduced reliance on easily-destroyed, lost, or emptied chargers gave Delsotto an advantage in the Great War… until the process was copied by other nations, at least.

Normally, only humans would be photon carriers, but if you are of a different race then someone must have performed the operation on you, too. You are now capable of generating photon energy to the same degree as Noish—who, as an example, was easily capable of destroying a dragon on his own once he figured out how to use koki. By default you have no ability to use photon energy without using a Carrier Weapon, although you are able to sense people nearby who are capable of using photon energy. You are also able to make a single, specific part of your body glow with light when you so desire. It's a neat party trick.

If Noish is too weak for you, you can instead spend **-50 CP** to produce as much as Lacile (before Leana supplemented his power), who was moderately stronger than Noish. If you instead spend **-200 CP**¸ you can be as powerful as Caligula, who could overwhelm Lacile even after Leana empowered him. You can instead spend **-400 CP** to be as strong as Hydro, who was so powerful that he would break any Carrier Weapon he used after just a few attacks; unlike Hydro, you will have the control to limit how much photon energy you use to prevent such accidents.

If you would rather be weaker, however, you can gain **+100 CP** to only produce as much photon energy as Cresta can, whose ability to produce photon energy was so low that he specialized in producing Carrier Weapons in hopes to increasing the energy efficiency to the point he could fight for a reasonable amount of time.

Besides your base capacity for utilizing photon energy, how much you have is also dependent on your physical and mental health. The more fit you are in mind and body, the more photon energy you will have, and the better you can use what you already possess. Using all your photon energy will make you collapse and be unable to move, however, so you should probably avoid that. Normally, boys would have a little bit higher output per second, while girls would have more control, but feel free to ignore that if you don't feel like your sex should have any bearing on your powers. Should you die, it will release all the photon energy in your body at once—but only as a flash of light, not a full-fledged explosion like you'd expect from photon energy.

But not everyone in this world is a photon carrier—indeed, the overwhelming majority of people aren't. If you're willing to become one of those people, you can gain **+500 CP** by not taking this perk at all. You do not gain these points if your race gives you the ability to manipulate photon energy, or if you are a Shishinoi.

> **Human Weapon (-100 CP)**:
> [Requires **Photon Carrier**]
> Like some of the Lost Eleven, you have discovered how to effectively use photon energy from your own body. Using a Carrier Weapon is still far more effective because it provides a channel for your energy to produce a result, but knowledge of this skill can give more versatility, mobility, and allows for more freeform techniques. If you are capable of performing a technique through the use of a Carrier Weapon, you can use it without one.

Carrier Throat (-200 CP):
[Requires **Human Weapon**]
Kagura had the special ability that allowed her to share her photon energy with anyone she deemed an ally who was within 200 meters, including directly powering their weapons in case the ally wasn't themselves a photon carrier. This ability grew less effective with increased distance between her mouth and her beneficiary's. You have a similar ability, now able to share any esoteric energy you possess with other people at a range of up to 200 meters, even if you can't see them.

In addition to this, you gain a limited ability to manipulate the photon energy inside other people (or other energies). This doesn't let you perform tricks like the Lusa tribe can, but it does allow you to direct their internal energies into healing, letting someone rapidly heal from small, simple injuries like bruises and cuts.

Carrier Clairvoyance (-200 CP):
[Requires **Human Weapon**]
Dark possessed the special ability of clairvoyance, allowing him (or her? Or them?) to utilize photon energy to see clearly from miles away, gaze through solid objects, and clearly identify supernatural powers and beings from a distance by their strength. You gain this power of his.

Carrier Construction (-600 CP):
[Requires **Human Weapon**]
Boyd had a powerful ability that allowed him to scan an object with a touch, and then reconstruct a perfect copy of that object as long as he had matter to work with. It didn't matter what the object was, or how rare the components were; even the super-rare Galiglasian Shards were easily duplicated along with an entire jet, and he later engaged in combat inside a palace by converting the architecture into more planes to drop on his enemy. He—and now you—only achieve this by constructing things from the mental "template" you create; for instance, using the above example, he needed to recreate the

entire jet at once, and was unable to specifically make missiles, despite them being a component of the jet.

In future worlds, you will be able to duplicate the inherent supernatural qualities of objects you're replicating, but not any properties esoterically added onto it. For instance, you could reproduce super-armor made from the bones of a dragon, but not the enchantment placed on that armor to let the wearer walk through walls.

Action Illusions (-200 CP):
The illusions of this world have a fantastic method of interacting with one another even without the will of the illusionist intending them to occur, which is something you take with you now. If your illusion of a hunter shoots and illusion of an animal, the illusion will keel over and "die". This also allows your illusions to respond to the scenery and attacks from people as though they were real and solid (although this perk doesn't actually make them solid, nor allow them to physically interact with people, only *be* interacted with).

But then a question arises—when two illusions fight one another, what decides which illusion is the more powerful? That would be the illusion most firmly shaped in the mind of the illusionist. Illusions are ultimately fantasies, it only makes sense that the more defined a fantasy is, the more power it has as an illusion. For this reason, people tend to use the same types of illusions over and over again, as they are more strongly memorized; likewise, an illusion that is shaped from mythology and folklore is easier to visualize because you already have a strong concept of what it's supposed to be.

This is a trait you can bring with you as well; the more frequently you use an illusion, the harder that illusion is to dispel, interrupt, or disbelieve on the part of other people. Furthermore, if you use illusions that are based upon mythological figures or people from stories, they will similarly empower your illusion.

An End to Regeneration (-200 CP):
Fighting people who can heal themselves is always a pain. However, you have a special method that allows you to win; just keep attacking them. Even regeneration that would normally be without limit will find itself restricted when

fighting you and your allies. Keep inflicting wounds that should be lethal, and eventually, even an "immortal" will die to your blows. The more lethal the attack, the more taxing regeneration will be on their limited supply of energy.

Phase of Life and Death (-200 CP):
Everyone exists in a certain frequency of life and death; however, if someone dies and comes back to life, their "phase" is… out of tune. This doesn't matter for most purposes, and won't impact their life… but to beings that hold the power to inflict instant death? This becomes very important. You, like Lacile learned to, have control over the "phase" of your life. By default, you are out of phase; any ability that has an "insta-kill" effect, or that would inflict potentially lethal harm without any apparent cause, will fail to function against you. Or to be more accurate, it would be like you and them are impossible to one another. Neither of you can touch each other, even with weapons, nor directly target each other with your powers. You can't even understand their speech, nor do they understand yours.

However, you can also shift your phase to match theirs. This allows you to comprehend each other, but also makes you vulnerable to each other's attacks… but you can control your phase, so you would be able to keep yourself out of phase, then phase into their "frequency" right before you attack them. This would give you only brief windows of vulnerability, while otherwise making you an impossible-to-harm opponent for those who would otherwise wield the power of instant death.

Queen of the Forest (-400 CP):
When Lululola conquered the spirits of the Labyrinth Forest and they acknowledged her as Queen of the Forest, that was more than an honorary title. You have the power to claim a type of natural territory as your own—a desert, a forest, a mountain, etc. To enforce your claim, you must prove your dominance over the strongest native to this stretch of land; if there is nothing more than mere beasts, then spirits akin to those of this world will spontaneously spawn.

By proving your worthiness in this manner, that territory—and all similar environments—will serve to empower you, constantly refilling your energy while you are in a similar environment. What's more, local spirits, beasts, and monsters of those environments will recognize your right to rule, and will obey your

commands. Again, if there are no local spirits, then new ones will be created to serve you.

What's more, you gain the ability to speak to and understand spirits, beasts, and animals, so long as they are native to your chosen environment.

These powers are a part of the setting, and are left behind when you leave to a new one; you must choose a new territory to claim in every jump.

Aura's Insight (-600 CP):
[Discounted to the highest tier of Al-mi'raj Gisau]
Aura's powers alone rendered her into a Harbinger of Catastrophe, but what was most impressive about her wasn't her raw strength, but her knowledge. Aura had an intrinsic connection to the world, one that gave her knowledge of the past, present, and future. In short, she had complete knowledge of everything in the world. Like how Popol was able to touch Aura's mind and learn some of these secrets, so too are you able to delve into this near-omniscience—but not just for this world, but all the jumps in the future, as well. You don't have endless access to it, however; instead, once per week you can touch this knowledge, and dredge from it the answer to any single question, so long as it relates to the jump you are presently in. You are immune to any inherent dangers that certain types of knowledge might hold, in worlds where such a thing matters, so long as you obtain such knowledge via this perk.

But is a brief glimpse not enough for you? If so, you can increase the cost of this perk by **-800** CP to have full access to all the knowledge of every world you've been to. All the secrets people hide are known to you; all the concealed facts of the setting are plain for you to see; all the histories have already been read by you; all the laws of the universe are as obvious to you as the written word. You know all that there is that can be known, even if it isn't understood by anyone else in the setting. You suffer no side-effects from containing all this knowledge; your brain is able to handle such an overwhelming amount of information, although you are rendered no more intelligent.

Do note that this only gives knowledge, not skill; you will still need to train and practice if you hope to actually put the information you've obtained to use.

Priestess of Light (-800 CP):
The Priestess of Light is the vessel of the Founding Light, kept isolated from all others for fear of them abusing her powers. She has the sacred duty to continue the bloodline, lest the world come to an end without the Founding Light. However, only a single individual can hold this power at once. Indeed, the end of the world will come about because the current Priestess had a pair of twins, and didn't kill one of them at birth, and the Light would be split—and thus, weakened. So how have you come to be, you who bear the Founding Light without lessening the power of the Priestess?

You have the enormous power of the Founding Light at your hands… but you cannot use it willy-nilly. Indeed, it is impossible to directly harm someone through the use of the Founding Light. However, there is still plenty you can do. You can create objects ex nihilo (although nothing to a similar extent as the Founding Light creating the world), can teleport yourself or other people, and can heal wounds. You can even channel this power into someone else (maybe they could even be the one to do the fighting for you). However, twice per jump (or per 10 years, whichever comes first) you can accomplish a truly extraordinary feat. Revive someone from death. Travel backwards in time to change the "present". Teleport the contents of an entire village out of the way of a devastating attack (if the travel is only a few minutes, you could even combine this option with the time travel one for free). If you sacrifice both of these uses, you can even accomplish a deed as great as creating an entire planet filled with life.

Normally you would glow with a great and warm light for possessing this power, but you can turn off this radiance whenever you so desire.

Guardian Perks

Guardian's Eye (-100 CP):
As a protector, it is up to you to ensure your charge's safety. When you have sworn to defend something, be it a person, object, or place, you will always be able to determine your ward's location. With just a bit of focus, you can also sense its health status and whatever danger that it might be in.

Carrier Formations (-200 CP):
People working together in a group are capable of accomplishing that which would be impossible for individuals—and that goes double for the use of photon energy. While photon carriers normally require Carrier Weapons to make use of photon energy in very specific ways, by working together they are able to make photon energy accomplish that which would otherwise be impossible for them. Making an attack travel through the earth to erupt under an enemy's feet, acting as a "lightning rod" for photons, projecting beams from the mouth, produce a railgun of photon energy, or share power for a combined charge attack… the uses of Carrier Formations to customize attacks are nearly limitless.

Now you can use these formations with allies who possess other forms of esoteric or supernatural energies, working together to make the energy behave in ways it isn't normally able to do. However, each unique application of energy will require you to practice with your allies and put in the work to master that specific formation.

Across Time to Hold You Again (-400 CP):
Sometimes, things happen. Maybe you get sent backwards in time to fight your adoptive sisters' rapist father before he can beget them, and create a timeline where they were never born. Except… that's not what happens. No matter how you change the timeline, the people you love and care about will still be born, even if it is to different families—they will still have the same personality and the same given name. What's more, when you're involved, memories have a way of surviving beyond the timeline they originate in; when you meet your sisters again in the new timeline that formed, they will still remember and love you (which may surprise the rest of their family, considering that they've probably never met you before).

But this principle seems to extend further than just timeline shenanigans—even if the worst happens to those you love, be it death, erasure, conceptual nonexistence, the works—they seem to, somehow, come out in one piece in the end, even if they rightfully shouldn't. But this non-timeline-related survival will only apply for any given individual once per jump, or once every ten years, whichever comes first.

Koki (-600 CP):
A secret technique of the Rato tribe, but not actually something restricted to their biology, koki is a special form of energy that allows the Rato's Dragonsbane unit to fight against the dragons. Dragons are all but immune to nearly everything in the world—the elements, physical force, even photon energy. Koki is their only weakness. What is koki? You could consider it to be a variety of photon energy formed from emotions. Specifically, from feeling a wide spectrum of emotions. You need anger for the enemy you are attacking, compassion and sympathy for why they're aggressive, determination to defeat them, sadness for the death you are about to bring them… the wider the range of emotions you bring to bear, the more effective it is.

Well, that's what *other* people need to do to use koki. For you, koki is something you can naturally utilize as easily as breathing, and what's more, you can use koki to penetrate any sort of defense, not just the scales of dragons. Hard metal barriers, walls formed of solidified reality, "infinite distance" protections… anything that could be considered a form of defense can be destroyed through the use of your koki.

Royalty Perks

Regal When Needed (-100 CP):
Sometimes, too much is expected of royalty. They are supposed to be perfect, and present themselves as such. Combined with the privileges that come with rank, and it is easy to see why such a vast divide can form between commoners and their ruler. But you'll find that such a gulf will never form for you. You have an easy time setting aside the expectations of royalty, allowing you to make friends with your subordinates without anyone raising a fuss for you behaving in a manner unsuited to a princess.

What's more, when the time comes for you to put on your royal face and act like you're expected to, you're remarkably good at it. You can play the role of a distant-yet-caring ruler and project an aura of dignity and nobility with the best of them, with the assurance that you can still toss it aside to enjoy time with your friends when your duties are over.

Immediate Obedience (-200 CP):
Honestly, sometimes even you're surprised by how readily your followers carry out your bidding. If someone would already be inclined to follow your orders—such as by being your subordinate, being intimidated by you, or agreeing to do so beforehand—when you give them a command, they will promptly carry it out. They won't spend time arguing, they won't question, they won't even ask how—they'll just do exactly what you want, just the way you want it, even without you giving an explanation.

The exception to this is if they care about you, and your order would get you harmed. Don't expect an order to be enough to make your personal knight kill you, even if the fate of the world is hanging in the balance.

Strongest Man in the World (-400 CP):
The Knight of the Moon, Knight of the Dusk, Knight of the Dawn… and, of course, the Knight of the Blue Skies. These are the titles of the four most powerful warriors in Ariadne, each one devoted to a single member of the royal family and sworn to put them above all other concerns. They are not subject to orders from the military, or even from other members of royalty. This is not a position inherited or earned, but one given by the royal in question, and implies an extreme level of trust. You can't give the position out to just anyone.

You have the ability to perceive other people's potential. You can tell with a glance how strong they are now, and can tell what heights they have the potential to grow to. Something about you is good for helping people reach those heights, too; if you declare someone your knight, and they accept, their personal growth will skyrocket, allowing them to increase at ten times their normal speed.

Builder of Empires (-600 CP):
The Barbaros Empire wasn't always known as such. Indeed, it was formerly a peaceful democracy, until one day the man who would eventually be called Emperor Barbaros appeared. He became the ruler of the land by force, overturned all the traditions of the nation into something that served him, and rewrote the ethics of the public until the populace was inspired into a furor that fit his warlike ambitions.

This perk does not give you Barbaros's raw power, but his raw force of personality. You have his ability to sway the public, to twist laws to your whim, and to turn a nation into an extension of your will. Your personality and desires will suffuse your entire empire, defining it and its behavior. This won't help you get a nation of your own, but it will ensure that your nation works exactly the way you want it to—no matter what it was like before you took charge.

Warrior Perks

Patience and Focus (-100 CP):
Even for a fighter, life isn't full of constant combat. Waiting plays a large part in any soldier's life, but you still need to be ready to act in an instant. Sieg spent ten years in a specially-designed prison, and the moment someone damaged the photon suppression system, he escaped. Hazan spent ten years doing nothing but training, only deviating from his routine to satisfy his needs to stay alive.

You are possessed of an endless well of patience and dedication. You have what it takes to wait for years, or to devote yourself to repeating a simple action indefinitely. But paired with this is a strong awareness of your surroundings, and a readiness to act that ensures that even after years of waiting, you'd be able to snap into action the moment the trigger you've been waiting for occurs.

Insight Through Violence (-200 CP):
The best way to understand someone is to engage with them, and few forms of interaction show your inner self more passionately than combat. When you fight someone, over the course of the battle you will come to understand them as a person. You'll get a feel for their motivations, their trustworthiness, their ambitions… you won't be reading their mind or anything, but you'll get a solid sense for who they are. You'll know whether your enemy is the type of person to stew in their hatred over being defeated and come back for vengeance, whether they'll learn and grow from being beaten (and even recognize *how* they'll grow!), or whether losing a fight will even mean much to them in the first place.

The Best Medicine (-400 CP):
Ever had a friend suffer from amnesia? Have their memories stolen or altered? Get their personality replaced? Suffer from possession, or otherwise behave completely out of character? If so, there's a simple solution. Fight them! A good old fistfight is the best medicine to jog your memory, and that's a principle you can readily apply to all sorts of mental manipulations or forms of control. As long as there's something wrong with how they're behaving, engaging them in a fistfight will free them from its effects and return them to how they're supposed to be.

Cast Aside the Crutches (-600 CP):

Carrier Weapons are amazing tools for concentrating and directing photon energy, but ultimately just provide a method to utilize the power that already resides within photon carriers. You might have encountered similar tools in your journey through the multiverse; items that convert the energy you provide them into a specific effect, or that serve as a focus or amplifier for your powers. With this perk, however, you won't need such things anymore.

As long as the item produces an external effect through the use of your own energies, you can now replicate the abilities of any item that you have previously used. As an example, if you had previously used the Carrier Boots, you would be able to fly via photon energy, and if you had used the Carrier Bow, you could fire arrows of light. However, because the Carrier Rod's ability to reshape itself is entirely an internal effect, you wouldn't be able to replicate it. This also doesn't allow you to duplicate passive abilities or effects that are inherent to the item that don't require energy input on your part; the item needs to be a tool applied to your own power, not something that can accomplish effects of its own accord.

However, now that you've learned to go without using an item, actually using one will serve to enhance your abilities, as your knowledge of how to perform the trick on your own and its own guidance allow you to make the item even more effective than it was before.

Do note that you need to have actually used the item at least once before in order to "learn" the right way to duplicate its effects.

Researcher Perks

Predicting Success (-100 CP):
We never do learn anything about the process of how photon carriers are made, but considering that no nation attempted to mass-convert their military into carriers, the process probably had a low success rate. And if you're trying to alter someone into producing and storing a foreign energy, failure is probably synonymous with dying.

You might not be able to stop people from dying, but you can ensure that you only operate on people who have the highest chance of survival. If you want to perform an action, with a moment's thought you can know the odds of you succeeding; with another thought, you can see the likelihood of success if you were to perform variations of that action, or perform it on different people. In this way, you can avoid working on people when it is likely to end in failure.

Just remember to limit the use of this when performing an experiment; failures are part of proving whether or not a hypothesis is true, and skewing the odds for success like this could give you incorrect data. If every attempt you make to create a carrier succeeded in the experimental phase, then the information would indicate that it would have a much higher survival rate than it really did, which could be disastrous when other people try to replicate what you've done and fail.

Fine Tuning (-200 CP):
No matter how good a device is, it can always be made to function better, as Cresta showed when he improved the team's gear after joining. You'll find that no matter how carefully taken care of and up-to-date a machine or device is, you will be able to improve its functions by at least a little bit by taking some time to investigate and tune it up a bit.

Knowledge Leads to Knowledge (-400 CP):
Popol was never particularly interested in the Founding Light—as the Al-mi'raj who sought knowledge, he was only particularly interested in translating the Lusa Manuscript to discover its mysteries, until he was pulled into an adventure that would result in him discovering the secrets of the world. You'll find that the more you learn about a subject, the more opportunities the world provides you to expand your knowledge in that topic, even offering up the chance to go on grand adventures with the promise that over the course of it, you *will* learn more about

what you seek. Learning a dead language might result in you finding your way into an archaeology dig, only to discover a living speaker of that language. Study the Founding Light, and you will be provided with the chance to find it yourself. The more information you acquire, the more you will uncover opportunities to learn even more.

Photon Science (-600 CP):
Photon energy is the keystone of this world. It powers machines, enables cybernetics, and is key to the greatest weapons in this world—to say nothing of the potential power seen in photon carriers. And now, the knowledge of how to utilize this energy rests within you. Your mind now holds all the scientific and engineering knowledge of this world; creating artificial life forms, applying cybernetics to safely replace half of someone's body (including a good portion of the skull), making Carrier Weapons, and more! This knowledge does, of course, come with the information needed to make photon carriers—and a little bit extra, the knowledge of how to adapt the photon carrier operation to work on anyone, regardless of species.

Criminal Perks

Makes the Dream Work (-100 CP):
Teamwork is crucial if you're running a gang of any appreciable size. Groups can get so much more done than even the most competent person can manage on their own, so it pays to know how to work with other people. You have a sixth sense for what your allies are going to do next, bordering on precognition, allowing you to coordinate your actions with them; to help you work with them better, you're also able to communicate with abnormal effectiveness, able to convey attack plans and your future actions in only a couple terse words, or even with body language alone.

The Time to Act (-200 CP):
When the anti-Biove organization known as the Land of the Lost prepared a terrorist attack on the capital of that nation, Granaga, it just so happened to overlap with Lacile & co.'s plan to rescue the captured photon carrier, and they pulled out their assault early to great success.

You will find that you have a sixth sense for when the most appropriate time to act is. When you schedule your attacks, you'll know when would be opportune for your goals—although you won't necessarily know why, so it will be up to you to recognize and take advantage of opportunities as they come. Do take care, however; this doesn't ensure success, it only increases your odds.

The Threat of Violence (-400 CP):
So, some punk kids picked your men's pockets, and happened to have snuck away with information you couldn't afford to let spread. And sure, you could go ahead and kill them to shut them up—but isn't it much more effective when people don't dare to act against you in the first place? The men of the Siu tribe learned that the hard way, and only dared to rebel against their oppressors when the soldier who initially beat them down was absent.

You can use fear as a form of protection for any organization you are a part of. People who seek to undermine or harm members of your organization—including through acts such as theft—will instinctively understand how powerful you are, and will know that bringing harm to your group would earn your retaliation. If you have other powerful people in this group, then they will be added to the list of threats.

Anyone who would dare act against your gang would realize just how badly they'd lose… but if they happen to be strong enough, they'd also know just how easy it would be to win. So if someone does act against your group, think twice about engaging them carelessly.

Building a Crew (-600 CP):
Red Arms Gladias is not a particularly admirable man, but behind his criminal ways he had an admirable goal; to find the most powerful scum and ruffians the land had to offer, and beat them into a team capable of saving the world. He didn't quite succeed at that, but maybe you'd do a better job?

Firstly, when you overpower someone in a fight but leave them alive, and proceed to make them a job offer, there's a very high likelihood that whoever you just beat will join you. What might have become resentment will give way to admiration for your strength and the chance you gave them, and even diehard criminals will grow to be as loyal to you as Gladias's core group is to him.

Secondly, you become better at leadership, so as to actually make use of all those henchmen you're building up. You understand the logistics of running an organization regardless of its size, and develop the charisma to sway hearts and minds even without needing to resort to your fists. Even if you weren't the strongest around, you'd easily be able to become the head of a large gang like this.

Equipment

Here you can purchase items, equipment, and pets. You receive a discount for each of the 50, 100, 200, and 400 CP price tiers, in addition to receiving discounts based on your origin. Items that are lost, stolen, or destroyed will be replaced after a week; any improvements you make to items will remain. If you have equipment similar to the objects you purchase here, you can import it into this new form to add their abilities together, and give it a new appearance as an alt-form.

In addition to this, you receive **+400 CP** with which to purchase items and equipment. By default, you are provided with an influx of knowledge to ensure you are at least competent in the usage of any items you purchase here.

General Equipment

Charge Packs (Free):
Photon energy is vital to the functioning of modern technology and many weapons; but how does someone who's not a photon carrier harness this power? The answer is through charge packs. These block-like devices are basically batteries that are charged through exposure to light. However, they're quite heavy due to being made with precious Irilium. You have 10 charge packs, which should be enough for anything you might use that requires photon energy. Do note that Carrier Weapons are not designed for interfacing with a physical power source like a charge pack, so are useless to attempt to use with one.

Speaking of which, most worlds don't have much use for something like these; that's why, after you leave this jump, they will be capable of transforming into any sort of battery you encounter, while still being able to recharge with exposure to light.

Kismos (-50 CP):
A kismos is a cute l'il creature that looks like a furry blob with a sharp point on its head. They're pretty harmless on their own, so they normally eat leftovers after another animal's done the hunting (or if they can gather in a large enough swarm). They consume blood… unfortunately, they're also stupid, and sometimes drink so much blood that they explode in a gory mess. If yours ever dies like that,

it will come back the following day instead of being gone for a week. They're affectionate critters.

Steel Boots (-50 CP):
[Basic purchase is free with **Angel's Disease** drawback]
You have boots made of steel, with a comfortable inner lining to protect your feet from the hard metal. They have no inherent weight of their own while you wear them; however, if there exists a force that pulls you up into the sky—such as if you have the **Angel's Disease** drawback—then the weight of these boots will increase proportional to the force trying to send you skyward, ensuring that your ground mobility is not hampered; wearing only one boot will let you jump higher and farther, and fall the ground more lightly.

These boots cannot accidentally come off, but you can intentionally slip them on and off with ease, despite tightly reaching up to the thigh. The weight increase of the boots somehow applies across your whole body, preventing you from experiencing strain when caught between the force pulling you into the air and the weight of the boots holding you down. If you ever kick someone, they will still feel the impact as though the boots weighed their normal weight, even though they're weightless from your perspective.

For an additional **-200 CP**, which can be independently discounted, they can be modified to function like Diva's boots, and control the fundamental forces of attraction and repulsion through your boots. This doesn't require any physical maneuvering on your part, being controlled mentally. You can run up walls, pull people into your kicks when they dodge, or blast someone with repulsion in close range so they get blasted away despite blocking your attack. Do note that these repulsion/attraction boots rely on charge packs to use, so be careful if you start to run low on power.

Girilium Photon Warheads (-100 CP):
A projectile formed from Girilium Crystals, it contains a charge of photon energy that is released upon contact. This gives it far higher penetrating power than normal bullets, especially considering that Girilium is the 3rd hardest material known in this world. You receive a box of these super-bullets, which will resize the rounds to fit any gun you care to put them in. This box refills on a nightly basis.

Aging Bracelet (-200 CP):
This looks like a simple bracelet, but is actually a fascinatingly complex piece of technology. It artificially ages the one who wears it; even a man barely in his twenties would look like a grandpa after wearing it. You'll suffer all the ailments of age like this. But there's a good reason to make such a sacrifice; while you wear it, all of the energy you possess, but don't use, gets stored up in the bracelet. When you remove or destroy the bracelet, not only will you be returned to your original age, but you will have access to all the stored up power it holds.

Cybernetics (-400 CP):
Cybernetics is quite the advanced science in this world; they're able to replace every limb and the majority of a person's torso, and can even be used if someone survived losing half of their face. These cybernetics convey sensory information to you, are tougher than iron, and are well-built enough to survive just about anything you put them through. However, you probably don't want to discard most of your fleshly body in favor of the machine, so you get the assurance that, as long as you survive your wounds, you will wake up from your injuries with everything you lost cybernetically replaced. So long as your brain remains intact, and you survive, any lost body parts will be replaced with high-grade cybernetics. Of course, if you should have regeneration, that will kick into effect first, but if you don't heal from something "naturally", you'll get the cybernetic replacements.

This doesn't only apply to you, either; all of your companions are protected by this guarantee. For another **-100 CP**, undiscounted, these cybernetics can be merged with any and all weapons you purchase in the weapon section; you will retain your original purchase of the weapon, but when you get your cyborg replacements, they will have duplicates that are integrated into your cybernetics.

Mobile Fortress (-400 CP):
A small fortress on treads, which is hooked up to two truly gargantuan horned, reptilian beasts that make *patagotitan* looks small in comparison. This metal building has everything a fortress needs, save for weapons; a jail, facilities for the staff, kitchen, bedrooms… its only real vulnerabilities are the numerous small windows across its surface, but those could be boarded up easily enough. It isn't terribly fast, but the beasts that pull it can go day and night without sleep, ensuring you can keep up a steady pace. Your versions of these animals don't need to eat or drink, either, which makes their upkeep a lot simpler.

Galiglasian Robes (-800 CP):
There are roughly 100 Galiglasian Shards in the world, any one of which could be turned into an item that would make an ordinary person into a potent warrior. This is a replica of the outfit worn by the king of the Biove Kingdom, which contains 23 Galiglasian Shards woven into its fabric (not the full 24 they possess, because even numbers are unlucky in the eyes of the gods of light). While wearing these robes, you are all but untouchable. Any physical attack on you will be harmlessly nullified with a sizzle of light; any energy attack will scarcely affect you, to the point that a blast meant to blow off your arm might bounce your limb a bit. But most potent is your ability to control energy; only photon energy in this world, but once this jump is complete, it will allow you to control any form of energy you encounter. Even the strongest attacks can be stopped and redirected in this fashion, as long as you're aware of them.

You cannot remove the Galiglasian Shards in the cloth; they are a part of the item, and must remain.

Guardian Equipment

Map of the World (-100 CP):
Exactly the thing you need if you've lived an isolated life in the mountains and want to see everything the world has to offer. Also great for skiving off of your royal duties to see the world… or at least get a look at it before you die. This map shows the entire known world, and has sites of particular interest noted down. These could be locations with natural wonders, great restaurants to eat in cities, or just warnings to avoid a particular place.

Glasseal Wagon + Holhols (-200 CP):
You have a covered wagon; what looks like weak canvas is actually woven glasseal fibers, a substance that is lightweight, but as tough as iron when it comes to taking damage. The wagon is pulled by two holhols, a creature that resembles a combination of a goat, horse, and a llama, but with two horns that curve out to the sides before facing forwards. Holhols are amongst the best mounts in the world, not only suited to all environments but capable of traversing nearly anything; if you unhitch them from the wagon, they can easily bound up mountains, leaping tens of feet in one go, and can rapidly descend from mountains jump by jump. They're a bit smelly, though. Your holhols are guaranteed never to be targeted by your enemies, and area attacks will mysteriously fail to harm them.

Galiglasian Jet (-400 CP):
This is a two-person jet that has an unremovable set of three of the super-rare Galiglasian Shards implanted into it. This jet can use repulsion to lift off from the ground in any scenario and does not need a runway; furthermore, it is capable of flying at speeds that put to shame the fastest jets in the modern world. Armed with missiles and machine guns, it has two seats in order to accommodate a passenger. Its most remarkable trait, however, is its fuel efficiency, allowing it to fly the full circumference of the globe three times over without needing to refuel. A bit of an upgrade from a wagon and holhols, wouldn't you say?

Royalty Equipment

Precious Brooch (-100 CP)
A relic of light resembling outstretched wings, this artifact is capable of absorbing harmful energies that come within a short distance of it. If you wore the brooch on your neck, it would be just enough to protect your head and torso; if someone were to shoot your legs with a photon rifle, it would only be able to absorb part of the energy. This brooch's potential isn't infinite; although it can save you from injury, it can only absorb enough to stop about 3 serious injuries before it's full and can't absorb anymore. You can unleash stored energy from this relic in powerful blasts, but once you run out, that's it until you fill it up again.

Protection Squadron (-200 CP):
You have a group of 10 protectors assigned to guard you, although your orders are paramount to them; they are followers, and will serve you with absolute loyalty. Six of them are humans, assigned to the miniature mechs known as Bipedal Special Armored Forces: Spriggans. With an open canopy the user is vulnerable to headshots, but they are capable of moving so fast that they become a blur to ordinary civilians. One of them is a leader model, which has 3 times the strength, speed, and durability of a normal Spriggan.

The remaining 4 aren't human, or even alive; they're semi-sapient robots known as Stand-Alone Special Big Bowled Mobile Soldiers: Hecatoncheirs (which is a pretty grand name for something that only has 4 arms). They are all stronger than a leader model of Spriggan, but without the vulnerability that the human driver produces. These robots seem to show advanced intellect in regards to following your orders, but other than that can't be considered sapient beings.

Both models are capable of flight.

Pin Waiting for a Knight (-400 CP):
A lapel pin bearing your personal insignia, or a modification to the flag of your nation/organization that has been personalized to show it belongs to you. This isn't meant for you to wear, however; instead, you can designate someone your knight by giving this to them.

So long as they bear this pin, they shall be recognized as having the right to speak with your authority, and to be beholden to no one other than you; whatever

organization they are a part of, it will be universally acknowledged that your orders take precedent over those of all other people. What's more, when you command your knight to act, their actions in regards to fulfilling your orders are vastly more effective than they rightfully should be. Finally, if you have any special powers or abilities, you are capable of sharing these with your knight, if you so desire.

You can only have one knight at a time, but you know how to create more of these pins; you can give them to members of your family (by blood or by marriage), making pins with a unique design for them to assign knights of their own.

Warrior Equipment

Midnight Barghest (-100 CP):
Technically, they're just called "three-eyed dogs", Midnight Barghest is just a nickname, but who cares? A dog resembling a Doberman, the extra eye in the middle of this hound's forehead is capable of seeing in the infrared spectrum, and makes them a favorite for hunting down rogues and criminals. You receive three such dogs, all of them trained for combat.

A Mountain (-200 CP):
What is there to say? It's a mountain. Your own mountain. Why do you need a mountain? To punch it. Maybe kick it, it's up to you. But the more times you train a specific attack by using it on this mountain, the stronger and more perfect that specific technique will become.

Guardian Spirits (-400 CP):
An elemental spirit from the forest has attached to you, and will serve you loyally. You have three options. One is to have a water spirit, which can instantly summon a veil of water on your skin that does a solid job of mitigating the force of any blows you suffer, or impacts from falling. Another option is to have a wind spirit, which can call forth gusts of wind strong enough to redirect an entire carriage midair. Finally, you could have an earth spirit, which is capable of turning into the form of an animal to ride on, can channel the ground to move faster than running could possibly achieve, and can reshape the earth into perfect duplicates of you to deceive your foes.

You can purchase this option multiple times for more spirits. The "true" form of spirits is tiny enough to be attached to a belt, and the body you see them use is just made up of shaped and solidified bits of their element that they summon from nowhere, even if it looks like monstrous flesh. No matter the damage they suffer, a spirit cannot die until they run out of energy, so overworking them is a danger.

Researcher Equipment

Lusa Manuscript (-100 CP):
This is a book written by the Lusa people, and it contains all the secrets of this world. Unfortunately, the language of the Lusa is damnably complex, and even geniuses like Popol can barely work their way through it. Your manuscript is a bit different, as it seems to add pages for every jump you go to, each written in a unique language. You'll have to translate them yourself; any language perks you may possess will not function on this manuscript. However, when you do translate it, you will find the secrets of the world unveiled for you, and you will be able to look through its pages to find the question to any one, individual question that you want to ask, although only once per jump, and only as it relates to the world. No matter how many jumps you go to, this book never looks any different, even as more pages are added in.

Earthly Materials (-200 CP):
There are a number of unique substances in this world. Irilium is capable of holding a charge of photon energy, and is used to make charges; it's very dense and the hardest material on this world, but also rare enough that nobody uses it to make weapons. Perilium Iron is the 2nd hardest, and is sometimes used for high-quality bullets due to its piercing power… although if you want REAL power, you need to go for the 3rd hardest material; Girilium Crystals can be imbued with a charge of photon energy, which allows it to punch straight through rock as though it were a cloud despite not being as physically durable as Perilium Iron. You have a Warehouse attachment containing a mineshaft that cannot collapse, no matter how recklessly you mine; in this shaft are veins of all the materials unique to this world, with the exception of Galiglasian Shards. You'll need to look elsewhere for those.

Galiglasian Shards (-400 CP):
Perhaps the most valuable substance on the planet, a single Galiglasian Shard produces vast amounts of photon energy and lets the one who wields it control photon energy. It can charge a high-tier weapon near-infinitely; indeed, the Seven Sacred Tools of Ariadne each hold a single Galiglasian Shard, and make its members into almost unbeatable monsters. Having ten such shards could allow even a small and weak country to have the potential to conquer its neighbors. Now, you have one such shard for yourself; it isn't terribly useful on its own, but it can be integrated into all kinds of wonderful devices. What's more, at the end of

every 10 years, you will find yourself in possession of an additional Galiglasian Shard.

Criminal Equipment

Binoculars (-100 CP):
A pair of binoculars with the peculiar trait of being able to see past the horizon. With a simple adjustment, you can make your vision go from being straight, to curving at the same rate as the planet does. This allows you to see even past the point the curvature of the earth would hide things from view; you can see clearly for a distance of a bit more than 10 kilometers, and can rotate a dial to refocus the lenses on something closer to you than that.

Data Cards (-200 CP):
This is a set of cards that hold information that you can extract by scanning them into a computer (one of which is helpfully provided with the purchase of this item). What's important isn't the cards themselves, but who they hold data on; politicians, celebrities, CEOs, the movers and shakers of a single country, letting you select a new nation with each jump. If any such individual has done business with the criminal underworld or been involved in any shady business, these cards have that information on them. Good for blackmail… or just keeping track of who owes who money.

Military-Grade Optical Camouflage Suit (-400 CP):
Basically, this suit makes you invisible by bending light around you. It also comes with a pair of boots that completely muffle all noise of your footfalls; even breaking a twig by stepping on it would be silenced. As far as stealth goes, it's hard to do better than being both invisible and inaudible.

Weapons

Any weapon that uses photon energy is dependent upon having **Chargers** to work. Any weapon relying on ammunition will find ammo refilled at the end of the day. Any weapon with the prefix “Carrier” requires the use of photon energy in order to wield it. Any weapon powered by a Galiglasian Shard will not allow the Shard to be removed. In addition to the standard item discounts, you receive an additional discount of each price tier to be used on weapons alone.

Anti-Riot Measure (-100 CP):
Honestly, a rather odd weapon. It vaguely resembles a set of gauntlets, but instead of ending in fingers, it ends in a great mass of chains. You attack by flailing these chains at your enemies, and will find that you have an unusually easy time altering the swing of individual chains to attack from multiple directions.

Camouflaged Blade (-100 CP):
Saying “camouflaged” doesn’t really encapsulate this sword very well. It doesn’t just have a fancy pattern; by activating this sword, photon energy is utilized to bend light around it, turning it invisible.

Carrier Gun (-100 CP):
A.k.a. the Photon Carrier Personal Pistol, it was a standard sidearm used by photon carriers during the war. It was reliable, and by controlling how much photon energy went into the weapon, you could control how damaging your attacks were, from merely leaving bruises to leaving deep gouges in stone—and that’s if you weren’t particularly powerful.

Carrier Medical (-100 CP):
Immediate medical treatment can save lives on the battlefield, and that’s what Carrier Medical was designed for. This is a specially designed set of surgical implements that can be telekinetically wielded via photon energy. With practice, you are able to rapidly cut people open, stitch them together, suture wounds, and perform everything that might be needed for an emergency operation in moments, with more precision than human hands could hope to achieve.

It isn’t really for fighting, but is classified as a Carrier Weapon anyways.

Dragon Chains (-100 CP):

These are thick chains, attached to a large spike. The spike isn't used to attack, but to slam into the ground; the other end is used to wrap around a dragon's limb. If enough of these are used together, they can keep even a mighty dragon from flying away; these spikes are guaranteed to stay stuck in the ground with ten times as much resistance to removal from people other than you as they reasonably should have.

Revolver (-100 CP):
A classic weapon even here, it isn't often used because photon weapons can be more powerful. Nonetheless, it's an extremely reliable method of attack, and its dependence upon simple physical actions to shoot it ensures that it can belt out attacks just as fast as you can pull the trigger. This purchase ensures you get some skill at quick-drawing and fanning the hammer. Just remember that there are some people out there who can dodge bullets…

Biove Rod (-200 CP):
A weapon that is used by the elite guard of Biove, who have had their faces surgically altered to be identical to increase unit cohesiveness. This is a staff weapon, but powered by photon energy; photons are released from the ends of the staff, not only to increase the force of attacks, but to rapidly redirect the motion of your assault in order to attack ceaselessly. There is no need to adjust after an attack or even need to defend yourself if you can just release a burst of energy to turn a missed attack into a second attempt at a blow, and then a third, and so on. It's extremely hard to defend against… but also hard to use, and the heavy photon energy use will run through a charge pack rather quickly.

Bladed Boomerang (-200 CP):
A boomerang almost as long as you are tall, it's also razor sharp—but mysteriously, never accidentally cuts your hand. It comes with special gloves that can be used to redirect its motion mid-air, ensuring that it will home in on your enemies, and will return to your hand even if knocked off-course.

Carrier Homing Shot (-200 CP):
A weapon similar to Carrier Beans, but more limited in application. Resembling a bunch of double-ended spikes, you can target an enemy and send them flying straight for them, regardless of their angle; however, they can only fly directly towards the target, making them easy to avoid if you know what you're doing.

Micro-Bombs (-200 CP):
You have a small supply of 5 micro-bombs, which are small enough to fit in the palm of your hand and produce a much smaller explosion than you'd expect from something like a grenade; dodging one is feasibly possible. However, you have a special trick; once per day, you can pull a micro-bomb out of your mouth, even if it clearly wasn't in there before. But it's ready to explode almost immediately, so you better move fast if you want to survive, or have a cyborg body.

Photon Sword (-200 CP):
A handle that, when activated, will emit a blade of light from its handle. A dial exists on the handle to help you control the lethality of this blade, which can easily slice through metal on the highest settings.

Photon Wrappings (-200 CP):
A weapon favored by one of the Ariadne Royal Guard, this looks like a cloak with a number of streamers coming off of it. However, these streamers are powered by photon energy, allowing you to manipulate them to wrap up an enemy. You can also send pulses of photon energy down these streamers, ensuring a quick knockout of anyone you manage to wrap up—however, a sufficiently quick enemy might break free before you hit them with the photon blast.

Rocket Launcher (-200 CP):
A rocket launcher with four barrels that pummels out a barrage of missiles at once. Unfortunately reliant on ammunition, which only comes with enough to fire two full bursts, although you could parcel out the attacks to use only a single rocket at a time.

Anti-Photon Carrier Wire Trap (-400 CP):
This allows you to set up a bunch of thin, almost-invisible wires; by running a specialized photon energy charge through these wires, you can interfere with the internal photon energy of anyone who touches them. This causes excruciating pain, and the interference makes it impossible for them to intentionally manipulate their photon energy.

In future worlds, this effect will apply to any supernatural or esoteric powers an individual might possess, not merely photon energy.

Lionheart Halberds (-400 CP):
These incredibly stout halberds are built to counter carrier weaponry, and can disable active photon energy effects the come in contact with. In addition to that, with a swing and intent you can release a blast of photon energy, perfect for ranged attacks.

For another **-200 CP**, you can have a halberd on par with the Captains of Lionheart, each of which is made with a Galiglasian Shard, and is capable of truly impressive feats of destruction.

Carrier Beans (-400 CP):
An unusual Carrier Weapon, this is a large quantity of small spheres; by infusing them with photon energy, you can telekinetically maneuver them. Physically moving your body to signify the motions you want them to take is a helpful mental tool; you can direct them individually to perform different actions, but the more beans you have concentrated in the same attack, the more powerful it becomes. Extremely useful for fighting large numbers of people.

For an additional **-200 CP**, you can make this into the Microscopic Granular Aggregator, which coalesces Carrier Beans out of microscopic particles, letting you keep your weapon hidden as an invisible cloud of particles. What's more, it is capable of collecting light from the environment in order to make stronger attacks.

Carrier Bomber (-400 CP):
A pair of bracelets, these allow you to concentrate photon energy into your hands and release it in a single, powerful burst, notably in excess of what your amount of photon energy should permit. However, in addition to being very destructive, it isn't particularly versatile, making of limited use despite its power.

Carrier Boots (-400 CP):
This Carrier Weapon is primarily used for mobility, although it has offensive uses. You can emit photon energy from the bottoms of these boots with enough force to fly through the air. This is an oddly stable form of flight, and does not require additional stabilizers to function.

Carrier Bow (-400 CP):
A technological bow; by pulling the string back, it pulls photon energy from you, creating a projectile you can release. But being made of energy, it can be far more destructive than a mere arrow, being capable of leaving furrows in the ground in the wake of its passing.

Carrier Gloves (-400 CP):
These gloves allow you to emit photon energy from your hands to increase the power of your punches. However, with experience you can learn how to rotate the photon energy as it emerges, which coalesces into small spheres around your hand. Depending on the type of rotation, you can use these to shotgun enemies, or use a medium-range attack from further away. At the beginning, you'll only be able to keep a few photon spheres at a time, but with time, practice, and power, you might be able to manage up to a hundred at once.

Carrier Ring (-400 CP):
On the surface, this looks like nothing more than a simple ring to slip upon one of your fingers. However, it allows you to fire off rays of photon energy to attack, with good range and penetrating power. It can even fire them off in a cone thick enough to effectively evaporate an attack that approaches you.

Carrier Rod (-400 CP):
Resembling a short staff, this is in truth composed of billions of photon nanofibers. As a result, it is capable of shapeshifting in accordance to the will of its user; not into other weapons, but allowing it to extend, curve, spiral, take on sharp edges, or a host of other tricks. It can even split into separate portions, such as to wrap around multiple people.

Carrier Sword (-400 CP):
Honestly, it's just a **Photon Sword**, except it isn't dependent upon the use of **Chargers**. However, it does have a special trick, in that a photon user is able to increase their output of photon energy, allowing the Carrier Sword to make attacks with explosive power rather than just cutting.

Photon Sniper Rifle (-400 CP):
A sniper rifle that fires dense packets of photon energy. Unfortunately difficult to use against photon carriers, who might be able to sense the photon energy before

it hits them, but it has a longer range than any rifle firing material rounds would have; it can hit something more than 10 kilometers away. Of course, it would be hard to see that far; if you have the **Binoculars** item, you may gift its properties to the rifle's scope, without losing out on the item itself.

Ultra-High Output Photon Rifle (-400 CP):
A large rifle intended as a stationary weapon, this releases a powerful blast of photon energy that explodes violently upon contact; what makes this gun special is its ability to change its trajectory midair in response to the thoughts and intent of the shooter.

Carrier Armor (-600 CP):
A suit of high-tech armor. Not only does it enable you to fly, but the onboard computer constantly examines your surroundings for threats. When a danger is detected approaching, be it physical or energetic, it releases an equal amount of force from its stored-up photon energy charge. That's right, charge; despite being a photon carrier, Cresta's energy production is so low that it's easier for him to use **Chargers** than try to power it himself, especially with how energy-intensive its defense is. If you have more energy than Cresta, then don't worry; it can run just fine on your internal supply of power. But if you run out, be careful; it basically becomes a metal cage at that point unless someone on the outside opens it up, or you regain enough power to remove the armor.

You can also access the data of the computer to see what it has scanned and recorded; included in its sensors is a means to detect the mass of all nearby objects, which may be useful for dealing with illusions. When not active, the armor "hides" inside of a backpack, but can emerge to cover your body in seconds when it senses danger.

Carrier Arms (-600 CP):
Basically souped-up Carrier Gloves, Carrier Arms cover the entire arm, and allow for more powerful attacks. They also provide incredible control of photon energy, even if that energy isn't your own; you could even seize control of someone else's illusion and change it to fit your purposes. In future worlds, this will allow you to take control of other energy sources besides photon energy.

Note that Gladias's Carrier Arms were LITERALLY his arms, as his were cybernetic replacements, but yours don't have to be.

Carrier Fog (-600 CP):
One of the most potent forms of Carrier Weapon, this is a microscopic cloud of nanotech. By channeling photon energy through this cloud, you can create almost any type of attack you want, even able to produce freestyle effects instead of the predetermined techniques that usually define Carrier Weapons. The fog can be concentrated down into solid weapons, used to emit energy blasts, or even "grab" things with it with the telekinetic control you have over this cloud.

Carrier Ironsides (-600 CP):
A more physical form of protection than **Carrier Armor** focuses on, Carrier Ironsides consists of a great number of metal shards, which the photon carrier wraps around himself to form armor. By channeling photon energy through this armor, its defensive properties increase, allowing you to survive incredible degrees of destruction. These shards can also be directed as a form of attack, at the cost of losing out on some of your defense. Because you're holding them in place with photon energy, they don't impede your speed or mobility at all.

Carrier Whip (-600 CP):
One of the most formidable Carrier Weapons, the Carrier Whip doesn't actually have a terribly high power output; rather, it specializes in creating a lot of thin lashes out of photon energy (up to 21 in skillful hands!), and uses this increased surface area to emit photon energy into the air. This can then be used to create illusions, complete with sound; because they utilize photon energy, they can even be made solid at the moment of attack.

Crimson Magic Missiles (-600 CP):
Rather than a weapon, this is just a device you keep on your person. As one of the Seven Sacred Tools, it possesses a Galiglasian Shard. Utilizing the shard, this allows the user to coalesce light energy into projectiles around their body, and fire them at will towards anyone they can see. These have incredible range and firepower, despite being one of the simpler of the Tools of Ariadne.

Divine Spear Izanagi (-600 CP):

This spear is one utilized by the Seven Swords of Ariadne, and as such is one of the Seven Sacred Tools. Its unique property is that, upon touching an enemy, the spearhead releases a specialized burst of photon energy that causes whoever is hit to completely disintegrate. Of course, staying out of range is the obvious answer to this—in response, the spear is capable of rapidly elongating to reach foes who are just out of reach. Such is the power of a Galiglasian Shard.

Divine Sword Balmung (-600 CP):
The most powerful of the Seven Sacred Tools by conventional measurement of force, the sword Balmung has incredible piercing power, easily cutting through shields and defenses. It is capable of emitting a ranged slash that carries this cutting power, slicing through anything in its way with the power of its Galiglasian Shard.

Kagutsuchi (-600 CP):
Kagutsuchi doesn't look like a weapon at first glance, resembling a pair of bracers. However, it is one of Seven Sacred Tools, and as such is powered by a Galiglasian Shard. It operates via using photon energy to create fire, and allows you to freely manipulate these flames. You can control the heat of these flames, allowing you to incinerate your enemies in a single blast.

Kamuy (-600 CP):
Kamuy doesn't resemble a traditional weapon, being a device kept on your person; however, it is still one of the Seven Sacred Tools, and is powered by a Galiglasian Shard. It allows you to create small rectangular plates of photon energy that float in the air. These can be used for myriad purposes; they can make shields for defense, or you could use them as platforms mid-air. However, these are incredibly dense plates of energy, and if you stack multiple of them together, such as over your hand, you could shred someone's limb right off their body without particular effort.

The Hammer of Judgment (-600 CP):
Intended as a counter to the other Sacred Tools, this is a hammer atop a short polearm. It completely counters any form of energy attack that approaches it; it's only flaw is that it requires a fragment of a second longer to activate than the other Sacred Tools, so if someone gets up close and personal with you, they may be able to avoid this nullification.

The Whip of Virtue (-600 CP):
Made with a Galiglasian Shard, this is one of the Seven Sacred Tools of the Ariadne Empire, and one of the most powerful weapons in the world. At its core, it is a photon whip, resembling a handle that lets loose an almost fluid stream of photons. However, these whip slashes can demolish boulders; what's more, you can mentally split the whip apart and independently control each individual lash, with up to 10 whips being present at once. As it has a Galiglasian Shard, it has no need to recharge, and is not dependent on chargers.

Carrier [Weapon] (Varies):
Besides the weapons we've actually seen in use, there are a number of Carrier Weapons that are mentioned, or even seen, but never put into use. The Carrier Machine Gun, Carrier Sniper Rifle, Carrier Gatling Gun, Carrier Uzi, Carrier Dagger, Carrier Lance, Carrier Hammer, Carrier Tonfas… there are a lot of Carrier Weapons out there, each with its own unique properties. You can design a Carrier Weapon of your own, with a special ability generally in line with the capacities shown with other weapons in this section.

Companions

The Lost Nine (Free):
It would be a shame to keep you from your friends. For free, you can create or import up to 8 companions, who receive a background and 600 CP with which to make purchases in this document, as well as possessing all the relevant discounts. They receive only a +200 CP stipend for items, however.

By Invitation Only (Free):
If you make friends that you'd rather not leave behind, you can invite them to join you on your chain. If they agree, then once the jump is over, they will join you. Should they lose their memories of that timeline, then once the jump is complete they will regain those memories in addition to keeping those of their new timeline.

Lonely Wiefe (Free):
Although the Great War was nominally waged between the nations of humans, many of the other tribes had the misfortune to be caught up in the conflict. One village of Wiefe was unfortunate enough to be in Emperor Barbatos's way, and he ignored its illusory defenses to destroy it entirely. This is the only survivor. In a way, it's no different than before; the individuals making up the hive mind always agreed with one another and acted and thought in perfect synchronicity. On the other hand… even if they were all the same, they cannot help mourn their passing.

Photon Caster (Free):
Although the Lost Eleven were the most famous photon carriers to escape Lionheart's purge, they weren't the only ones. Other nations also created carriers, and while they were also subject to the purge, this young individual managed to escape. Thanks to advanced medicine, their hands don't show any of the scars from the surgery that replaced their finger bones with Carrier Weapon technology. They utilize it to fire "finger gun" pellets of explosive light, but have also learned how to weave illusions from the light. They like to fancy themself as a wizard making use of magic, and use illusions to hide that their attacks are just utilizing photon energy.

Obsessed Siu (Free):

The Siu are known as the physically strongest of the tribes, and this one always took comfort in that knowledge. However, they recently learned that there exist tribes that are better at fighting than the Siu are, and rumor has it that the Tsuta and Nui might even be more physically powerful! So they through themselves into their training, and practiced fighting all they could. Eventually, they became the most physically powerful person on the planet. But when other races and photon carriers could wield photon energy, that wasn't enough. They've obtained a set of photon gloves that allows them to punch energy like it was a solid object. Now, they're on a quest to find the strongest members of each tribe and challenge them to a fight for the honor of the Siu. The rest of his tribe just think he's a violence-obsessed maniac, though.

Guilty Ariette (Free):
The Ariette are an ethnicity of human that made up the largest portion of the population of Delsotto, the nation to create photon carriers. And this one happened to be one of those creators. It was so benign, at first. They just wanted to create a way for humans to generate photon energy, which would do away with all those heavy, expensive, cumbersome chargers, and open the door for photon energy to be used in everyday life. They genuinely never considered that the photon carriers would become human weapons. They never imagined that they would start experimenting on children. But the Great War was horrifying, and Emperor Barbaros was terribly close, and they were scared. So they continued. Now the war is over, everyone they performed the operation on has been executed, and they are left with nothing but a guilt-ridden conscience to show for it. They've taken up working with charities and other humanitarian groups to try to ease the shame they feel, but nothing really works.

Drawbacks

Take as many drawbacks as you feel you can handle for extra CP.

Haughty (+100 CP):
You're a commanding person who acts like you think you're better than other people. You might not actually feel that way, but that's how you act. Growing out of this will be hard, but is technically possible.

Attack of the Eyeball-Eagles (+100 CP):
Eyeball-eagles are a type of large bird known for attacking the face, and for eating the eyes of creatures much larger than what they're actually capable of killing properly. They like eyes, and they like your eyes, especially. You will frequently be subject to attacks from eyeball-eagles, even outside of their natural habitats.

Bear Traps (+100 CP):
It seems that no matter where you go, every wild location has bear traps in it. There's no guarantee that you'll step in one, but if you aren't careful, it very well may happen—or one of your companions could be the one to suffer. Nobody else seems to be troubled by them, however.

Can't Handle Farewells (+100 CP):
You just can't take it when someone says farewell to you. You always break down in tears. You might not beg them not to go, but your body language will do a damn good job of it for you. And if someone sneaks away without saying goodbye… well, cue the waterworks, because that'll make you cry even harder.

Can't Handle Goodbyes (+100 CP):
You absolutely cannot deal with actually saying goodbye to people. Any indication people give you that they don't want to you to go will result in you staying there with them (assuming there is any feeling of attachment on your part, that is). This might result in you being forced to sneak out of the house if you ever want to leave home, lest your family accidentally force you to stay longer.

Flustered (+100 CP):

You easily lose your cool when presented with affection. You can't help but blush heavily, and a hug from someone you care about might just make you pass out. Headpats become a powerful weapon against you.

Sacrifices Made for Perfection (+100 CP):
The nameless Al-mi'raj who would eventually take the name "Hazan" sought to produce the perfect kick, one capable of moving a mountain. But no matter what he did, he could not produce the kick he saw in his mind. Until a fight happened to blow off both of his arms—and it was perfect! By creating limbs with photon energy, he could create photon limbs, and control their weight and density; this allowed him to reach the precise balance he envisioned, and accomplish his goal of the perfect kick.

Maybe you sacrificed your limbs for the same reason? It doesn't matter, because you are now missing two of your limbs. If you have the ability to manipulate photon energy, you can create energy limbs to allow you to function… but this will consume great amounts of energy to maintain for any length of time, and have no sense of touch. Any cybernetics you use will be inordinately fragile and likely to break in combat.

Sand Sharks (+100 CP):
Many deserts are plagued by sand sharks, a form of large, air-breathing, carnivorous fish that hunts in groups and burrows through the sand as though swimming. Unfortunately, you smell particularly appetizing, because sand sharks will now come hunting for you at all sorts of times. And they seem to have evolved beyond just sand, able to burrow through even hard-packed dirt to get to you (although solid stone will provide you protection from them).

Goddamn Chargers (+200 CP):
It looks like all of your items from other worlds have had alterations made to them. As long as the item has some sort of power or ability, that ability now requires photon energy to work, which requires you to use **Chargers**. Heavy, cumbersome chargers, that you have to keep track of and use wires or thin cables to attach to whatever you're trying to power with them. Good luck not getting the cords tangled.

Kidnapped! (+200 CP):

[Requires at least 1 companion]
Zune are known for their mercenary attitude and willingness to do just about anything for money. And it seems like someone has started paying them to kidnap your companions. They will succeed at least once per year, and it's up to you to get them back.

Memory of a Goldfish (+200 CP):
Well, that's just uncharitable. Goldfish actually have a perfectly fine memory, it's just yours that's bad. Oh, not to say you'll forget things that just happened, or that you'll forget about major events in your life, but there are plenty of important details that will just skip in your mind. Made a promise to meet with your childhood friend after escaping from the kill teams hunting you? Whoops, forgot about it! The person who raised you disappears for two years, and then comes back looking like an old man? Not worth remembering. Expect to get in trouble due to your shitty memory.

No Staying Power (+200 CP):
It doesn't matter how strong you are, your stamina is shot to hell. You're going to need to finish any fight you get in quickly, because if you don't get victory in a few minutes, you'll be too exhausted to move or use any special powers.

World Peace Organization Special Forces, Anti-Jumper Unit "Cardiac Leopard" (+200 CP):
Much like how Lionheart was formed as a special anti-carrier task force, the Jumper has been identified as a threat to world peace, and a special division has been assigned to the sole purpose of investigating sightings of extradimensional beings such as yourself, and capturing you—although if you resist too much, they might just execute you. They are equipped with special halberds that can counteract supernatural effects that hit them, and which can release waves of energy. They are well-trained in whatever tactics you commonly use, and have analyzed the abilities you have demonstrated in past worlds and created plans of attack to counteract those that they can. They are still regular humans, but they're as well-prepared for you as it is possible to be.

Angel's Disease (+300 CP):
[Comes with a free purchase of the first tier of **Steel Boots**]

When the world ended, the surviving cities were just islands floating above a sea of darkness. Anything that touched the sea, died. But the city of Korek was running out of power from their Dominion of Light, and was slowly sinking… and no one had the resources to help. So they studied the sea, and by trial and deathly error discovered that it was only 150 meters deep, and that they could get past it by digging into the earth their city was attached to. Beneath them, they saw an entire world—only to realize that it was actually their own history, ten years in the past.

But what they also discovered was that some strange force attracted the people of the future into the sky while in the past. If they were close to the Dominion of Light, they would be dragged towards it, and be able to pass back up into the city safely. But if the city wasn't nearby, they would go higher and higher—until they hit the sea of death, which cannot be perceived in the past, but affects those from the future. Therefore, whenever in the past, the people of the flying cities need to wear heavy weights to keep themselves grounded, and as time passes, increase the weights as the force pulling them upwards gets stronger.

Don't worry, it's not actually a disease, that's just a lie Leana told Lacile. You might not be from the future, but you are subject to the same force that pulls you upwards into the sky. Just keep your boots on all the time, keep weights on you, or have the ability to fly, and you'll be fine… but be careful with that flight. The force pulling you upwards will get stronger and stronger over time, making flying ever more difficult.

Should the timeline get straightened out, this drawback's effects will fade away.

> **Old Man's Angel's Disease (+100 CP)**:
> If only chaste, super-cute maidens in puberty get Angel's Disease, then old men who fly into the sky must have a different illness entirely. Well, that's a lie, too. This drawback just makes it so that, even if things are corrected in time so that the world is never destroyed, and the flying cities never come to exist, some strange force will continue to try to pull you into the sky.

Kinda Stupid (+300 CP):
You are sort of dumb, and you don't know much about how the world works—even if you have native memories. Nothing keeps you from being clever in a fight,

and you might have wisdom, but you have next to no book learning beyond knowing how to read and count, and you can toss aside any plans of long-term strategy. What's more, you give more precedent to your emotions than your logic; if in a situation where you had to choose between killing the sister you loved or the end of the world, you'd probably choose to keep your sister unless she forced your hand.

Pacifistic (+300 CP):
Like Aura and the Priestess of Light, your supernatural powers fundamentally cannot be used to harm other people. The closest you could come is empowering someone else with your abilities, and THEY hurt someone, but you yourself? No. This drawback does not actually provide a method for gifting someone your powers.

Unnatural (+300 CP):
Having the ability to wield photon energy despite being human was enough for the Jihhi to sentence the Lost Eleven to death. Being from the future was enough for Leana to be similarly sentenced, as was the unusual nature of the Al-mi'raj's birth. What do you think the Jihhi tribe's opinion of a Jumper would be? They've deemed you to be a violation of the natural order, and the Jihhi will harness all of their power to kill you, even venturing beyond their remote homes in order to do so. Normally they only have great strength as the end of the world approached, but even when the timeline shifts, they will retain their power for the purposes of combating you (although they are guaranteed not to intentionally destroy the world just to kill you).

War to End All Wars (+300 CP):
The world is in a period of peace right now, but that's going to change, very soon. Your arrival will coincide with an increase in aggression between nations, which will soon break out into all-out war. This war will transcend space-time, continuing even if timelines shift. It will continue until the continent is united under one single nation, or your jump ends, whichever comes first.

The Price of Failure (+600 CP):
The guards of Biove of are the most devoted to their jobs, because failure will see both them and their family executed. Congratulations, your situation isn't nearly that bad. Every time you fail at anything of even remote importance, someone

close to you will die. This death will be permanent until the jump ends; companions will not revive until that time, and any ability to resurrect or time travel that you may have will see them drop dead again the moment you finish. When everyone you care about in this world is dead, then your next failure will be the failure of your chain.

Unit Ragnarok (+600 CP):
When Barbaros built his second empire after the world was destroyed, he restarted experiments to try to create more photon carriers. They were able to perfectly replicate the process, but they were able to make something similar; these subjects were placed in a special advance squadron called Unit Ragnarok. But instead of using photon energy, members of this unit burned their own life force to function. And now that's how your supernatural abilities function. In order for them to work, you have to start sacrificing parts of your own lifespan—and any options you may have had that would allow you to life forever will now cease to function. You'd better be careful about how you parcel out your abilities.

Ending

You time under this blue sky now comes to a close, as all things must. All drawbacks are rescinded, you are returned to full health, and you have a choice to make.

Do you stay here? With any luck, it is now a more peaceful world than it was before, and there are plenty of places to go and people to see that will keep you engaged for a good long time.

Do you go home? Lacile's time spent away from Meme and Pipi taught him how much he missed spending time with them; perhaps your long absence from home has taught you the same?

Or do you continue onwards? There is still more to do and more to see, and an endless number of worlds to explore.

Notes

Soukyuu no Ariadne was not as popular as *Claymore*, but I still found it an enjoyable read, even if I think *Claymore* was better.

I would have included the Dhampir as a race, save for two facts; one, the only reference we have of them is a single character claiming to be one, and have otherwise zero information on the species; and two, that character was an illusionist who also claimed to wield a thousand demons. I'm pretty sure she was just a chuuni.

Fun fact; apart from humans, each of the 12 races corresponds to one of the animals of the zodiac. A number of their names are just rearrangements of that of the animal.

Changelog:

- **Version 1.0**
    - Spelling and grammar corrections
    - Spaced the sections out to separate pages
    - **Aura's Insight** now has two tiers, and the base price is reduced to 600 CP. It also gives protection against the knowledge you now have, just in case you go to a world with eldritch horrors. It would suck to go to a world just to instantly go insane, right?
    - Clarified that the **Protection Squadron** is capable of flight
- **Version 0.5**
    - Created jump