


*You find yourself in a one room library some 40 feet across built into a...tree? Shelves crammed with books line any flat surface of wall that they could be attached to, and carved into the tree itself where they could not be attached, this pattern going up perhaps thirty feet where you see a landing to what looks to be a second floor. Piles of books litter the even wooden floor, and half erased magical diagrams in chalk or some sort of powder are visible on the ground where books do not conceal it. Floating and ever so slightly bobbing up and down in the middle of the room is an old man. Everything about the man screams 'Wizard!" The white robes and pointy hat (decorated with stars, no less), the floating orb above one hand and staff in the other, the long white beard and unkempt hair...This man is the wizardiest wizard you think has ever wizarded.*

Welcome, Jumper, to the Maple World! My name is Grendel, though most people call me Grendel the Really Old. *Despite the old man's obvious age and frail frame, he takes a deep bow with his introduction, a slightly odd motion as he is still floating.* I am sure you can guess why. There's plenty to do here, a haunted house with spooky woods (I'd recommend staying away unless you're fairly strong, especially from the deep woods…), we have a wonderful mall, I'm told it's a great place if you're an aspiring singer, and many others. Want to see the exotic locales? Zipangu is nice, or you can check out the Mushroom Kingdom (no, not that one) or Leafre's dragon raising facilities. Interested in challenging the local terrors? Oh thank the goddess, we have a bit of a problem with a god-killing wizard trying to take over time and space. Please help us out with that? Hm? No, not me, big scary guy, red embroidered robes, ominous hooded gaze. You'll know him if you see him.

Oh, right, first we ought to get you settled in. I believe the entity that brought you here--Jumpchan was it?--said it was customary to first give you these baubles.

**YOU ARE AWARDED +1000 CP.**

Right, now we need to decide on some incidentals, like your class and origin. First, your age and gender. Pick them. Right, with that done, let's talk origins.

Adventurer: A jack of all trades, not really bound by any obligations other than themselves and what they decide. Your benefactor said you'd understand if I called this the "drop-in option," but it doesn't have to be as there are plenty of natives to this world who take this role as well.

Hero: The world always needs more. Someone who has dedicated themselves to improving the world, usually by fighting against the forces of darkness. More specifically the forces of the Black Mage, known as the Black Wings. You'll have 4 options depending on which class you choose: Resistance classes will be children having grown up in Edelstein having been conquered by the Black Wings; Novices of the Cygnus Knights will begin in Ereve, ready for basic training; and the legendary hero classes may either be recently freed from their 100-year crystal prisons, or in Evan's case, a child who just discovered a hero's legacy, a dragon egg.

Outworlder: Someone from another world called to the Maple World by chance or some sort of mission. The Cygnus Knights are available here, as while Ereve is technically part of the Maple World, they are distinct enough as to allow their inclusion here as well (and the jumpmaker was lazy and needed archers in this origin *and with this Grendel looks upwards at seemingly no one in particular.* Beyond them, you can also select from the Nova world inhabitants who are descended from dragons seeking to protect their world as the Black Mage gradually expands his grasp, or from the Sengoku travelers stranded here after a certain incident at a place called Honnou-ji as a fellow called the Demon King who might be making friendly with the Black Mage was taking over in his world. Also one of the legendary heroes mentioned earlier ended up in another world, so we can easily make an exception to the normal rule if you are going to be him. There's a few other unique cases as well from other worlds. Lastly, there's a very special option here that will be discussed more in the class list.

*Grendel seems to trail off during this last sentence...or rather, your perception of him talking seems to wane. He seems...frozen. At the edge of your consciousness, you hear another voice.*

**Such paltry offerings. Hello child. I am the former Transcendent of Light. I suppose now I am more commonly known as the Black Mage. Do not believe the lies about me. I saw that people craved order and leadership, and I forsook my old path out of the benevolence that characterized me. I do not wish for destruction or pain or harm to befall any where possible, but it is a necessity sometimes to achieve order. If you are interested, I have another proposition for you.**



**Black Wings (100 CP): If you will bend the knee to me, I will make you a commander within the Black Wings. I can grant you any Explorer-type classes, and as they were originally my servants, the Demon and Xenon are options as well, in which case you will serve me instead of joining the resistance. My offer would be particularly appealing to the Demon as should my ends be completed, I could resurrect his family that my subordinates slew one hundred years ago. I don't know if you particularly care Jumper, but the entity you would inhabit in this world would appreciate that. The man known as Luminous would also be an**

**option, as he has been...touched by my power already. While you will be a junior commander until you can prove yourself as all of my subordinates must, you will still have command of legions of forces, as well a bit more personal power to start with.**

**Well, time to let the old man continue. I'll be back in touch.**

*Time seems to return to normal, and Grendel continues as if nothing happened.*
Your class is a very important decision here, as it will determine many of the abilities that you gain. Pick any class you would like, noting that every class is associated with one of 5 general archetypes, Warrior, Archer, Mage, Thief, or Pirate, with one special exception that meets two different categories. This categorization determines a couple of discounts you'll receive later on for items. Taking a class that doesn't match your origin (some classes match multiple origins) will cost you 100 extra CP, but otherwise, unless you take one of the special classes, taking a matching class is free. If your class does not match your origin, we'll try to fit you in as close as we can (I believe your benefactor called it, "fanwanking?").

We've listed out the classes you have to choose from along with short descriptions. The names and descriptions will tell you about the fully leveled versions of each class, but bear in mind you'll typically be starting out as the lowest rank of your respective class unless you take an appropriate perk. Any classes with the (Character) tag are specific people we'll be having you replace, and if you choose the matching origin, we'll have you take over at some specific point; unless otherwise noted, you can still choose whichever gender and age you want.

| | Warrior | Archer | Mage | Thief | Pirate |
|---|---|---|---|---|---|
| Adventurer | Hero<br>Paladin<br>Dark Knight<br>??? (600 CP) | Bowmaster<br>Marksman | Archmage<br>Bishop<br>Beast Tamer | Night Lord<br>Shadower<br>Blademaster | Buccaneer<br>Corsair<br>Cannon Master<br>Jett<br>Dragon Warrior |
| Hero | Blaster<br>Demon<br>Aran<br>Dawn Warrior<br>Mihile | Wild Hunter<br>Mercedes<br>Wind Archer | Battle Mage<br>Evan<br>Luminous<br>Blaze Wizard<br>Beast Tamer | Xenon<br>Phantom<br>Night Walker | Mechanic<br>Xenon<br>Shade<br>Thunder Breaker |
| Outworlder | Dawn Warrior<br>Hayato<br>Kaiser<br>Zero (600 CP) | Wind Archer | Blaze Wizard<br>Kanna<br>Illium<br>Kinesis | Night Walker<br>Cadena | Shade<br>Thunder Breaker<br>Angelic Buster<br>Jett<br>Dragon Warrior |
| Black Wings | Hero<br>Paladin<br>Dark Knight<br>Demon | Bowmaster<br>Marksman | Archamge<br>Bishop<br>Luminous | Night Lord<br>Shadower<br>Blademaster<br>Xenon | Buccaneer<br>Corsair<br>Cannon Master<br>Xenon |

Warrior classes

Hero (Explorer): This class could charitably be called...unsubtle. I voted they be called berserkers, but the warrior instructor, Dances with Balrog, nixed the idea as too demeaning. Their strength lies in repeated blows, for with each hit their combo charge increases, gradually increasing the damage they can deal, and with increasing charges can also expend them for increasingly powerful special attacks. Direct, and powerful. Uses swords and axes.

Paladin (Explorer): A warrior with a bit more strategy. Extreme defense combined with elemental mastery allows this warrior to defeat most enemies with skill rather than brute force. Doesn't have the raw power of the Hero, but usually doesn't need it, he's a better team player than the Hero too, able to guard and buff his allies. Uses swords and maces, usually with a shield.

Dark Knight (Explorer): Uses the power of darkness against their enemies. A spear/polearm wielder, so tends to attack at reach, and has some potent wide area attack skills as well. These guys at some point get called berserkers, go figure. Some skills of note are Hyper Body which can temporarily increase your maximum HP and MP; and the Evil Eye familiar, which can provide you constant blessings and attack their enemies.

Blaster (Resistance): A member of the Edelstein resistance that uses mechanical gauntlets with integrated firearms. He fights up close and personal but enemies can't get cocky because those guns pack a wallop; when they start running hot, it just makes the punching that much worse. Most of their support abilities are defensive skills dedicated to keeping them in the fray longer and keeping them hitting harder.



Demon (Resistance, Character): One of the Black Mage's former generals a hundred years ago, I've heard he rebelled after the Black Mage ordered the region where his family lived invaded, reneging on an agreement the Demon had with him. His family...didn't survive. He challenged the Black Mage to a duel, and lost, being sealed away for some time, eventually finding his way to Edelstein to join their resistance movement which is where you will pick up if you choose him with his matching Hero origin. It's a good thing he fought the Black Mage, because literally just hours later the legendary heroes fought him and sealed him away.

Anyway, you're probably interested in what he can do. Well, the Demon can take one of two paths, Slayer or Avenger. In either case, you can expect tremendous willpower, and your wings wings increase your mobility substantially; you won't be able to freely fly, at least at first, but even from the get-go expect to be able to glide and leap like other classes can only dream of. The slayer uses one handed axes and maces and channels his demonic rage into furious wide ranging assaults with an emphasis of support skills on personal mobility and restricting the enemy; the avenger uses greatswords and drains hp with each attack and his best attacks get stronger with each attack (though

more costly as well as they gradually penalize your ability to drain hp, and drain more health to use unless you reset the charging you have done).



Aran (Hero, Character): One of the legendary heroes, and the first to awaken, Aran is a master of polearms. You'll be waking up from your crystal prison on the island of Rien with a slight case of total amnesia, but you fought against the Black Mage 100 years ago and helped to seal him away for these 100 years. At least you'll remember your name shortly after waking up? Aran quickly swings her halberds arounds, doing increasing damage as she builds momentum, the ultimate combo count warrior. As you increase your combo, expect to start dishing out super moves, including stuns, slows, and freezes on the enemy, as well as just powerful attacks.



Dawn Warrior (Cygnus): A multi-styled swordsman who bases their fighting off of the sun and moon. In terms of combat style something of a hybrid between the Hero and Paladin, with Falling Moon style being more defensive and focusing on multi-hit combos with lots of crits, while Rising Sun style is all about fast and powerful individual blows.

Mihile (Cygnus, Character): This specific character is only male, we won't be able to accommodate you if you jump in as female. Mihile is a strong and direct swordsman type, using the light element to blind or stun opponents. A holy warrior type, and a long time stalwart of the Cygnus Knights, much like the rest of your organization, be ready to have a lot of orders from Neinhart.

Hayato (Sengoku, Character): A samurai from the Sengoku world. You'll be inserting in after he is teleported into the Maple World from his own world. He was attempting to stop the Demon King Oda Nobunaga, but during the climax of the ritual, he and his entire party was teleported here. His quick katana skills chain together in an almost artistic battle form. Even if you don't become him, I hope you get the opportunity to watch him some day, though really I just wish some of our warriors would learn that sort of elegance with a weapon....Okay only three more warriors I have to get through.



Kaiser (Nova, Character): The latest inheritor of a long line of special power users, Kaiser is from a race that is part dragon, and extremely

powerful in general. The special thing to note here is that you can gradually power up to activate a special form of the Kaiser, boasting impressively boosted abilities at all tiers after transformation.

Zero (Special, Character) (600 CP): What's this? Well now, I never thought I would see her. Him? While the Goddess of Time was destroyed by the Black Mage, certain...fragments remained. These are the greatest of those fragments, unified. Two semi-distinct entities, Alpha and Beta, each with their own style, Alpha's light and fast, Beta's heavy and slow. They were captured and split up by the Black Wings, with Beta sealed and Alpha actually being used by the Black Wings to help suppress the monsters generated by the goddess' temple. They will gradually increase their power; without finding the other fragments of the goddess, they will never reach the point of their progenitor (the Transcendent of Time), but they will still start incredibly powerful and still have enormous growth potential if they never find a single additional fragment.



You will start shortly after their unification into a single body, and will be able to switch between their forms. While you can control your body regardless, both consciousnesses are somewhat autonomous, so pick whether you want to replace the headstrong Alpha or the cool Beta. Normally you would receive a skill called "Rewind" eventually that would allow you to revert your health back to when you obtained the skill whenever you die (so long as that doesn't happen too frequently); however, Jumpchan will be holding onto that skill until you finish jumping (whether or not you obtain your spark) to keep things interesting. You will receive a portion of the power however, and once per jump it will allow you to revive with HP and MP fully restored.



??? (Special) (600 CP): What's this? It's so cute and...oh. Well. Shit. This creature is known as the Pink Bean, Transcendent of the Bean world. One...copy? of you now sits at the deepest part of the Temple of Time and stood for a long time as the ultimate battle in the Maple World. And now you are in its body, or at least a copy of it. Expect to be treated with confusion at best (very few have ever seen the Pink Bean after all), panic and a summoning of the greatest forces that the Maple World can muster to drive you off at worst. Perhaps you can change their minds about you? You won't learn quite as many skills as other classes (though the ones you will learn can often fill multiple needs at once), but the trade-off is an absolutely incredible amount of raw power.

Feeling a little overwhelmed? We'll be going over the archer options next. Don't worry, there's only 5 of them.

## Archer Classes

Bowmaster (Explorer): This traditional archer (in the sense of actually using a bow) is a master of making people fight in the shade.The specialty of this class lies in its extremely rapid fire attacks, though lest you accuse it of being a one trick show, they are also adept at channeling the fire element through their arrows and can use special arrows with a variety of effects such as lifesteal.

Marksman (Explorer): A crossbow user specializing in slower heavier attacks. Their trademark skill is Snipe, a well-placed shot that will instantly down a lesser monster, and even against boss-type monsters will do frankly ridiculous amounts of damage. Expect a number of powerful shots capable of piercing through a line of enemies, and enemies that think getting close to them will provide any sort of protection will find themselves sorely mistaken as their counterattacks and point-blank buffs will simply apply further hurt to said individuals.



Wild Hunter (Resistance): This is a crossbowman with style. The problem with a regular marksman is that they are most effective hunkering down in one place mowing down everything that approaches. The wild hunter takes a slightly more...proactive approach, hunting down targets and tearing their throats out. That last is somewhat literal, though the hunter themself is not responsible; rather, the oversized jaguar they ride is responsible. With beasts capable of tearing apart enemies that get too close, the hunters themselves are free to fire their weapons while riding, not worrying about taking a firing stance. Their accuracy despite this is impressive. A jack of all trades archer, capable of rapid fire attacks like the bowmaster, and strong general attacks like the marksman, while sacrificing nothing of melee.

Mercedes (Hero, Characer): Queen of the elves, and one of the legendary heroes who fought the Black Mage 100 years ago. After the battle, not only her, but her entire civilization in Elluel was placed into crystal stasis, the nature of which clouded them from everyone's memories. Your prison from which you will be newly freed will be located within your throne room. Only as you unlock your powers will the rest of your civilization be freed from their own prisons. A small heads up, despite being queen, you can if you wish leave the management of Elluel in the capable hands of your ministers, as they will be freed relatively early should you progress down your "canon"



path, and prior to such, there won't be too much of a civilization to rule over.

Right, your abilities. A highly mobile archer using dual bowguns (personally, I think they're a little odd too), many of your attacks focus as much on moving you across the battlefield as they do on attacking; you also have a variety of potent defensive and support spells at your disposal.

Wind Archer (Cygnus): Another traditional bow user, but this one focuses a bit more on mobility as they use the otherwise unappreciated wind element. Draw enemies across the battlefield to a summoned intoxicating flower, then use your great skill in dodging and versatile attack pool to make short work of them.

Wasn't quite so bad, was it? My own specialty is up next. I'll...try to keep my enthusiasm in check.

## Mage Classes

Archmage (Explorer): You have two options for specialization here, either learning spells of flame and toxin, or of frost and lightning. Fire/Poison mages specialize in huge explosions of either the traditional variety or of poisonous mist, or eventually learning to combine the into the horrifying synergy of Flame Haze, a cloud of burning poison (or was it a burning cloud of poison?); Meteor shower can bombard an enormous area with fire as well. Ice/Lightning mages prefer to freeze enemies rather than poison them, on the principle that an enemy that can't move can't hurt you. Cast a Blizzard to freeze everything even remotely nearby in ice, and your lightning spells can blast through waves of enemies.

For utility, you can teleport (and each specialization with further enhance their teleports with their specialized element) and most impressively is the Infinity invocation, which temporarily allows you to draw from the universe's mana pool instead of your own. To say the least, said mana pool is...impressively large, and regenerates quickly. If you could somehow cast 1000 Meteor showers in a matter of seconds, you still would not measurably impact said pool. Still, maintaining that connection for too long or too often isn't safe, so it's very temporary, and has a bit of a cooldown to it. I'm failing my promise, aren't I? Uses staves and wands.

Bishop (Explorer): The staple healer and champion support caster, but can also use holy magic to defend themselves. Genesis is an enormous holy magic explosion the likes of Blizzard or Meteor Shower, and they can summon of fragment of the dragon god Bahamut. Their support spells are second to none, and most impressively, they gain the Holy Symbol, a spell that increases experience gain for themselves and their allies. Uses staves and wands. I think that was a bit better.



Battle Mage (Resistance): This mage eschews traditional spellcasting for a more...direct approach. A much tougher mage focusing on getting in close to the enemies and pummeling them with spell enhanced staff strikes, these are mages who border on warrior status while remaining wholly mages. Long combo chains in rapid fire attacks characterize these attackers. Uses staves exclusively.

Evan (Hero, Character): A child who grew up on a farm, lucky enough to find a dragon egg, which upon hatching you will insert.

Said egg is the legacy of the legendary hero Dragon Master Freud and his draconic companion Afrien who fought against the Black Mage 100 years ago, and by finding it and raising the newly hatched dragon Mir, Evan is vaulted into the ranks of heroes as well. While you yourself will not gain much power on this path, raising Mir will give you a formidable ally capable of a huge array of support and elemental skills that can be taken with you as a follower (or later imported as a companion if you so choose, though once you do so you can no longer take him with you as a follower). Given that he will eventually grow into a full sized dragon (read: enormous), this is a potent follower indeed. Furthermore, as a Dragon Master, you will be recognized by dragons in future jumps as a potential ally first and foremost, providing a strong layer of social protection (though a hungry enough animalistic dragon or an intelligent one with a good reason will still have no problem in attacking you). Uses staves and wands to enhance his dragon.



Luminous (Hero, Character): One of the legendary heroes who fought the Black Mage 100 years ago, Luminous is something of a tragic figure. He used his own power to cancel an attack that the Black Mage was using to try to free himself from the seal they were placing on him, and unfortunately, I suspect because the Black Mage himself used to be the Transcendent--what you might call a God--of Light, and Luminous himself was a potent light mage, the Black Mage's power has somewhat corrupted him. You will insert just as his dark power awakens and he destroys the home he had made for himself, with the choice of whether to embrace the darkness or seek the light, or rather to fix the damage or leave it burn. Where you progress from there is up to you. His magical powers are based on balancing his skills between light and dark, so regardless of what you choose, you will learn both sets of powers. Uses a unique weapon, the shining rod, alongside a magical orb.



Blaze Wizard (Cygnus): You may have noticed, but all of the Cygnus Knights are essentially explorer classes with a particular elemental focus. Blaze Wizards, as you probably inferred, eschew the poison knowledge of the archmage to focus solely on fire magic. Expect to learn potent direct damage spells, but they do learn some support to increase the offensive speed of their allies to emulate wildfire. Uses staves and wands.

Kanna (Sengoku, Character): Another person from the Sengoku world, she is what you might call an Onmyoji, or monk. With her fox companion Haku, her spells can purge enemies in a wide area. Her spells are keyed off of a very special form of mana however, one that is difficult to raise; perks you have that increase mana will also increase this pool, but this pool will not blend with any others. Like Hayato, you will insert just after the

incident at Honnouji drops you into the Maple World. Uses magical fans.

Illium (Nova, Character): While not part of the Nova race, the Verdant Flora people are also natives of Grandis (the greater set of worlds of which Nova is a part). While most of his people are highly adept at magic, Illium struggled greatly with it, showing almost no aptitude for the field, instead having great skill with machines and the like. You might be wondering why he is a magician-type class then. Well, after resonating with an ancient crystal belonging to his people and narrowly escaping the Crystal Academy where he was studying with said crystal when the school was attacked, he awakened to a hybrid power, one of magical crystalline technology. This will be a relatively dangerous start, because you'll be jumping in just after his resonance, and will need to fight your way out.

You will be channeling magical energy through crystalline constructs, learning a variety of buffing, debuffing, and offensive magic that is executed through this unique method.



Kinesis (Special, Character): A telekinetic ESPer from a parallel dimension, and not truly a magician. Kinesis is a student from Seoul, South Korea who led a double life as a hero, eventually stumbling upon a plot by one "WM" in his world (White Mage, which is to say, the former identity and his world's version of the Black Mage) summoning monsters and threatening people, eventually casting him into the Maple World. You'll be jumping in just as he gets thrown into the Maple World.

His skills are all based on his ESP abilities, which will ultimately include things like launching enemies and slamming them to the ground, summoning and flinging (empty!) trains, and telepathically coordinating allies.



Beast Tamer (Special, Character): This young girl has 4 animal companions that she can summon that each have their own specialization, allowing her to fulfill many roles. Fort the bear uses powerful melee

skills, Lai the snow leopard can make wide ranging area of effect attacks, Eka the hawk specializes in aerial combos, and Arby the cat specializes in buffing spells. Expect to be caught up in a wide range of animal-related shenanigans, up to and including space pirates abducting animals from various worlds. Uses taming scepters, a unique weapon.

We're over halfway through the class options. I know it's tough, but hang in there! *He says that, but something seems a little off, and is bothering you.*

## Thief classes

Night Lord (Explorer): These guys are the ranged specialists of thieves. They equip special gauntlets called claws for throwing their trademark variety of kunai, shuriken, and other thrown weapons. They can curse their enemies to weaken their offense and defense, create a shadow clone that will mirror and duplicate their attacks (if weaker), and can throw an incredible flurry of throwing stars while jumping around.

Shadower (Explorer): The stealth kill specialist, culminating in the assassinate skill which does overwhelming damage when attacking from stealth. Also has support abilities to increase offense, party mobility, and increase money gain, even causing money to spontaneously appear from a target with each hit. With your ability to transfer a significant portion of the damage dealt to you to your pocket book, you'll be much more survivable (important given the melee daggers you wield as your primary weapon), so you'll need every Meso those money generators can earn you.

Blademaster (Explorer): An offshoot of the other thief explorer classes belonging to another faction. They are close-range, two-weapon fighting masters focusing on quick multi-hit attack chains with daggers and special knives called kataras. They hone their stealth even further than the shadower, and learn far more skills to debuff the enemy as well.

Xenon (Resistance, Character): Many children were kidnapped years ago from Edelstein by the Black Wings for cybernetic experimentation. Xenon was one such child. After breaking free in order to protect a childhood friend that had been captured by the Black Wings during an assault on the Black Wings facilities (said friend just happening to be the leader of the Resistance), Xenon has less memories for you to obtain because he himself has had most of his memories suppressed or wiped. You'll jump in right when Xenon first goes to Resistance HQ. In terms of weapons, he uses an urumi, a whip blade for long range melee attacks. Most of his skills utilize the various technological gear implemented into him for a variety of effects, from boosting his own stats,



creating energy fields, deploying autonomous drones, and even things like anti-gravity fields.

Xenon is also special in that he is a hybrid of two different class archetypes, both the Pirate and the Thief. As such, if you select him as your class you may choose either of those archetypes for purposes of qualifying for discounts on items.



Phantom (Hero, Character): One of the legendary heroes who fought the Black Mage 100 years ago, the legendary burglar fought for love and for revenge. In his efforts to steal Ereve's treasures, his own heart was stolen by the then Empress, Aria. When the Black Mage had one of his commanders murder her, Phantom enlisted to the fight. You'll jump in in the present day after Phantom has woken up from his slumber and foiled a Black Wings plot to discredit the Empress Cygnus, right when he gets back to his airship the Lumiere.

Phantom's is in some ways the ultimate thief, but it also means that he is one of the most difficult to quantify. Specifically, he is able to not just steal items, but even the skills of Explorer classes. As such, he has an extremely diverse pool of potential abilities to use with his cane and magic deck.

Night Walker (Cygnus): Night Walkers are the Cygnus variant of the Night Lord class. Like other Cygnus Knight variants, they specialize in elemental attacks; in this case, the under-appreciated dark element. Like the Night Lord, they focus on throwing a variety of shuriken, but while the Night Lord has a bit more utility, the Night Lord is more focused on offense, with utility being more limited to things like life draining skills, and summoning dark element bats to follow up on your attacks.

Cadena (Nova, Character): A former member of the royal family of Heliseum, until it was destroyed when the renegade Magnus betrayed his people. That was years ago though; you'll be jumping in well after she's come to Savage Terminal and has joined the group known as the Shadow Merchants. She uses a chain to fight (which she half-wields as a whip), which allows her extremely high mobility, and wide area attacks. She is also EXTREMELY adept at avoiding enemies attacks, though she doesn't have too much toughness if she does get hit.

Last group of these, I promise. *Your concentration is flagging at his long winded explanations. He seems to be hurrying it up for your sake, and you still can't help but feel that something is amiss.*

## Pirate Classes

Buccaneer (Explorer): The Buccaneer is a fisticuffs specialist that pummels its enemies into the ground, easily and frequently stunning your opponents. At higher levels, you'll be able to channel your inner energy to grant yourself an aura of power, temporarily boosting your physical attributes

immensely across the board, but particularly in damage, and they even have some temporal manipulation skills able to reduce their allies cooldowns and increase their attack speeds.

Corsair (Explorer): The small arms specialist of the Maple world. Well, that is only partially true. See, on foot, they tend to use firearms. However, they can summon a ship for themselves replete with broadsides. You'll summon ships, turrets and crew, and your temper will boost your power when attacked. Most of all, prepare to rapid fire endless salvos of bullets at your enemies.

Cannon Master (Explorer): Or perhaps you'd prefer to just take the broadside with you? This cannon wielder uses slow, powerful, wide ranging attacks, and summons monkey minions to assist in laying down explosive barrages. Your support monkey magic gives solid across the board stat increases. The cannon master is kind of a hybrid of the buccaneer and corsair, heavy hitting like the buccaneer, but with the range of corsair, sacrificing the speed that both of them have as the trade off.

Mechanic (Resistance): I am told that many people have an affinity for "giant robots?" Well, now you can live out your dream. The mechanic's piloted robot can use a variety of melee and ranged technological equipment, and can even generate miniature robots as summons to assist you in or out of combat. Not quite as technologically advanced as the Xenon, but bigger, certainly.



Shade (Hero, Character): Shade is...okay, I'll admit categorizing him under the pirate archetype is a bit of a stretch but as pirates tend to be the summoning specialists (especially since he is otherwise a physical combatant using his fists like a buccaneer), this seemed the most apt. Shade was one of the legendary heroes that fought against the Black Mage 100 years ago, and unlike the others, when he woke up he found himself in another world in Grandis. While not his true name, that is the new name he has been given; after being gifted the power of the Pointy-Eared Foxes to summon fox spirits that he might return to the Maple World to help there. You'll be jumping in just after he gets back to the Maple World. A word of warning: Shade has been particularly cursed; everytime he moves between worlds, everyone on the world he left forgets him.

Thunder Breaker (Cygnus): The last of the classes of Cygnus Knights. A variant of the buccaneer that a Lightning archmage would recognize a few skills from as well. A speedy brawler capable of calling down huge bolts of lightning, their attacks can easily arc between foes, and capable of the buccaneers team attack speed boost. Many of their attacks gradually build electrical charge which they can then use to devastating effect. I am rather fond of their "lightning shark" summon. It's a shark. Made of lightning.

Angelic Buster (Nova, Character): Sorry males, only females may take this class. As with all of the Nova natives in this list, the Angelic Buster Tear has draconic blood in her veins. Unlike the others, Tear has no tail, and no draconic magic, and was pretty worthless as a Nova, enduring scorn and worse from her peers, and little better from her elders.



All of that changed when Magnus, a former servant of the Black Mage and current servant of Grandis' Transcendent of Life (who is fairly evil, much like our Black Mage), sent his forces to steal a draconic artifact from the Nova people. Tear accidentally touched said artifact, just to have it fuse onto her. The ancient dragon spirit forges a pact with her, giving her incredible power in exchange for becoming the superheroine Angelic Buster. You'll be jumping in shortly after she obtains her power.

In terms of what that power entails, the artifact becomes a "soul ring" that will be on your wrist constantly, but can transform into a powerful magical arm cannon. Beyond the types of abilities implied by "magical arm cannon," you will receive many skills best described as...well, as a magical girl, with ribbons, rainbows and hearts, though I should point out that these are used as whips, swords and shields. You won't have much in the way of party support, but you'll have plenty of skills for surviving and increasing your own damage output.

Jett (Special, Character): Jett is a space bounty hunter who was framed for the murder of the king of another world. Jett was a famed bounty hunter but after being accused of a VERY high profile murder she didn't commit, she and her partner Burke fled the planet, crash landing in the Maple World after going through a wormhole. Burke revealed his true colors, that he had for years resented being in Jett's shadow, and so stole the Core, the source of her power. He couldn't actually use it (hereditary-use artifacts and all, you know), but it didn't matter, he just wanted to take her down. After knocking her out, the pirate crew of the Nautilus found her and brought her aboard. That's where you come in.





Jett's a combination fighter, using gun and fist and learning techniques for both. Expect short range teleports to take advantage of your melee skill, and rapid fire shots to take care of anything that doesn't get close. You'll also pick up some minor precognitive skills and gravity manipulation to keep you anchored in place. Or just summon reinforcements. Which is to say, your ship.

Dragon Warrior (Special, Character): You will forgive me if Dragon Warrior Zen here sounds similar to Jett, because they are almost identical. In terms of skills, you'll be learning Chinese martial arts and all of your skills will be themed around classic flame gunnery and China. Jett learns how to smash a small spaceship to the ground, Zen summons a giant panda to create the

same impact. Even there backstories have themes of redemption from failure in common.

His father, Zhi Zun was guard to the Emperor of his land, and Zen sought to follow in his footsteps. After returning to the palace from a long period of training, he found the palace in an uproar. Finding his father fighting a possessed Emperor, Zen tried to intervene in a fight well beyond his level. Zhi Zun was too strong an opponent for the Emperor, even enhanced as he was by his possession; Zen however, was a far weaker opponent, so the Emperor attacked him instead. Zhi Zun, realizing the peril his son was in, interposed himself, taking the blow himself and sending his son off to become stronger. The boat he took from his homeland was wrecked in a storm, only for him to be rescued by Captain Kyrin of the Nautilus. That's where you'll jump in.

Finally, we're done with all of the classes.

As for where you start out, if you aren't taking a class with the Character tag or if you're taking a class outside of its background, go ahead and roll this d8. Alternatively, if you're not as confidant of being able to beat the enemies in most of the higher level zones, you may choose to start in the town of your job instructor, usually a solid choice as they can start you on a series of quests that will help you train early on. Or, as usual, spend 50 CP to take your pick. Transportation between the cities is generally reliable enough most cities can be traveled between easily and cheaply, so it doesn't matter much.
1: Six Path Crossway: The centerpoint of Victoria Island, you'll easily be able to get to any of the low level zones associated with the basic explorer classes. Kerning City, Lith Harbor, Henesys, Perion, Sleepywood, Ellinia (and Elluel, home of the elves), and the Nautilus are all just a short distance away, and it's just a climb up a big tree to Victoria Island's stations that can take you to Orbis, Ereve, or Edelstein, and a portal stands ready if you know how to activate it to take you to the world of Grandis. Suitable for 1st and 2nd jobs.
2. New Leaf City: A sci-fi city that stands in stark contrast to the ghetto-like Kerning city that is the one point of access. Transportation around the city is done by teleporter, and there is some amazing shopping, but beware the alien invaders. They are suitable opponents if you are 4th job.
3. Orbis: A hub city in the clouds with connections to Leafre, Ariant (and Magatia), Ludibrium,Mu Lung, El Nath, and the Aqua Road. Numerous fairies have taken up residence here, since flight definitely helps in getting around. Giant springs are set up to assist more land-locked visitors and inhabitants. Challenging for 3rd job.
4. Aqua Road: Under the sea! There are connections here to Herb Town (and then on to Mu Lung), Orbis, El Nath, and Korean Folk Town (and then on to Ludibrium). While you'll be deposited into the main city that has an enchantment allowing everyone to breathe normally, you may wish to invest in the magical air bubbles they sell to not drown when you leave. Challenging for 3rd job.
5. Ludibrium: A city of toys! The inhabitants, the monsters, even the building materials are all toys. Beware the depths of the clock tower, where the death teddies roam, moderately difficult 4th job foes From the towers to either side of the city, you can access Korean Folk Town or Omega Sector, where the greys' flying saucer has landed. I would recommend steering clear until you are immensely powerful, well beyond even 4th job.
6. Leafre: City of dragons. Another extremely high level zone, deep in the wilds of this place is the lair of Horntail, the three-headed dragon. He's...ill tempered, to say the least. From here you can warp back to Victoria Island (though that's a one way trip), or take a flight to Orbis, but most notably is the platform to the Temple of Time. Making your way through is arduous, and at the end, your only reward

is to be able to fight the Pink Bean. For those in search of a challenge, certainly you could do worse. Recommended level: high. Very high.
7. The Door to Zakum: Hm. Are you sure you want to start here? It's not too late to spend the 50 cp or start with your job instructor. Okay...You'll find yourself in front of the door to Zakum. And wouldn't you know it, the door is already open, and an Eye of Fire is already sitting on his altar...I suggest you either prepare for a tough fight, or start running. If the latter, watch out for the lava.
8. Free Pick: Choose anywhere in the Maple World or Grandis to start.



*You finally realize what the "off" presence was. Looking over, you see Jumpchan waiting for the old man to finish.*

Hello there Jumper, looks like I'm here just in time to tell you about all the perks you have available for purchase here. Thanks for the assist Grendel in telling the Jumper about your world, but I have it from here. Discounts are 50% off and the 100 CP perk is free to the appropriate background.

## Perks

### Undiscounted

50 (+100, +150): Early Access Job Advancements (2 purchases free Black Wings, 3rd purchase costs 50; 3 purchases free Zero and ???): While normally you would start this jump at level 10 with your first job advancement, you can pay a small fee to begin at a higher level with your corresponding job advancements. For 50 CP, you can begin having just attained second job advancement (Level 30). For an additional 100 CP, you can gain the minimum level required for third job advancement (Level 60), and a further 150 CP can start you off at fourth job advancement (Level 100). Regardless, you begin with a level appropriate basic weapon and 5-piece armor set (headgear, cape, gloves, top/bottom).

400: Second Class Citizen: You will certainly be an anomaly by this world's standards. Choose a second class other than Zero or ???. You will be able to level up its skills alongside those of your first. If both classes have the same weapon mastery skill, the second class's increases your mastery percentage at ¼ the normal rate. This second class can be of any origin, as you are only gaining its skills, not its history and the original will still exist separately from you.

400: Job Instructor: On the other hand, maybe you want to teach your skills to others? Choose either your own class(es) (including character-tagged classes), or any non-character class (you cannot choose ???). If choosing an Explorer class, you'll also get all explorer classes in the same class archetype. You may grant anyone who has acquired even a basic level of skill the first job advancement of the class in question (even if you can grant multiple, a given individual can only learn a single class through this ability). They will be level 10, and it'll be up to them to level up from there, though when they progress far enough you can grant them additional job advancements as well.

## Adventurer

100: Quests! : Part of the classic adventuring experience is needy sods asking you to do stuff in exchange for XP and the occasional bit of loot. Well, with this perk, you'll always have an innate sense if there are people nearby who have these sorts of quests for you, roughly where they are (though this gets more refined the closer you get), what sort of quest it might be whether killing, gathering, jumping...and a general sense of how awesome the loot will be. Find 'em, do 'em, reward, repeat.

200: Phat Loot: You know what's awesome about adventuring? Finding STUFF. Well, with this, you'll find the better stuff just a little more often. Don't expect Excaliburs to be dropping from pigs, this just improves the drop rates of existing items on their drop tables. Though to give you a little more benefit, there are two other potential benefits. The above benefit will take effect in any world with similar item drops; in violent worlds without those sorts of drops, those drops will appear when you kill something (though this is toggleable if for whatever reason you don't want a small pile of loot to appear next to something you kill). In peaceful worlds, this will instead just be a slight increase to your general luck. Or you can get the added drop benefit if you prefer if you want to turn it into that kind of world.

400: Master of Ardentmill: Becoming master of a craft takes years of practice, blood, sweat, and tears. Or, you know, this perk. You'll find both your gathering and crafting abilities improved from here on out. When gathering resources, you'll gather about 10% more, and do it about 10% faster, but the real benefit is that you now have a chance to find something FAR rarer than whatever you were gathering from could possibly have held, and while it's not exactly going to happen constantly, you'll be able to innocently say, "What was this diamond doing with all this quartz?"

But wait, there's more! Ardentmill isn't just for gathering raw materials, it's for processing them into something useful! This perk will flat-out teach you any commonly known crafting recipes for any craft you pick up in this jump or in any future jumps (commonly known meaning either directly known or easily accessible and craftable by at least ⅔ of crafters of that type in that world...worlds with the internet will gain you much more knowledge than those without), and will help you intuit what you need for custom or rare items if they are craftable at all (and if not, hey, you'll get a sense for that too). In addition, while it won't directly power them up, any item you create will have 20% more capacity to grow, rounded up, whether that is gem slots, upgrade scroll slots, or even level cap if the item can level up.

600: HP Washing: *Jump Chan takes out a calculator and what looks like a character sheet with a picture of yourself from your last jump. She starts punching a bunch of numbers in as she looks back and forth from sheet to device. And continues. And continues. And continues uncomfortably long before she tosses both behind her with a grimace.* Well, rather than try to do anything like the original, how about this: First, enjoy a straight three times health/endurance multiplier, taking into account order

of operations (apply all multiplications first, then apply any additions). Second, since you're 'paying' for all these stat reset items, three times per jump I'll let you completely respec your stats, shuffle all of your base attributes around however you see fit. Minmax before the epic battle and go back afterwards, rebalance at jump's start, whatever you'd like.

## Hero

100: Chronal Adaptation: Well, you've already been cast across time once, this perk will help you get on your feet, now and again if it happens in the...future? Again in the timeline, how about that. So long as you have some frame of reference for a culture to start from (usually familiarity or at least academic knowledge with a past or future version), you'll find it easier to assimilate into the current version of it.

200: In the Nick of Time: Well, except for that one time when Edelstein fell to the Black Mage. With this, so long as you are aware of some event you are trying to supersede, things will always contrive for you to arrive just before things reach the breaking point. Whether the boat just happens to be delayed allowing you to catch it, temporarily halting the escape of a demon from another dimension, or pausing a ghost from breaking time itself, you'll always get there just in time. Whether you can actually do anything is another matter (doesn't guarantee you getting a ticket, doesn't guarantee you have enough strength to do anything, just that it will get you there).

400: A Noble Death: A hero goes out gloriously, or not at all. You simply flinch off lesser causes of death, so long as you are not actively seeking them out. Only when engaged in a climactic struggle, whether that be fighting a boss or other substantially powerful enemy, engaged in various intense struggles against the environment, or something else suitable will your life ever truly be at risk. Against diseases, complications from injuries (unless said complications are a specific result of one of the aforementioned climactic struggles), basic enemies, or any such lesser threat, you might be incapacitated, but fate will always seek to contrive your survival.



600: Echo of Hero: A true champion may be called upon again and again to do battle against the forces of darkness. First off, taking this will grant you a one time per jump failsafe against death, preventing the failure of your jump, resurrecting at full health and magic. Beyond that after this or any other resurrection you experience, the Transcendent of Life's blessing will give you a significant bonus to all stats for a few hours to help you overcome whatever it was that dropped you, and buffing any of of your nearby allies with a reduced effect.

Beyond this, the Transcendent of Time's power will flow through you constantly. This will manifest as a constantly increased movement and attack speed buff, and will halve the duration of any ailments or debuffs placed upon you, though if you consider a particular effect to be more beneficial, you can suppress this power for individual effects. Even otherwise permanent curses will gradually fade away from you depending on the power of the curser, from seconds if the curse came from a being far weaker than you, to a year and a day if a Transcendent themself were to direct their malice upon you. So long as it is not life-threatening, you will also be aware of exactly how long every effect, positive or negative, you know is affecting you will last for, taking into account your hastened recovery.

## Outworlder

100: Oh, he's just Jumper: So long as you aren't harming people or committing grave faux pas, people just seem to shrug off any oddity in your behavior as a personal quirk or cultural trait. While it will not stand up to abuse, honest mistakes even in the listed exceptions will be more easily forgiven as well.

200: Foreign Magicks: It is difficult to defend against the unfamiliar. Even if your opponents might otherwise be familiar with your type of abilities, your techniques will always be just odd enough that their pre-existing familiarity cannot apply, and any defenses or resistances they have are lessened.

Beyond that, your own defensive abilities being just a bit more exotic doesn't reduce them in the slightest, but does increase your resistance to techniques that would try to lower your defense. Obviously if your opponent's familiarity is with your techniques specifically (gained through observing you directly), your offensive bonus is reduced, but shy of direct experience in facing you it is never negated entirely.

400: Magical Artifact Affinity: It seems like all of these beings from another world seem to have affinity for ancient mystical artifact or another. Well, this will improve your abilities with such in the future as well. While this won't be a perfect effect to be able to use anything magical, you'll have no problems with items that aren't built for a specific individual or group. Beyond that though, magical items will be far more willing to yield up their power to you and will be far less likely to harm you in the process. Cursed items will be reticent about giving you their curses, and will give you a sense of foreboding when they cannot restrain themselves further, power sources larger than your head will try to throttle their output down to what you can safely handle, and items with random effects will be more likely to yield their positive outcomes; and items you can and do use will seem to put forth more effort in exhibiting their magical abilities on your behalf.

600: Native of All Worlds: No matter where you go, even if none of the people or creatures consider you so, the land itself shall think of you as one of its own (even if there is no actual land to speak of). This gives you immunity to things that would banish you to another realm of existence, allows you to walk unimpeded through defenses that automatically detect those that don't belong, and the like.

Any passive effects native to the world or at least biome at large do not phase you (breathing underwater in a water world or ocean, or walking unimpeded through a swamp, for instance). Any

mundane unthinking or animalistic entity native to the surroundings will consider you one of its own and not move to impede you without extreme pressure, though intelligent or particularly powerful/legendary creatures are largely unphased by this ability nor will it stop *anything* from defending itself if able.

Finally, gateways between worlds cannot be sealed against you; anything less than divine intervention or complete magical nullification cannot bar your access to dimensional travel--presuming you do not have other ways of overcoming those--though it does not grant any forms of travel you do not already have access to. Until you have your spark however, you still cannot travel between settings/universes.

**And now we return to my gifts. I'll allow these to you even if you chose to rebuff my offer of joining the Black Wings. Just remember from whence your power came.**

**Black Wings**

**100: "Ineptly" Corrupt: You'll always have a sense for roughly how much you can get from bribes for doing something, and what the general consequences of your being discovered for taking said bribe would be. Obviously your organization would not take too kindly to this, so it'll always be just a bit easier to claim ineptitude than betrayal. Something mildly inconveniencing for your organization or the ones discovering said problem will usually earn you no more than a shake of the head, though this won't do much if they discover you seriously damaging their interests.**

**200: For science!: As Dr. Gelimer would tell you, true science knows no boundaries. The less you limit yourself based on petty concerns like morals, the faster progress you can make towards any developmental goal you set, above and beyond what benefits you could normally glean. Research faster, learn faster, build faster; so long as you take care not to jeopardize the structural integrity of your project, the more callous you can be in achieving it the better. This doesn't just mean be evil; building a puppy incinerator next to your desk will do nothing to help you unless burning dogs is directly relevant to your project; if it is though, the occasional canine tossed in will do literal wonders for your progress.**

**400: Corruption's Embrace: Insidious powers that would seek to undermine your will find themselves twisted in on themselves. If you would suffer from any effect that would corrupt you in a mental capacity, unless backed by a being much greater than yourself, the effect will only strengthen that which it sought to undermine, increasing your willpower rather than subsuming it. Even from something greater than you though, their grip on you will always be far looser than it might have otherwise been, giving you far more opportunities to escape or subvert that control.**



**600: Shard of Oblivion: Your being has been suffused with some of my power. While starting as a small thing, a small bump to your power with the dark element (regardless of its source) and the ability to channel it into small bolts, Oblivion is all-consuming, and so too shall it grow in vastness within you. With no other powers to speak of and constant training, you will**

**easily surpass the other generals of the Black Wings, and might even stand alongside me as Transcendent by jump's end, making you one of the most terrifying creatures in the Maple World.**

Hm. Well isn't he just adorable. It's not like he's the one offering perks. Anyway, time for items.

## Items

### Undiscounted

Free: A Cute Pet: With this, you have some sort of special pet, whether mundane like a cat or dog, or exotic like a snowman, robot, or mushroom. It doesn't do much besides follow you (both behind you physically, and into future jumps as a follower) and look cute, though it can teleport to you if it is having trouble keeping up. Make sure to feed it!

For an extra +100 CP, you can upgrade the pet though. With these upgrades, the pet will run around picking up loot for you, and can even administer potions to you at certain health or mana thresholds you specify (you'll have to provide it the potions I'm afraid), though there's a little bit of a cool down on that latter ability. All of these are toggleable at will.

50: Mega Mesos: Here's a million extra mesos for your effort. Take this as many times as you like.

200: Heart Key: With this key, you can access Amoria from any world you go to. An extremely romantic city, it is a wonderful place to take or find a date, with perfect locales for nearly any sort of date (there's even a monster slaying quest!). But that's probably not why you're spending points on this. By trading in this key, you can arrange for a wedding with a consenting being from any world you are in. Said wedding will be as immensely lavish or as low key as you both like, but the benefit here is that this wedding will turn that person into a companion at no additional fee. As a bonus, you'll still be able to access Amoria, but only with your new spouse.

Bear in mind, Amoria generally has a pretty poor view of polygamy, and will refuse to honor duplicated keys, nor can a key be reused.

400: New Leaf City Shopping: Why is a city such a great option, especially one that's frankly taken a bunch of damage of late (damage which never seems to go away completely)? The shopping! Specifically, Miki the potion seller here will continue to sell to you long after you leave this world. Of particular note, available for purchase are solid buffing potions for nearly any stat imaginable, and elixir-type potions capable of recovering a percentage of your hp or mp, useful as both are scaling like crazy in your jumping adventures, but she'll also place orders with other local vendors for things like weapon or armor. Act now, and she'll also throw in access to new premium wares like spell traces and item enhancement scrolls, but don't expect those to come cheap.

Note: you do not actually get access to the city after you leave this world. A kiosk will show up in your warehouse or placed in some permanent location in the world (no one will notice it except you, and you may decide which option with each jump) to allow you to place orders, with delivery times depending on the scale of your order, 12 hours for a basic order up to a week for enough Honsters to fuel a month long gaming convention, with delivery made either directly to you or into your warehouse, your choice. Only one order can be in fulfillment at a time, so if you make another order, Miki will just queue the order up. Payment due at time of order.

600: A Perfect Set: For raw power, this set can't be beat. A complete set of of armor, weapon and accessories, with all of the ultimate enhancements available in this world at their maximum levels, with

the increase in growth potential from Master of Ardentmill if you have taken it. In addition, this equipment will automatically scale and level up with you, evolving into whatever the most potent piece of equipment you can use for your level in each slot is, though you'll reach a point where they will go no further. If you're just looking to win the numbers game, this is the numbersiest.



Warrior

200: Amazingly Effective Gag Weapon: You possess some sort of mundane item that functions perfectly as a weapon, better even than a mundane specimen of its weapon class, while still being totally usable for its mundane purpose. Even if the original item is totally unsuited for combat, in your hands it will be a potent weapon. A snowboard polearm, an umbrella as a sword, an inner tube as a mace, whatever you can think of. In addition, regardless of how much training you might have with it, you are automatically skilled to a professional level with whatever mundane skills are associated with the use of said mundane item, if applicable. If not applicable, pick a mundane skill tangentially related to your gag weapon, and you become skilled at it. Import-friendly.

400: BigHuge Armor of Badass Tankitude: Grendel the Really Old made this armor--I MOST CERTAINLY DID NOT!--to be the biggest, toughest, meat-shieldiest armor he could. This armor will not merely be a potent defensive aid; any armor could do that for you. This armor will also allow you to link up to 5 allies, and funnel 50% of the damage they take, after any applicable damage reduction, to you instead (then applying your damage reduction, if any). The armor will magically resize to the wearer, who might be better described to be located somewhere within the armor than wearing it, but overall you'll be about half again as tall with the rest of you scaled appropriately.

## Archer

200: Greater Soul Arrow: You know what's a great skill? Soul Arrow. Ammunition is an archer's second best friend after all (right after the thing that fires said ammunition). The problem is, Soul Arrow doesn't let you benefit from awesome physical ammunition you might have. WORRY NO MORE! By fusing a piece of ammunition into this small glowing orb, not only do you not need to worry about ever casting Soul Arrow again because it'll be constantly on so long as you are carrying the orb on you (and only a dispel targeted against the orb directly can suppress it, and then only for a few seconds), but everything you shoot--that is, any projectile that is not simply thrown--will be a copy of the merged ammunition. If your Soul Arrow skill has any extra benefits, you'll still get to keep those too. If you want a different ammunition effect, just fuse a different piece of ammunition into the orb, and you're good to go.

Fine Print: Greater Soul Arrow Inc shall not be held responsible for the dissolution of the original ammunition merged into the soul orb, nor for the firing of the ammunition in place of any bodily fluids or small projectiles while carrying the soul orb. We said everything you shoot, we mean EVERYTHING you shoot. Be careful of your spitwads. Please.

400: Ring of Backing Up: There are few worse things for an Archer than getting caught in melee. This'll help mitigate that. Once every 3 seconds, this ring will let you teleport up to 50 feet in a direction of your choice. While originally intended to help archers stay away from angry men with sharp pointy objects, strictly speaking, the ring can be used to transport the user TOWARDS an enemy if they really prefer. Be where you want to be to control the battlefield.

## Mage

200: Staff of Variable Elements: This magical staff enhances your raw power with a particular element by roughly 10%. Many archmages would likely find themselves yawning at this point, as there are similar weapons available in this world that do the same with numbers more like 20% and even boost a secondary element by 10% at the same time. The advantage of this staff is that with a simple if long (6 hour) ceremony, you can re-select which element the staff is attuned to, even esoteric elements. Feel free to import a magical staff into this role.

400: Crystal of Infinity: One of the archmage's most potent support skills is Infinity, an invocation temporarily giving them limitless MP. This won't give you that, but it's a nice portion of it nonetheless. While wearing this blue crystal pendant, not only will you find your MP costs for all spells cut by ¼, but all other costs will be similarly cut as well. Gold? Cut by a quarter. Souls? Cut by a quarter. If the spell doesn't cost sufficient to reduce the cost meaningfully by ¼, or if you just feel like spending more, you may instead pay the full price and get a single 50% boost to the normal effectiveness of the spell in some way.

## Thief

200: Shawl of Stealth: Not to be confused with *that* cloak, you hear me? A boon to any who value sneakiness, this covering will not only give you a constant stealth effect as the Dark Sight skill, it will also supernaturally muffle all sounds originating from beneath it that you don't want out.

400: Horntail's Nail Clipping: Okay, hear me out on this one because I know it sounds dumb, but it *is* an enchanted knife made from the most powerful dragon in the Maple World.

It will adapt its form according to your specialization, becoming a VERY large stack of throwing knives for assassins, a katara for dual blades, or it'll even slot into a xenon's whip blade. It can only be

adapted into a thief-type weapon though; anything else is too heavy for this carved down sliver to effectively act as during battle.

This weapon grants two advantages over other weapons: First, any attack made with it creates two shadowy copies that can strike at the same or different opponents. Because these copies are created by the weapon, you don't run out of throwing knives any faster if you're a Night Lord or Night Walker. The second is that the weapons still retain a fraction of their progenitor's elemental affinity, such that each of the three primary elemental effects (fire, ice, lightning) have about a 1 in 10 chance of triggering a massive blast of that element against any opponents in the vicinity (each blast can simultaneously trigger) with each and every hit. When making an attack from stealth, that chance goes up to 3 in 10. On a multi-hit combo, especially with the attack made in triplicate, this will escalate quickly.

### Pirate

200: A really nice boat: You're a pirate! Of course this would be an option. Able to set sail on the open sea, sky, or space, this boat can get you where you need to go. If you need it to fly, bear in mind it can't get too close to the ground, or it'll crash quite spectacularly. Give it a classical, modern, fantasy, or sci-fi skin at your option, or even import an existing boat. Or if you'd prefer, we'll get you a copy of the Nautilus, the pirate lord Kyrin's half-pirate ship, half submarine. It might not be quite as versatile as the default, but it'll go underwater for you.

400: Summoner's Whistle: This ship's whistle is a boon for any sort of summoner. Anything you summon will pretty much scale by twice in almost every way you care to affect it with. Duration, number of creatures summoned, size of creatures, overall power of creatures summoned, range, so long as you blow this whistle as part of the summoning, your summons will be powered up.

### Companions:

100/200/300/400: Party Quest: For a small fee, you can import your existing companions into this world. Any companion you import receives a Background for free--If and only if you joined the Black Wings, they may also join for free, and may take my perks just as freely as you can--as well as their choice of class and 400 CP to spend, getting any freebies of course. They'll need to spend CP as usual to take a class that doesn't match their Background, and if the class has a Character tag, only one person can take it (no doubling up between you and your companions). If their class has that Character tag, like you they will be replacing the original person in this world. For 100 CP, you'll be allowed a single companion imported in, doubling for each additional 100 CP, e.g. 2 companions for 200 CP, 4 companions for 300 CP, and 8 Companions for 400 CP.

250: Guild Import: Or maybe you have a lot of companions you want to bring in. That's fine too. For a flat 250 CP, you can import every single companion you have with a Background and class and any freebies they qualify for, but receive no additional CP. Anyone imported through this also cannot take a class with the Character tag.

100: A Fresh Face: Alternatively, if you don't have companions to import I can arrange for you to meet a native of this world to join you. I'll make sure ahead of time that they're okay with joining you. Choose a background and class for your new friend, though the class can't have the Character tag. They'll receive 600 CP to spend to start them off.

100: Canon Companion: If you feel you can convince one of the locals to join you on your multiversal travels, by all means try to convince them. For each purchase of this, one person from this world will be able to join you. You can also choose from any of the characters represented by the classes with Character tags so long as your companions have not assumed their bodies. If you save the slot to try to recruit the character you are inhabiting, you'll be given a single brief opportunity at jump's end to convince them, though it'd probably be tougher than usual. We'll even throw in a stipend of 500 CP for them on their way out, bearing in mind they automatically have their first listed background.



## Drawbacks (Maximum of +600 Points, +900 with War of Transcendence)

Mes0s Pl0x! (+100): You'll hardly be able to go five steps without someone begging for something. Rarely more than an annoyance, but you'll be constantly pestered for currency, items, assistance, and anything else anyone can think to ask you for.

Rage-Inducing Jump Quests (+100): You'll find yourself significantly lacking in grace and timing when it comes to leaping. This will make jumping between the innumerable floating islands and platforms in the world a monumental headache. Except in zones that specifically allow for it normally, even with flight powers you will somehow fail or miss landings and plummet. I hope you're resistant to falling damage? The ebb and flow of combat will be no more difficult for you than it was, though expect a few missed jumps to result in a great deal of annoyance in that regard.

Curse of Rannumgen (+200): If you take this, even common items will become scarce, and money will pour in at a trickle. All item drop rates will be nerfed for you substantially, the rarer the item, the more

heavily this will impact your chances; even meso drops will be cut by about 99%. This curse will affect anyone you team up with, and even if you get something valuable to sell, when the transaction completes you'll find that a corresponding cut will be taken out. To make things worse, any luck perks, or money-generating perks or items will be inaccessible for the duration of the jump.

The Fan Base (+200): I'm so sorry. Virtually everyone you deal with will have the absolutely toxic immaturity of the teenage core demographic of the game. Expect to be constantly yelled and sworn at, belittled, argued with, expect people to constantly hunt you down to steal your kills so you cannot train, your loot drops to be stolen, and just people in general to be dickish. Don't expect to make any friends, don't expect to have any deals cut for you if you can even get normal price for goods, and everyone will hate you, personally. Even your job trainers will only grudgingly assist you. In short, prepare to be very alone, if you're lucky.

Alt Account (+300): All of your previously gained perks, powers, and items will be locked for the duration of your jump, with your warehouse being sealed as well. This will apply just as much to any companions you import, with everyone being limited to those powers and items taken in this jump. You must have taken at least one prior jump in order to take this drawback.

What's a Big Bang? (+300): With this, the world will be regressed to an older state. Areas can no longer be counted on to be generally segregated by level, and you will easily and frequently transition from zones with enemies suitable for people on their 1st job advancement to zones designed for high end 2nd job or even third job. Drop rates will be slightly lower across the board (this does stack with the Curse of Rannumgen), and your experience curve will go up SIGNIFICANTLY, so it will take you FAR longer to reach higher levels. Your damage output given the same stats will be lessened dramatically, and many bonuses you could otherwise access will be locked for the duration of your stay. With frequent to constant and optimal training, one could normally cap out their personal strength in some 2 years; with this drawback, you may not reach it by the end of your jump.

The War of Transcendence (+600): This gauntlet will put your might to the test.

Shortly after arriving, the Arcane River will loop in on itself, disgorging dozens upon dozens of horrifyingly powerful bosses into the world.

Your first challenge here will be a battle against EVERY boss in the game, in Hard/Chaos form, working together in almost perfect synchronicity where they can team up (and they will gradually attempt to congregate to take advantage of this synergy). For those bosses without such forms, one will be generated. Do not expect easy attack patterns even if you can isolate a single boss, as even basic bosses like the Mushmom will have a variety of new tricks up their non-existent sleeves, and any monsters they summon here will be boosted tremendously as well. Some will never attack and send hordes of summons to attack either you or should you prove too resilient, nearby towns. Others will strictly cause mayhem. Some will never attack but to defend themselves, and will normally spend all of their effort resurrecting any of their peers you might have felled (for instance, the Zombie Mushmom will continue to resurrect all other mushroom bosses so long as it unlives).

If you can overcome the boss rush though, your troubles are only beginning. For your second trial, Rhinne the Transcendent of Time, Alicia the Transcendent of Life, and White Mage the Transcendent of

Light will be teaming up to bring you down. Each of the three is a potent god in their own right, and together they will be that much more difficult. Even the peak of powers available in this world are only going to be able to put you at the bare minimum threshhold to survive these awesome foes.

Finally, if any of these opponents survive for the entire duration of your 10 year stay, or if at least three towns get completely destroyed prior to your successful elimination of the various bosses including transcendents, the jump will count as failed, ending your chain.

## Post-Game Content

Well, you've done it. 10 years here. Did it feel like a long time? All drawbacks will be removed, and I will, as always, give you a choice:

What's going on in Henesys?
If you so choose, you can remain in this world, and keeping your current body that you might live out the rest of your days here, potentially as a specific person if you chose a Character tagged class. I'll make arrangements in your original world so people will know you are gone.

There's more worlds than this, right?
You can of course, continue your chain. If you or your companions took a Character tagged class, the body you inhabited will be given back to its original mind (and it can keep or forget the memories it gained while you inhabited its body, at your option), retaining any level and equipment you have gained here. You will, of course, be given a copy of the body as an alt-form, and can keep copies of any equipment obtained, though the original will not keep any perks, powers, or items you possessed from outside this world. If you'd like, you can even chat with the original for a while, no more than an hour or so, before we send you off to your next destination.

Ugh, I'm done with this grindfest!
Perhaps you've had enough? That's fine too. I'll send you back to your own world, with the same bodily considerations as the continuation option with regards to if you took a class with the Character tag. I've enjoyed my time watching you, Jumper. Farewell.

Jump Notes/Rulings

The Character tag: In the actual MMO there is no restriction on the number of people that can take the class due to balance and being, well, a game, even though each of these classes represent a specific individual. However, jumping into the actual world, those characters are specific people, but as playable classes, I wanted to keep them accessible to the jumper. As such, I've made it so you would be jumping in to their specific history at one of the earliest controllable points in their plotline.
As the Post-Game Content section notes, unlike normal you will leave your body behind if you take a character tag class.

Zero: When you start out, you will be two existence inhabiting the same body. While both will ostensibly be you, you may wish for some other options. If you obtain EVERY fragment of the Transcendent of Time, you can in theory re-fuse the shards into the Transcendent and assume her full power and a single unified mind. Bear in mind that literally hundreds of fragments are hidden throughout multiple timestreams in the Temple of Time, and the holder of the largest fragment is the Black Mage, who will not yield it while he lives. By yourself, without any advanced magical aid to help you find them, expect to spend nearly the entirety of the jump searching to be able to find them all.
You might also train up your abilities to desynchronize Alpha and Beta to have both out at once, though bear in mind that particularly if you lack a significant number of fragments, doing so will quickly cause the pair to step out of phase with reality and be unable to affect the material world at all without being re-fused. When you leave this world, if you still have distinct fragments, you may choose whether to keep your opposite as is, or replace them with a personality fragment from yourself. The fragmentary nature of Zero means that it must remain split in some way from you, if you have not re-fused the full Transcendent of Time.

Cooldowns: I leave it to your own fanwanking how cooldowns translate to reality. The Zero's Reset ability that revives them functions once every half hour in game.

Door to Zakum Starting Location: Zakum is the original raid boss of the game, and is still a nearly impossible challenge to solo with unleveled 4th job skills. Realistically, a first time jumper or someone with the Alt Account drawback without companions would need Fourth Job Advancement with Second Class Citizen and A Perfect Set to be able to fight through this so long as bishop was one of those classes (an Alt Account Jumper with a team of 4th job characters including a bishop would also probably suffice). Bishop is necessary because Zakum can seal skills, and has a spell that forcibly drops hp to 1, whatever its previous value, and Bishop is the only dedicated support/healer class that can consistently restore lost health and dispel ailments like seal.

HP Washing: The stat resets included in this perk can be along any set of stats, whatever you typically use to track your base attributes, whether that's Fallout's SPECIAL system, d20's Str Dex Con Int Wis Cha, Storyteller's (Exalted, World of Darkness) Str Dex End App Man Cha Int Per Wit, etc. Higher levels of a stat cost more, but when you respec, it also grants you more points to buy stats with.

Shard of Oblivion: In canon, the Black Mage has either himself shown, granted others, or been implied to have done, deific-level dark element attacks (not like YHWH or Lovecraft mythos deific, mind, more like threat to Greek/Norse pantheon level...he attacks a CONTINENT, one of the larger ones,

permanently altering its geography), mind control, physical corruption and empowerment, personality seeding, monster creation, necromancy, and teleportation and portal creation (including interdimensional). While he has other abilities as well, they are suggested more to be the result of his slaying and stealing the power of the Transcendent of Time. His power purview MIGHT include the power stealing, but it's unclear if that is due to his power as Transcendent of Darkness, or if the powers being stealable in that way is inherent to the Transcendents.

A Perfect Set: The equipment from this set all come with 4 lines of legendary potentials, 4 level 7 additional option slots, S Rank Nebulite, optimum spell traces/scrolls with hammers to expand slots, and star force enhancement. It also grows and evolves into new equipment according to your rough MapleStory level. And as noted, if you take the Master of Ardentmill perk, this set will get a 20% bonus to all growth slots. For reference sake, this set will skyrocket your damage, to the point that anything aside from super bosses within about 30 levels of you will die and die quickly. A level capped player with equipment of this order will after buffing up be dealing in the billions of damage with every hit, while normal enemies cap in the low hundreds of millions of health, and only the top tier bosses have health scores of at least 12 digits.

End-game: If you've taken Canon Companion and wish to recruit your own Character-tag class character, you can use the hour chat to try to convince them to join you. Very few would join you if you keep the 10 years' memories from them, mostly because most of them would have too many concerns as to what happened in those 10 years to acquiesce to leave their world. Aran and Xenon would be more likely to accept due to their lack of memories prior to your jumping in, while someone likes Mercedes would be too concerned about her people to likely acquiesce. On the other hand, were you to allow them their memories, they'll more easily be persuaded if any concerns they had for their own world were addressed. If you slew the Black Mage and ensured he wasn't coming back, the Demon doesn't have much left in this world to tie him down, for instance.

There are a number of classes with pets or assistants built into the class, such as Evan's Dragon Mir, the Beast Tamer's cadre, the Wild Hunter's jaguar, and so on. You will receive a copy or twin of the original, your choice, so that you can still utilize the full extent of your class abilities.

## Setting/Original Source Material Notes:

Transcendent: Basically gods. Individually, they're usually only world-level threats, but as the Black Mage kind of indicates, if one were to steal another of their powers, they could become galactic and/or multiversal-level threats.

Job advancements, skills, and levelling: In MapleStory at level 10 (level 8 for explorer magicians), every class undergoes its first job advancement, though some classes simply start at level 10. The under level 10 section exists pretty much just to tutorialize. When you job advance, you're given a couple of skill points used to advance your actual abilities in class, and each level grants you a few (usually 3) skill points to distribute. First job advancements generally give you enough skill points to max everything, but that becomes increasingly less common as you level up. First job characters are generally given just the basics of the class, basically covering up to level 4-5 in Dungeons & Dragons terms.

Second job advancement for most comes at level 30. At this point, you have probably mastered all of the basic skills, and so the game starts to give you fancier abilities. This is also when

party buffing skills really start being a thing, and almost everyone is given SOME sort of skill to enhance their allies (at the same time as themselves). In D&D terms, this job covers roughly up to level 9.

Third job advancement will come for most classes at level 60 (though prior to a major update known as the Big Bang, this job advancement occurred at level 70). Your power grows further in scope, now going into full-on extreme fantasy abilities. This is when the shadow clones. For most classes, while you will typically use the support abilities gained in all job advancements, most classes only use the offensive skills from their current and maybe their previous job advancement, so this job will have the first skills you will commonly be using when you reach end-game power, with anything prior being generally too weak for consideration. Again going back to our D&D comparison, this will take you to probably around 14th level.

Fourth job advancement is all of your remaining new skills. In the modern game you'll achieve this at level 100, though prior to the Big Bang update this was 120. Here, you'll learn the absolute most powerful skills your class has to offer, and as you level up the skills here, lower level abilities will become relegated to utility function. The problem is, you will be starting off particularly limited in levelling up these skills. Unlike prior advancements which give full access to level up all skills immediately to full once you obtain the skill points, 4th job typically requires purchasing or finding special "mastery books" that allow you to increase the maximum level of the skills. In the modern era, a mastery book is generic, and allows you to choose to which skill its magic will be applied, though this was not always the case, leading to extensive hunting for specific mastery books for each class. Most skills require both the first and second tiers of these books, with a few allowing for just 1. In jump, almost any potion vendor will also be able to procure these mastery books at extreme cost (2 million mesos for a first tier mastery book that, 5 million for a second tier book); Post-jump, if for whatever reason you have not stockpiled the requisite books and you have not already used them, Miki will continue to sell them if you took the New Leaf City Shopping item, and they will continue to drop from suitably strong monsters if you took Phat Loot. Otherwise, any jump with MMO-style drops (or if you have another perk granting you MMO-style drops) will have a reduced chance to yield one of these books. Covers through D&D level 18.

After level 140 until about level 200, you will be obtaining hyper skills/hyper stats. Basically severely scaled up stat options as well as significant power-ups to (mostly) 4th job skills. These are just straight up power up options, enhancing your existing abilities, but usually not giving you too much new. This range roughly represents the climb to D&D level 20, though might slightly exceed it as well.

At level 200, you qualify for the so-called "5th job advancement" where you will learn the potent V Skills. In addition to a number of party boosting skills that are generic to all classes (and indeed, emulate those available to the other classes), you'll also be obtaining at least one powerful new skill, and a number of potent buffs to your existing skills obtained in previous job advancements in an effort to make them once again relevant for you. This is getting into the equivalent of epic level if you weren't already there.

Big Bang Patch (though I'm folding a few other changes that came later into it as well): A huge rebalancing of the game years back. Named because that's when the event described in the Shard of Oblivion note occurred, e.g.  cataclysmic reshaping of one of the main continents. Areas were given general monster levels, and any monsters were adjusted to match area levels (for instance, Ludibrium's Clock Tower originally was about level 35 near the entrance, while the depths had

monsters just under level 100. Now even the basic monsters in the clock tower have their levels set at least 100 as that is the minimum for their area).

At the same time, drop rates were improved, and the experience curve was flattened IMMENSELY. Skill mastery books for 4th job characters were originally fixed to specific skills and you had to find the exact ones for the skill you were trying to level, an immensely more difficult task as only specific monsters could drop the skill books for specific skills, with raid bosses being required for some of the more necessary/popular skills; after the update a more generic system allowing players to obtain a generic book usable for virtually any skill became available. 3rd and 4th job advancements took place later, and while the drawback won't force you to suffer through these next ones, the level cap was also set to 200, and 5th job and hyper skills did not exist. Many of the underlying game formulas were also significantly changed (forcing people to fight monsters closer to their own level due to the accuracy formula changes, and significantly altering the damage formulas as well to allow much higher numbers.

Falling Damage: Failing damage is a lot less lethal here than in many other worlds.

More Info:
http://ayumilove.net/maplestory/ <Mechanics stuff
http://maplestory.wikia.com/wiki/MapleStory:Main_Page <Setting and mechanics