Afterimage Jumpchain



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Warning, Contains unmarked spoilers for the events and backstory of the game.

V 1.1.1

Welcome Jumper to Engardin, a world of magic where souls and life are intrinsically linked to water. Long ago, humans mad with greed waged a war against the goliaths and their cions creations both servants of the Goddess LUCA that left both sides devastated. The war ended following a flood of apocalyptic scale known as the Razing caused by Esseus the Archpriestess and leader of Humanity using a ritual to open a path between the well of Beings and the Sea of Souls to try and harness it to ascend Humanity as a single

transcendent being. This ended in the destruction of much of humanity,leaving only a scant few villages behind.

Fate shall soon converge, placing an amnesiac girl known as Renee and her flying companion Ifree in the limelight who following the destruction of their village and the pursuit of a mysterious girl who absconded with Mastermage Aros' soul who is also Renee's teacher, shall see the pair involved in a struggle that will decide the fate of all of Engardin.

You will by default start a year prior to the events of the game and stay in this world until the end of the events of the game.

Origins : Choose your Age and Gender freely. Perks and Items are discounted to its associated Origin, discounted 100 CP perks/items become free.

Any Origin may be taken as Drop-In

Amnesiac (Renee)

Interesting, it would seem that similar to Renee you are member of Ode who became amnesiac. You may or may not be affiliated with Aros and Renee but remain wary that your actions may be watched by some unsavory individuals.

You are skilled with weaponry and are a capable exorcist to keep corpses from rising again and becoming monsters.

Adventurer (Karsa)

The world of Engardin may have suffered much but it doesn't mean that there isn't anything to see and discover. Perhaps like Karsa you are on a quest to discover the truth about a legend or like Stanley you prefer to explore the world while finding relics to sell in order to fuel your hobby.

Regardless, you are experienced in the ways of survival in this world.

Merchant (Stanley,Potion Seller,Blacksmith,Se)

Though Dews have become scarce since the war as Atmous has fallen into a nightmare, this doesn't mean that trading and mercantilism is gone.

Indeed, you are among the few in this world still capable of finding and making the various potions,armors,weapons and accessories seen in the game.

Mage (Nicole,Aros,Auss,Owl/Levine,Ripe)

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Some of the most influential people in this world are mages yet none moreso than the mastermages.

You too have embarked in this path of training your Soul though as you stand now you are still an apprentice.

Experiment (42)

Interesting, it would seem that 42 is no longer the only experiment running around whether as part of the same project or another similar one.

Rather than a born entity like others in this world your origins are more artificial in nature as you find yourself in possession of abilities that are unnatural for what you seem to be.

Ode/Guider (Guider,Shadow of the Moon)

It would seem Jumper that rather than being ignorant of some of the world's plots from prior to the Razing that you are instead among the groups involved at its core.

Indeed, you are a member of the Ode to Lucas in league with the masterminds similar to the Guider. They are a group made of some of the most gifted humans in the world but ever since the Razing the remaing members aside from the Guider,mastermage Aros who left and Owl who is stuck in the Grand Archives have all fallen victim to the marionette curse hollowing out their souls and placing them under the control of Esseus who is stuck in the Sea of Souls both in body and soul because of her ritual.

Perhaps like her, you are following a resonant to determine if they would make a suitable vessel or perhaps you are in charge of another plan altogether.

Regardless, you are among the more skilled fighters in this world though still some way from the Guider herself.

Cion

You are a Cion, a creation of the goliaths made to assist in their duties.

Your kind was made to act as guards as well as aids though most have lost their minds while those who have kept their minds like the pyro Cions have turned hostile because of their leaders. Thankfully, you have managed to keep your mind.

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Your powers tend to be elemental in nature but nothing stops you from mastering the way of weapons instead.

Wanderer

Though many monsters in this world are of the animal, plant, and fungi variety there exist creatures different from the others as they are actually the risen remains of humans known as wanderers. Thankfully, you have managed to keep your mind.

You are skilled with weapons and perhaps also magic.

Mastermind (Esseus,Karin)

Or perhaps your sights are set higher than this ? It seems that you Jumper are actually one of the masterminds in this world perhaps already part of an ongoing scheme or maybe preparing to realize your ambitions.

You are skilled with magic as well as much lore that could allow you to achieve your goals given the right circumstances.

Location : Roll 1 D24 or choose it doesn't matter

1. **Rubiwood Village**

Set in the Rubiwood Desert, this the first location at the beginning of the game as it is the home of Renee and Ifree. Barring interference, the village will end up destroyed by pyro monsters.

2. **Rainbow Plains**

In the East of Rubiwood Desert lies the Rainbow Plains, a stretch of grasslands inhabited by monsters like stone golems,grape shooting lizards,squirrels etc… as well as the first place Renee fights the Guider who wishes to test her worth.

Ealdro, the phoenix can be found at the top of the plains as can a tower leading to Goliathfall.

3. **Resting Town**

One of the few safe places left in Engardin which was ironically built as a frontline for the war. This Town is under the protection of Mastermage Ripe, a knowleadgeable man capable of offering hints to guide Renee and Ifree.

This is also where dwells conjuror Alice who cooks food granting potent boons.

4. **Resting Path**

Set right under Resting Town, the Resting Path is a graveyard inhabited by monsters of the undead variety as well as bats but also contains at the bottom a well that can be used to rebuild that is recreate a body for souls assuming said souls aren't too damaged.

5- **Field of Geo**

A region rich in minerals as well as cats and mushroom monsters. A mysterious mist coming out of a stone door has infected the meowlings there including their leader Captain Hill except one known as Roke.

6- **Emerald Falls**

A lush jungle where flows a massive waterfall, this is the place where LUCA is said to have first brought the life giving Stream to thus transforming a barren land into the lush region it is today. It is home to aggressive spider monkeys, gorillas as well as the Cion known as Loss, The Galefeather.

7- **The Columns**

Once the Columns was but the waterway that brought water to the Holy Grounds of Humanity yet following the Razing, much of the Holy Grounds ended up flooded and the Columns abandonned. It is home to many water based creatures like sharks made of water and gears, water slimes that spit gears, tidal elementals and squids that throw water.

8- **Town of the Exiled**

A litteral haunted town. This place was as its name implies a town for the Exiled yet now after a ritual meant to free the residents from the shackles of flesh cast by their protector Mastermage Auss went awry all the residents bar the assistant Patt became twisted undead spirits incapable of returning to the Sea of Souls and doomed to have their souls scattered as they are unable to replenish their life and energy. Now Auss keeps up a barrier that stops any monster from leaving as it crushes their life.

The antique dealer and merchant Stanley dwells here in a house past Auss' old dwelling.

9- **Whispering Forest**

A forest that also happens to be the seat of the Institute of Spirit, an institution that during the war attempted forbidden experiments by fusing the souls of different beings in hopes of attaining greater power for the war.

This led to much of the institute being overrun by flesh with the twisted experiments still roaming the halls to this day.

A resonant of Renee appearing as a blue version of her known as Alvisia may pass through here.

Reagent IV, a potent soul stabilizing agent was created and can also be found here.

10- Forest Foregone

Once a lush forest as its name implies, excessive human activity turned the region into a vast desert. It is inhabited by both monsters adapted to the deserts like giant beetles, sandworms and vultures.

It also contains the institude of Being which is inhabited by many mechanical monsters like fly drones that fire lasers and explode, robots wielding chakrams and mechanical spiderlike robots that shoot orbs that explode.

11- Silent Coast

Past the Forest Foregone lies the Silent Coast, a coast area inhabited by water monsters like pufferfish that shoot bubbles, bipedal clams, crabs and flying horned rabbits.

It also contains the tower of the Reincarnates, a group that aims to revive talented and virtuous people following the Razing yet has been inactive since their lord has left.

The Field of Hydro can be reached by boat by crossing the Misty Waters though only by lighting the lamp on the boat through the power of a goliath.

12- Field of Hydro

One of the most peaceful area of Engardin, the Field of Hydro is home to the Goliath of Hydro Samsare who is responsible for the Sea of Souls and reincarnation in Engardin.

Barring interference,Mastermage Aros will be rebuilt here by the mysterious girl using the Well of Hydro with the help of Samsare.

13- Holy Grounds/Grand Archives

The Holy Grounds of Humanity where the leader of humanity known as the High Priestess Esseus once lived. Following the Razing, much of the place was

flooded yet much remains above the water. Monsters here tend to be the human like variants that have become monsters like knights wielding sword,shield, bow, greatsword etc… as well as Pyro and ice mages and grimoires of Pyro and ice that can cast spells on their own.

It also contains the Grand Archives also known as the sea of knowledge where Mastermage Owl lives as he bound his soul to 3 artefacts known as Hallows to survive the Razing.

A group of meowlings also live nearby and still search for their princess the goliath of Geo who has been kidnapped by humans prior to the war.

The Silent First Knight lives past the Grand Archives yet remains eternally silent and hostile to all comers.

14- Sunken Sanctum

Right below the Grand Archives lies the Sunken Sanctum, the place from where LUCA once flooded the world and once created life.

It is also the location of the institute of consciousness, an institute aimed at decyphering an anciennt stone tablet that has existed before the dawn of Engardin.

This is where Renee would have her climatic showdown against both the Guider and her resonant counterpart Red Renee.

15- Goliathfall

To the west of the Field of Geo lies Goliathfall, one of the battlefields of the war. This is where Ignis, the goliath of Pyro was ambushed and killed.

It is inhabited by many ghost warriors like katana wielding spirits, spear knights and ghost riders wielding greatswords. There also Anemo and Geo mages as well as grimoires of Anemo and Geo that can cast spells on their own.

The Occult Prime of Geo And Anemo dwells here at the top of the castle as does Zephyr, the Crimson Shadow a knight riding a horse and wielding a scythe can be found in the old fields of battle.

16- Frozen Veins

South East of the Silent Coast lies the Frozen Veins, a frozen underground cave inhabited by just one ghost warrior wielding a katana as well as Izotz,the Frozen Knight.

17- Albedo Tower

Above the Whispering Forest lies Albedo Tower, a Tower filled with birds of ice,Pyro and Anemo as well as many rock monsters like laser-firing golems and giant golems.

The Tower guards the entrance to the Sky Palace where lives Atmous, the Anemo goliath.

18- Sky Palace

The dwelling of the Anemo goliath who is suffering from nightmares because of the machinations of mastermage Karin.

Her Cions are bells, wind elementals, bird people that fight with staves as well as flying bird-like creatures that can shoot arrows.

At the highest point dwells Atmous who is creating the Cions from her own soul leaving them mindless as mastermage Karin blocks her access to the sea of Souls. To save her from her nightmares would require the ability to invade her soulfield (basically soulscape) and defeat the monsters found therein.

19- Heart of Veins

To the East of the Sky Palace lies the Heart of Veins where LUCA once cut the Stream into the world and transformed the Emerald Falls below into the lush region it is today.

The sword used for the deed known as Percoral can still be found here but is inserted in stone that can normally only be removed through placing 4 Stream Crystals to light up the pillars and defeating the Spirit of the Sword in battle.

20- Teardrop Base

The base of mastermage Aros following the Razing. In here can be found her research and thoughts on the status of Engardin following the Razing as well as her apprentice Renee.

An Ode member afflicted with soul corruption is also locked here to keep him from harming others.

21- Ashen Canyon

West of the Town of the Exiled lies the Ashen Canyon, this region cut by the goliath of Pyro to make a barrier against humans.

It is of course home to many fire based creatures like fire spiders, fire scorpions, fire tortoises and fire dragonlings that spits fireballs that grow in size overtime but also disappear after a short while.

The Pyro Colossus, creation of the Pyro goliath can also be found here.

22- Scorchwhere

A Goliath fortress next to a forest village where humans once lived, now overrun by pyro Cions who wage a campaign of extermination against humanity.

This region also contains the Solar Birthplaces for the Golden Crows are rebuilt here before taking flight over Engardin to disperse Dews from the Sun Rock they carry.

Many pyro monsters can be found here from a six armed creature that throws rapid punches to shadows that summon lightning and explode to even giant fire lions that can throw fireballs and cause fiery explosions.

Brandr, the Blazing Blade a leader of the campaign of extermination can sometimes be found here as well as one the Pyro goliaths known as Agus who is of course hellbent on exterminating any human he can find.

23- Field of Pyro

The home of the pyro Cions, a realm of flames and fire traps.

This region is home to pyro riders who ride on dinosaur-like creatures who breathe fire as well as pyro assassins, agile wielders of dualblades who can also send flaming slashes at a distance.

This is also where can be found another Pyro goliath known as Aqil who is the brother of Agus.

Under the Field of Pyro can be found the Molten Sanctum where all Pyro goliaths are born from an egg.

24- Nigredo Tower

The forbidden grounds of the Albedo Tower for it also contains the mirror of Reality that leads directly to Atmous.

It is home to slightly stronger versions of the same stone monsters as Albedo towers but of a darker stone coloration.

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The key leading to this place was stolen from its guardian Whitefeather by the Guider and given to mastermage Karin who hid in this place to send Atmous into a nightmare.

General Perks : Two Floating discounts for every price tier

Free- Beauty of Engardin

The World of Engardin has a certain style and beauty to it, the same applies to its people.

You are no different as you find that your appearance becomes flawless granting you an appearance boost. Furthermore,you gain a toggleable filter to see future worlds in the same artstyle as the game's.

Free- Afterimage OST

The Afterimage Soundtrack was recorced by an orchestra and manages to always fit the mood of the scene. You of course get to listen to all of it at will, playing the soundtracks fitting the situation in your head as well as any audio device you may possess which no one will find weird unless you point it out to them.

You and your companions will also gain fitting themes in the style of the OST.

In this and future worlds, you will receive additional soundtracks for your adventures in a similar style as this game.

Free- Of Soul And Memories

Though people can't be easily rebuilt anymore since the destruction of the Well of Beings, it is a fact that people can rise back from the dead provided their soul can be located.

From now on, you won't chain fail as long as you are rebuilt/resurrected prior the jump's end. Furthermore, you can be rebuilt following this world's methods which would normally take a year but can be shortened by using dews and similar objects containing energy.

Free- HUD

The game of course shows the lifebar of enemies and this grants you something similar as you are capable of seeing both the health of enemies as well as all your resources like health and mana.

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Free- Inventory,Map,Achievements And Quest Log

The inventory in this game is endless and can be accessed at any time. As can the map, the achievements and quest log.

You of course possess those as you gain an infinite inventory with numerous tabs separating your items and equipments into different categories, a map that fills as you explore and automatically gives you the name of the area you find yourself in, an achievement log that shows your notable feats and finally a quest log that allows you to keep track of your quests while automatically noting down your thoughts and actions in completing them.

Free- Videogame Health Bar :

In this game you of course possess an HP bar which is the sum total of your durability and vitality.

As long as you have even 1 HP your body won't suffer damage and you will be capable of functioning at peak performance indefinitely.

Once your HP bar is depleted, your body can actually suffer damage from enemy attacks and the environment.

Furthermore, when you level up you will find that your health bar is fully replenished.

Free- Talent Tree :

The upgrade system of this game for your character comes in the form of a talent tree. This allows you to use talent points which can be gained from the environment,bought from merchants,from eating a dish for the first time, from defeating gauntlets of enemies, bossess as well as simply leveling up which grants you one talent point.

You start at level 1 with a level of 99 barring other perks and possess a talent tree containing all the nodes of Renee's as well as those based on your abilities and skills as well how you can develop them.

Certain nodes require secret scrolls to be read to unlock, you are guaranteed to find all the secret scrolls of the game be they from chests as well as bought from merchants.

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In future jumps, your talent tree will upgrade to account for new abilities and skills you gain. This of course also allows you to develop abilities and skills similar to those seen in game.

Free- Primeval Glyphs :

The primeval glyphs are words written by LUCA embodying her thoughts and feelings when creating Engardin. They carry great power but in this game simply allow you to heal by praying,posing or holding them close to you for a moment.

You start with one and you can find more primeval glyphs in this and future worlds be it from the environment or from defeated enemies.

When used the corresponding glyph loses its healing powers until you have time to rest.

With enough time and experimentation, you may one day actually gain the power to invoke the glyphs' related concept and powers instead of simply healing yourself.

Free – Adventure Ready Fitness

Engardin is a dangerous world as almost all the entities you will meet here will try to kill you on sight and as such it wouldn't do to not be in top shape.

This grants you a general fitness upgrade enough to make you among the healthiest and most fit examples of your species. This is further enhanced by your familiarity with weapons as well as mana that you possess that allows you to cast spells provided you know how and/or possess a tome or staff.

Your mana (MP) slowly refills overtime but barring other perks/powers you can only refill your health by resting, using primeval glyphs or by drinking health potions.

You possess the ability to gain experience from defeating enemies, finding memory echoes (these are the memories and thoughts of beings that were in the location where you find them) and reading books and records for the first time. Leveling up grants you one talent point.

You start at level 1 and your level limit barring other perks of level 99.

You also gain momentary invincibility when damaged and also includes unlimited stamina allowing you to fight,run and jump all day.

Furthermore, choose two weapons among one handed swords,blades (katanas),dualblades (short swords used for slashing and stabbing),scythes,greatswords and whips. You can be considered to have all the skills and upgrades in game related to it that aren't locked behind secret scrolls and find it much easier to grow your mastery of such weapons.

This has the added benefit of allowing you to quickly and easily switching between multiple weapons even while in combat.

Finally, you do not gain weight if you do not want to and can keep your waistline as long as you get your minimum calorie requirement which is reduced by a third of what it used to be.

In future jumps, you can find memory echoes throughout the world. Those can give you information about your location,the person who left them and perhaps even sometimes reveal important secrets like secret expeditions.

Free/200CP To Keep- Soul Protection

Though most threats in this world are of the physical variety there is still a worrying amount of abilities that can damage souls in this world from 42's crystals that can seal souls, her ability to devour souls thanks to being the host of the Cloudworm or the ability of resonants like Red Renee allowing them to forcibly merge/absorb the souls of their counterparts.

Consider this your all in one soul protection guarantee as your soul can't be harmed or manipulated in any way without your consent.

Finally, considering that in this world souls are intrinsically linked to memory, this grants you the same protection for your memories.

This is free for the duration of the jump and costs 200 CP to keep.

100CP- Dews

Dews are crystalized lifeforce from the Stream that rains down from the clouds by the will of the goliath of Anemo,Atmous while the Golden Crow carries the Sun Rock across the skies.

They serve as both currency and energy sources as well as enhancing weapons in combination with various balms.

You will find in this and future worlds that enemies drop Dews when killed and that crystals formed from Dews can be found throughout the world.

Furthermore, you know how to enhance your equipment with Dews combined with various balms which can allow your weapons to activate their hidden abilities like granting you a unique move or dealing elemental damage for example.

100CP- Treasure Looter

Oddly enough even monstrous enemies in this world can drop equipment not to mention all the chests you can find out in the world.

It would be a shame to leave that behind so from now on enemies in this and future worlds drop items including equipment and perfectly removed body parts no matter the way you kill/defeat them.

Furthermore, you will always be able to find treasures chests in the wild containing various items from secret scrolls of powerful techniques,weapons,armors etc…

200CP Conjuror :

You are a wizard Jumper, a wizard of cooking.

Now don't be underwhelmed as dishes here can grant many boons from boosts to attributes like damage,critical rates as well as grant you talent points to upgrade yourself when consumed for the first time.

Even after the first time consumption consuming the same dish can still provide significant but temporary boosts.

You can also prepare normally poisonous ingredients into safe and delicious dishes.

This also applies to weird ingredients like crystals of despair and sands of hope.

You know how to prepare all the dishes of the game and can discover more in future worlds.

200CP- Afterimage

As you would expect of a metroidvania the number of places you can visit is limited by your movement capabilities which in this world are called afterimages.

This grants you all the main afterimages (aside from the complete Nuo Mask,the Halo of Genesis and the Sword In The Lake) of the game.

These include a double and triple jump, a super jump that lasts until your either stop or hit an obstacle, a dash that makes you invincible and allows you to pass through certain walls,a water breathing ability that allows you to survive contact with the Stream which is actually energy rich and much more dangerous than the water it resembles,the ability to stick to and jump off surfaces which refreshes your jumps and dash, the ability to teleport to and from any major confluence you have discovered, the ability to depetrify any target including ones turned to stone by themselves like the ashes of a phoenix, a clammy whistle that allows you to communicate with and ride aquatic creatures and finally a ground pound that allows you to break certain fragile rocks and floors.

You are also capable of bouncing atop enemies including ones on fire to use them to jump again, this deals minor damage to them but more importantly allows you to once again use your dash,double and triple jumps each time you do this.

Also included is the Soul Invade spell in the form of the Owl's Peeking afterimage which allows you to invade the Soul Field of other people and mystical items to damage their souls though beware that some of them can fight back.

Finally, you are guaranteed to find all the equippable afterimages by the end of your stay if not before. These include the ability to heal faster when using primeval glyphs, longer invincibility time, dropping damaging waterdrops when double and triple jumping and even cause earthquakes around you when damaged.

In future worlds, you will find other afterimages themed around various people and creatures you find and/or defeat.

400CP- Limitless

In this game as you would expect the talent tree is finite and the level cap is set at 99 with no way to go past it. But Jumpers are known to always go past limits right ?

This removes all limits on your ability to grow stronger and more skilled.

This allows you to break the level cap of 99 and allows for endless development of your talent tree,this applies to all your perks,powers,magics,skills etc… allowing you to expand and improve upon them endlessly.

Furthermore, you don't suffer from diminishing returns which allows you to grow with the same amount of effort no matter how strong or skilled you become.

400CP- Rebuilder

In this world exists the art of rebuilding which allows people to create new bodies (vessels) for souls to inhabit thus resurrecting them.

You know how to rebuild others from their souls using a form of energy like dews or something similar. Furthermore, you even know how to create wells which connect to the Sea of Souls and help in rebuilding.

Finally, unlike in the game you don't have trouble rebuilding people with many life experiences or that have lived a long life.

600CP- Veteran of the War

The war between goliaths and humans was a brutal conflict that left no winner but that isn't to say that it wasn't the source of some incredible advancement or that only unskilled brutes participated.

Indeed, it would seem that you are a veteran of such a conflict.

This grants you incredible skill with all weapons, a great talent and instinct for battle and war which applies both for personal combat as well as warfare on a grand scale and a lifetime of experience with all your skills,powers and perks.

This grants you the same amount of experience in future jumps allowing you to use your skills,perks,magics and powers etc… like you have practiced them your whole life.

Capstone Boosted : the Lord/Lady of War

Impressive Jumper, rather than simply a veteran it would seem that you are instead a true Lord/Lady of War which makes you the most talented and skilled fighter in the world.

This status updates in future worlds so that you always remain among the strongest and most skilled combatants of the setting.

600 CP- Heart Of The Afterimage (Capstone Booter)

Though many in this world have their own stories and incredible past, it stands to reason that some among them such as Renee and Ifree have destinies that

could very well reshape the world of Engardin and save it from destruction. Similar to them, it seems that fate has such a plan for you as you seem destined to master the full power of the afterimage in this world.

You are always at the center of this world's events when you want to either because of something that happened in your past or a special quality of your being you can be considered to always be an essential actor in the world's events.

Furthermore, this grants you an incredible ability to grow through your journey and conflicts as such a position can put you in great peril. Eventually, you will gain the full power of the Afterimage massively boosting all your abilities.

Finally, this grants you a protection from fate that makes it impossible for you to die an accidental death and greatly increases your chances of survival as only an epic narrative final showdown could see you laid low.

Amnesiac (Renee and her resonants)

100CP (400CP For Other Origins) – The Confluence

Confluences are silver and blue trees found throughout the world that heal Renee when she interacts with them and allows her to be rebuilt there in case she dies. The major ones contain a portal unlike the minor ones that link to other major confluences that have been discovered yet both can be used for rebuilding.

Like Renee, you can be rebuilt at confluences resisting the flow of the Sea of Souls. This can happen an infinite amount of times unless someone destroys or captures your soul.

You will find confluences in this and future worlds.

100CP- Exorcist

Ever since the Razing, corpses have been rising as wandering undead monsters known as wanderers.

This gave rise to the profession of exorcist among whom Renee is. Their job aside from destroying monsters is to refine the remains of the dead which leaves behind a round bone called a prism bone that is buried somewhere.

You too possess their skill as you have the ability to refine the remains of the dead to prevent their transformation into undead and monsters.

You are of course also capable of giving proper burial rites so that they won't rise again to become monsters.

Furthermore, this comes with respectable skill with all weapon types seen in game which are one handed swords,scythes,blades (katanas), dualblades (short swords),whips and greatswords.

200CP- Determination of the Amnesiac

After her village was destroyed and Aros' soul taken by a stranger, Renee and Ifree didn't despair but kept moving forward to find Aros again.

You possess this same determination which allows you to push through anything to achieve your goals. Furthermore, this also comes with the ability to locate and track people similar to you like your resonants.

200CP- Survivalist Platformer

Both Renee and her blue-haired resonant Avisia are skilled in survival and platforming through their environment as well as finding items related to them like memory crystals.

Much like them, you possess similar skills.

This also boosts your ability to find items related to you like your memory crystals and your ability to find hideouts like Avisia,the blue haired Renee resonant did while on the run from Red Renee.

400CP- Well Connected

From Ifree, the Goliath of Pyro to Aros who is friend with Owl/Levine the foremost mastermage in the study of the soul to the Guider who is linked to Mastermage Karin and Esseus the Transcendent it is obvious that Renee has relationships both friendly and hostile to many important people.

Much like her, you will find yourself quickly forming bonds with important characters. Those bonds can be friendly or hostile depending on both of your temperaments and goals but it is guaranteed that it won't be a boring relationship at all.

400CP- Growth of a Chosen

Renee went from barely holding her own against the Guider who was holding back to defeating her in a very short span of time.

Much like her, you possess an incredible growth allowing you to quickly match and surpass people who vastly outclassed before not long ago.

600CP- Red Jumper

Red Renee's abilities are truly impressive as she possesses greatly enhanced variants of the blade techniques and you have managed to gain similar skills with the blade.

Indeed, you possess Red Renee's entire moveset which is a more over the top variant of the blade techniques with wide reaching slashes, slashes that rise high into the air, blood red crescent shaped projectiles and a ground pound that unleashes energy shockwaves around you.

This also allows you to similarly expand on all your abilities and skills through training and you can gain create more techniques and abilities like that through time and training.

Capstone Boosted : Crimson Jumper

Interesting, it would seem that rather than an amnesiac resonant like Renee you Jumper have managed to become whole and in doing so fully master the power of the afterimage.

This grants you supreme combat skill equal to Renee at the end of the game against Esseus with a fully maxed talent tree in-game. This is on top of having expanded the moveset of the rest of the weapons like Red Renee does with the blade so feel free to strike with the whip in a massive are around you or to send incredibly dangerous slashes at a distances from your scythe for example.

Furthermore,you can heal yourself by damaging enemies and your blows aim unerringly for your enemies' weak points quickly dispatching them through critical strikes.

600CP- The Essential

Renee and her resonants are one of the cornerstones of Esseus' plan to ascend as the heart of the new supreme being and yet it seems that you too possess such qualifications.

You are the perfect vessel for any kind of spiritual being, able to always host any entity no matter how strong with no side effects or harm done to yourself.

Furthermore,your will and memories are inviolable making it impossible for you to be controlled by something like the marionette curse. This also means that you can't be overwhelmed by any soul.

As you are paying this with CP, this also grants you an immunity to soul imprint so that Esseus can't use you as a bridge into the physical world without your consent.

Finally, this can make you in this and future worlds central to the events of the plot.

Capstone Boosted : The True Chosen

Interesting Jumper, it would seem that your qualifications have taken another leap forward through the power of the afterimage.

This grants you a sort of fortune that allows you to always arrive on time so that if the mastermind were close to achieving their plans, you would be in a position with the abilities and items needed to put an end to it. This also makes them more arrogant,falsely believing that all is under their control which could grant you an opening that otherwise wouldn't exist.

Furthermore, your qualifications become universal which allows you to fulfill all criterias to receive any sort of artifact, gain any power etc…

Adventurer (Karsa,Hermit)

100CP- Animal Speak

Brenda, Karsa's animal companion can only speak in animal noises yet Karsa manages to translate those sounds into complete sentences.

Like him, you are capable of perfectly understanding and being understood by animals. This could also lead you to befriending them and teaching them even how to accomplish tasks like asking others for help.

100CP- Adventurer Skills

Though the world of Engardin is beautiful with many places to explore it is undeniably dangerous both from environmental dangers like spikes and lava or beasts and monsters. But you have learned to prepare for such circumstances.

You are skilled in combat, know how to survive in the wilds including what is edible and what isn't and are quite capable at sneaking past enemies. The

information provided updates in future jumps with similar information to make you a similarly skilled survivalist adventurer.

200CP- Lifesaver

Karsa' s life was saved thanks to Brenda asking Renee and Ifree who happened to be nearby for help.

Much like Karsa, you will find that you can always count on your friends coming to rescue from danger when you have exhausted all possible methods you could think of.

200CP- Traveler

From the Resting Path to the Holy Grounds to Albedo Tower to the Heart of Veins and finally to the Emerald Falls, Karsa has indeed managed to journey quite far into some highly dangerous places.

Much like him, you possess the ability and skill to travel even to the most remote and dangerous of places so long as they are within the same dimension as you are.

400CP- Treasure Finder

Obviously adventurers are quite interested in finding treasures and you are quite skilled at it.

You possess a sort of sixth sense that guides you towards items that would be valuable to you no matter how well hidden they may be. Along with this comes experience in dodging through and disarming various types of traps that are usually between you and your treasures.

Comes with great platforming skills as many of this world's treasures require them to reach them.

400CP- Follower of a Legend

Karsa heard of the legend of the Hermit, a talentless man who became legendary through effort and where others saw a fairy tale he saw clues to the truth of the story.

Much like him you possess the ability to find and follow even the most cryptic of clues to solve even the most esoteric of riddles.

You also tend to luck out when thinking about said riddles as either an epiphany of your own or a remark of passer-by can give you the answer you were looking for.

This also allows you to simply know when you hear a story if it is simply fiction or if it is based on real individuals and events.

600CP- Karsa's Bladework

Though we do not see him fight in the main story, Karsa is shown in the Trials of Souls Mode to be far from defenseless.

Indeed Karsa is a highly skilled swordsman capable of blocking any attack with the right timing and you Jumper have gained a similar swordsmanship.

You have gained all of Karsa's sword skills from the Trial of Souls mode.

This grants you impeccable swordsmanship both in the air and on the ground including rapid slashes around you that allow you to quickly take to the air, this also includes a combo of multiple slashes in the air ending with a diving attack.

You can also parry any move and deal a punishing counter when done with the right timing.

You have two stances, the free stance which is the default stance allowing you to parry enemy attacks and the flowing stance which continuously drains MP.

While in flowing stance all your attacks are enhanced and you can even send magic slashes from your sword by swinging it.

When you run out of MP you go into Free Stance again. You can end your flowing stance early by parrying.

Striking enemies and parrying their attacks can allow you to refill your MP bar.

Finally, you can develop additional techniques and similarly expand on all your abilities and skills through time and training.

Capstone Boosted : Supreme Swordsmaster

Oh my Jumper, you have managed to reach even beyond Karsa's swordsmanship now.

Indeed, now your swordsmanship and all your attributes in general are enhanced such that you could make an even greater threat than a super boss.

The drain of flowing stances becomes negligible, your speed allows you to do flash steps, your counters can now interrupt even the toughest of opponents and you gain abilities straight from the boss catalog like shockwaves by striking your sword on the ground, sending projectiles and slashes that reach long distances past the reach of the blade.

You can create,innovate and improve additional abilities,swordmanship skills and techniques related to the wind,freedom and adventure.

600CP- The Hermit

The tale of the Hermit is an inspiring one. A talentless man became a legendary adventurer through his own efforts, became friends with someone from the outside, became acquainted with the Goliath of Hydro and saw a soul return to the Sea of Souls and you Jumper have gained his ability.

From now on, you can replace any sort of talent requirement with effort.

That isn't to say that it will be easy but no longer will you be stopped by the simple esoteric requirement of talent.

Capstone Boosted : The Legend

Oh my Jumper, your efforts seem to be have paid off more than expected.

Now not only can replace talent with effort but the longer you train in something the faster your growth will be with no reset or upper limit.

You can also when you want to be guaranteed to have a great adventure that would have you meet incredible individuals and see incredible things like being the last person to meet a Goliath or witnessing the moment a soul returns to the Sea of Souls.

Furthermore, you find that for some reason otherworldly beings show up frequently around you and they tend to be of a temperament that goes quite well with your own. They can even grant you potent boons like magic weapons.

Merchant (Stanley,Potion Seller,Blacksmith Martin,Se)

100CP- Art of Business

You can't be a merchant without knowing how to do business.

Afterimage Jumpchain

So here you go, you know how everything you would ever need to know to run a successful business from setting up prices correctly to choosing the right wares to sell and more.

100Cp- Potioneer

In this world exists potions with incredible properties. From potions that instantly replenish health or mana to potions that can reset your memories (talent tree) and allow you to discorporate and reform at confluences and you Jumper have learned the art of potion making.

You are capable of crafting every potion type seen in game though keep in mind that the more powerful ones probably require rarer materials that you will still be able to find in future worlds. Furthermore, not only are all your potions more effective than normal but you can also remove any sort of side effect they may possess.

200CP- Friends in Places

The antique merchant Stanley is close enough friend with mastermage Owl that the latter is willing to make a clone to bodyguard him during his travels in search of wares.

Much like you are are incredible at making friends with people who could be bodyguards for you while your work so long as you pay for their drinks for example.

200CP- Magical Craftsmanship

Many weapons,armors and accessories in this game are obviously magical in nature not to mention the various staves and grimoires with magical power so obviously someone has to be capable of crafting them, someone like you perhaps.

You have been granted incredible crafting skills that allows you to not only work with any sort of material but also to imbue magic into your works to create items with magical powers like magical staves and grimoires imbued with spells.

This also includes the ability to imbue emotions and souls or fuse strange materials together into your work so that you may create bloodthirsty weapons or a weapon that is fused with a fungi that releases poisonous spores for example.

Afterimage Jumpchain

400 CP- Antique Connoisseur

Stanley,the antique connoisseur is an incredible man who is capable of not only locating various rares items to craft potent artifacts but also capable of finding many incredibly powerful items to sell as wares to fuel his travellings.

Now much like Stanley, you are capable of finding incredibly powerful items during your travels with a sort of intuition guiding you towards where they are. Furthermore, you are capable of finding pretty much any sort of item that exist in the setting no matter ow rare or remote they may be though getting to them may not be within your ability.

Finally,this comes with the knowledge and ability to animate objects with their own will so they can leave them in charge while you are out searching for wares much like Stanley does with his cane.

400CP- Traveler

From the Holy Grounds to Goliathfall to the Forest Foregone to the Emerald Falls and even to Scorchwhere Stanley has truly managed to travel to many places in spite of his lack of combat ability and even when Owl wasn't there to act as his bodyguard.

Now much like Stanley, you are capable of easily travelling to remote,dangerous and normally inaccesible areas against all odds. This also greatly increases your stealth abilities to sneak past enemies undetected.

600CP- Survivor

While many of the survivors of the Razing were people with powers not all of them were. Indeed many ordinary people and merchants still managed to survive the disaster.

And so it is that you are always guaranteed to survive disasters and events that aren't directly aimed at you no matter how dangerous they may be.

Capstone Boosted : Windfall

Impressive Jumper, it seems that your fate is even stronger than first assumed.

Indeed, now on top of guranteeing your survival in case of disasters and events that aren't directly aimed at you, you are also guaranteed to always recover everything that you have lost during said events be it your businesses as well as people close to you.

Afterimage Jumpchain

600CP- Great Fairy Jumper

Se, the lazy fairy sleeping in the Halcyon veins is far more than she lets on. Indeed, she is a powerful being who penned the book of Shenlong to translate that language,created dream spells to explore the world without leaving her hoad and even created the powerful words of Shenlong based on the chinese Bagua who possess great power.

Much like her you too are capable of creating spells especially of the dream variety to suit your whims. Furthermore, you know and are capable of creationg more words of power like the Words of Shenlong with the fire aspected one for example being stronger than the Goliath of Pyro's own pyro power by his own admission.

You also gain a fairy altform of your own design though yours doesn't have to be as small as Se.

Capstone Boosted : Legendary Fairy Jumper

Interesting Jumper, it seems that more than simply sharing traits with Se you even share similar power levels and connections.

On top of an incredible power boost enough to make even Goliaths wary of you, you can retroactively make you friend with travelers of worlds and creatures on the level of creators in this and future jumps.

This could make you friends with the primordials in a jump with Greek Mythology as well as someone like Gilgamesh from Final Fantasy who frequently travels through dimensions.

Mage (Nicole,Aros,Auss,Owl/Levine,Ripe)

100CP- Mage Apprentice

You can't very well call yourself a mage without knowing magic.

This grants you the ability and knowledge to cast various basic elemental spells of magic from the Pyro,Hydro,Anemo and Geo schools.

Spells you know include fireballs, water guns, wind blades, summoning damaging stone pillars under your enemies and more can be discovered and/or created with time and study.

100CP- Bookworm

Afterimage Jumpchain

If you are a student of the arcane you are likely to have to spend much time reading books.

This makes the act of learning and reading pleasurable for you. Furthermore, this grants you an endless memory capacity with perfect indexation so that you never forget how to cast that one spell you read about ages ago ever again.

200CP- Hint Giver

Mastermage Ripe is not only a skilled mage but also capable of giving hints to guide Renee throughout her journey.

Much like him you are capable of giving hints to yourself and others to achieve their goals.

As a mage, you are a also skilled in aura reading to identify people's souls.

Furthermore, this also comes with Ripe's knowledge and ability to create charms that protect against having your soul sacrificed like he did to protect the blacksmith Martin's soul.

200 CP- Forbidden Spell

When injured by a member of the Ode gone mad, mastermage Aros managed to repel the invading Pyro cions using a forbidden spell.

Much like her, you will find that you are capable of developping dangerous spells and variants of your abilities to explode with much greater strength than you would be normally capable of.

This also comes with a great increase in your luck to survive such overloading perhaps from a passer-by trying to save your soul for example.

400CP- Soul Binder

Mastermage Owl survived the Razing in spite of being close to its epicenter by binding his soul to three potent artifacts known as hallows within the Grand Archives at the cost of being unable to leave the place.

Much like him, you are capable of binding your soul to items and artifacts.

This allows you to resist even cataclysmic events like the Razing though unlike Owl this won't stop you from leaving the place nor require the help of another to undo the bindings.

400CP- Magical Researcher

As you would expect, in this world mages also double as researches always striving to deepen their understanding of the arcane and other mysteries of the world.

This greatly increases your creativity,problem-solving ability and intelligence.

This also allows you to create your own spells and perhaps even entirely new schools of magic with enough effort.

Finally, this also includes the knowledge and ability to create the various balms (dim,mysterious and exotic) seen in game which when combined with Dews allows for the strengthening of weapons and the awakening of their abilities.

600CP- Soul Magician

Mastermage Owl is an incredible mage who is the most well-versed human in the setting on the matters of the soul bar perhaps Esseus herself and now it seems there is another one much like him.

You Jumper are an incredible soul magician with the knowledge and ability to cast a great many spells capable of manipulating or even destroying the soul. This also includes knowledge of the soulfield invading spell that allows one to invade the soul field of another to inflict damage upon their soul or perhaps to heal it.

This also comes with the ability to create artifacts and items linked to the soul much like Owl does.

You are also capable of creating barriers to keep spirits and souls from leaving like Auss the area lest they be crushed by the barrier.

Finally, you gain the ability to create avatars of yourself not necessarily in human form as Owl created avatars in the form of a giant owl.

These avatars are capable of everything you can do but can only take so much punishment before running out of energy and dissipating.

Capstone Boosted : Secrets of the Soul

Impressive Jumper, it would seem that your prowess has surpassed even Owl's own.

You know spells capable of affecting even the Soul Realm and the Sea of Souls where souls go after death and in future world will be able to exert similar influence on whatever afterlife there may be.

Furthermore, your clones no longer dissipate after taking too much damage and can heal as normal though you may choose to have them dissipate through your own will.

Finally, you gain the ability to assume a powerful form based upon the nature of your soul that massively increases all your attributes,magic,powers etc**…**

600CP- Mastermage

In this world the strongest mages gain the title of mastermage for both their wisdom and arcane prowess. You Jumper stand proudly among them.

This greatly boosts your wisdom allowing you to always pick the right course of action that won't leave you and others with regrets. Of course, this also greatly boosts your ability to research and create new spells and magics.

Furthermore, this boosts all forms of magic from this jump and others.

Finally, choose two magic specialties from Hydro,Pyro,Geo,Anemo,Lux and Soul. You can be considered the foremost expert in those spells and all spells from that school cost less to cast and are much more potent than normal.

You can buy 2 additional schools of magic each purchase at a discount.

Capstone Boosted : Secrets of the Arcane

Astounding Jumper, your arcane prowess has truly reached a realm beyond the other mastermages.

This provides an incredible boost to your magic such that you could indeed compare favorably to the Goliaths themselves.

Furthermore, your ability to devise new spells and magics has grown to the point that you could create spells,magics and rituals to achieve pretty much anything you can think of with enough time and resources. This also includes the ability to create entirely new schools of magic as long as you have got the concept/idea in your mind.

Finally, this lowers the cost of all your magic spells as well as increases your rate of mana regeneration to the point that you could blast the most costly spells all day without feeling drained.

Experiment (42)

100 CP- Glamour

42 possesses the ability to disguise her features with a glamour that causes her to appear as a hooded figure.

Much like her you are capable of casting illusions to hide your features and make you appear as anything of roughly similar size.

100CP- Crystal Magic

42 possesses the ability to cast crystallization spells though her soul devouring ability actually comes from the Cloudworm sealed inside her.

Though you do not possess a Cloudworm you possess all her combat abilities.

Indeed, you have gained the ability to summon crystals, throw them at your enemies, summon a magic orb to damage enemies (consumes MP) and a stationery pillar of energy that damages enemies continuously.

However, unlike 42 your crystals can't trap souls as barring other purchases you aren't the host of a soul consuming creature.

Finally, you gain a massively enhanced mana regeneration rate and a greatly increased mana bar.

You can create,innovate and modify spells to add to your arsenal.

200CP- Savior In The Nick of Time

Mastermage Aros only suvived her forbidden spell thanks to the timely intervention of 42 who went looking for Aros in search of answers about her past.

Much like her, you will find that you often tend to be in a time and position to help people related to your goals.

Furthermore, this also enables video game time shenanigans so that you can take as much time as you want doing so called side quests.

200CP- A Search For Answers

Throughout her journey there were many times where 42 came close to the answers she sought only to come up empty-handed or litteraly having them ripped from her grasp and yet she never gave up.

Much like her you will find that your willpower and determination when it comes to achieve your goals is endless without making you narrow-minded. Furthermore,you will find that finding clues towards your next goal is never

impossible and that even a dead end can open up, perhaps an enemy dropped a key as they escaped that leads to the place you sought or you found copies of documents you believed to have been destroyed for example.

400CP- Seal Of The Crystals

42 has the incredible ability to seal souls within crystal vessels which stops them from dissipating over time even from the consequences of spells as dangerous as Aros' forbidden spell and you Jumper have gained a similar ability without being host to the Cloudworm.

This allows you to seal souls within crystal vessels which stops them from going to whatever afterlife awaits them. With further training you could find ways to seal things other than souls like other types of energies or even beings.

As you are paying this with CP, your seals are completely foolproof and can't be escaped or broken without your consent.

400CP- Powerful Entity

42 is truly a powerful individual as even when affected by a destabilizing agent she was able to defeat Red Renee once more.

Aside from a great power boost enough to make you among some of the stronger beings of the setting, you will find that your powers nor your will can be affected without your consent allowing to still fight at your best even when exposed to a soul destabilizing agent that would free a monster sealed within you.

600CP- Jumper Experiment 43

Interesting, it would seem there was another after all.

Much like 42, Jumper it would seem that you are another host of the Cloudworm.

The Cloudworm is a hemigoliath created by Atmous under Lucas'order, a creature capable of feeding on sources of lifeforce like souls and the Stream to create Dews.

The cloudworm also allows its host to use crystallization spells that can harm and destroy souls, spells that you have learned how to use.

You can also consume souls which grants you all their knowledge and abilities though beware that the souls of more potent beings like powerful mastermages can and will try to fight back.

More than souls you can consume anything that has any sort of Lifeforce like souls,the stream etc… in doing so you can produce Dews which can be used to do anything the ones obtained from crystals,enemies and rain can.

Your status as the host of this being also grants you an incredible amount of power enough to be among the strongest beings of the setting.

When in a place saturated with souls and similar energies like the Soul realm and the Sea of Souls you gain access to an endless amount of energy that allows you to fight forever.

Finally as you are paying this with CP the fusion went exceptionnaly well which means that unlike 42 you can still survive on normal food instead of having to eat souls nor are you at risk of being overwhelmed by the Cloudworm.

Capstone Boosted : The Unstoppable Devil

Impressive Jumper, more than simply having gone well your fusion seems to have been much greater than the sum of its part.

On top of an impressive boost to all your magics,skills,attributes etc…

This grants you the ability to assume a Cloudworm super form that appears as a horned wraith-like monster, this form massively increases all your attributes,magics,skills etc… making you stronger than even Esseus herself.

Finally, you gain a limitless amount of energy only limited by your output even when you are outside of places saturated in soul energy like the Soul Realm and the Sea Of Souls.

600CP- To End The Curse

42 has suffered for a long time yet she didn’t give up and ended up finding answers to end her curse.

Much like her you are guaranteed to find clues to ending any predicament that you find yourself in as well as the existence of solutions to them.

Furthermore, so that you won’t be stuck fighting an endless rebuilding entity like 42 was,you gain the ability to truly kill anything bypassing all forms of immortality,rebuilding and resurrection as long as you can strike a fatal blow.

Afterimage Jumpchain

Capstone Boosted : Chasing The End

Impressive Jumper, it would seem that your determination has truly made a miracle happen.

Indeed, from now on no matter how impossible it is you ar capable of reaching a perfect golden ending for everyone you care about as long as you are willing to put in the effort.

This isn't to say it will be easy and it may require much trial and error but it will never be impossible or anywhere close to impossible.

Ode/Guider (Guider,Shadow of the Moon)

100CP- Mysterious

From the beginning of the game to its end little is learned about the Guider and who exactly she is supposed to be.

Much like her, you are capable of weaving a form of mystery around you that protects you from others learning of your goals and real identity.

100CP (400CP for Other origins)- Gift of the Ode

The Ode to Lucas consisted of individuals bearing gifts seen as coming from Luca though only in spirit since she has long since left her world behind.

The most exceptionnal among them being Renee's rebuilding gift allowing her to rebuild herself at confluences after death all while resisting the pull of the Sea of Souls.

You have free reign to decide exactly what your gift is as long as it isn't much stronger than Renee's.

200CP- Moonlight Swordsmanship

The members of the Ode were instructed in a form of swordsmanship inspired by the moon and you Jumper have mastered it though you still have a way to go before reaching the level of the Guider.

This swordsmanship is for one handed swords and has some special moves like shooting crescent slashes from the sword or projecting a circular shockwave resembling a full moon around the user damaging all around them.

You can create and master more such moves related to the moon with time and training.

Afterimage Jumpchain

200CP- Seeker of the Gifted

The Guider has an odd gift with tracking as it was she who managed to find Red Renee in the first place.

Much like her, you have the ability to unerringly track down and follow people who could play a part in your plans and/or that of your superiors.

400CP- Marionette Curse

The marionette curse is a dreadful curse, one that allows its caster to turn others into hollow puppets through which they can project at will, talking through them and even using their abilities to fight.

As it is a curse that aims at the soul, only soul protection could protect against it and even then it would require a barrier formed in a split second as the curse itself is fired in the form of a very fast projectile that doesn't originate from its caster's location.

You know how to use this curse and can remove it at will. Use it wisely.

400CP- Escapist

The crystal prisons of 42 are capable of sealing even souls yet the Guider was able to escape it with ease.

Much like her, there is simply no prison,seal or anything of the sort that you cannot escape pretty much instantly.

600CP- Shadow Of The Moon

The Guider is an impressive swordswoman who pioneered her own swordsmanship and you Jumper have one similar to her own including her other abilities.

You possess the complete swordsmanship of the Guider which is a stronger variant of the **Moonlight Swordsmanship perk** with faster attacks and a bigger reach on the full moon attack.

This also makes you capable of throwing slashes of damaging moonlight from your weapon.

You also happen to be quite the skilled thief and if need be assassin as the Guider managed to steal the key to the forbidden grounds from whitefeather

and sneak attack Renee under Owl's protection to stop the ritual that would have fused her with her memory crystals.

Furthermore,you also possess her impressive ability to teleport using portals, you can use them quickly enough that you can sneak attack someone using them and retreat pretty much instantly.

You can also summon pillars of damaging moonlight all around you.

This perk boosts all abilities,magics,powers etc… related to the moon while also making you grow in power the fuller the moon is.

You can create,innovate and improve additional abilities,swordmanship skills and techniques related to the moon which stacks with the **Moonlight swordsmanship** perk.

Finally, you can assume a powerful form that makes your body turn ethereal and glow, this form greatly enhances all your attributes,magics,skills etc**… .**

Capstone Boosted : Moonshadow

Fascinating Jumper, it would seem that you have surpassed even the Guider herself.

Your swordsmanship and all your attributes have now grown to such heights that you would make an incredible super boss threat.

Furthermore, your form has grown even stronger enhancing all your attributes,magics,skills etc… much more than before.

To truly live up to your title as a shadow,you have gained powers comparable to your moonlight swordsmanship but aspected towards shadows making you unmatched in stealth,assassination and whatever you may use darkness and shadows for.

You can create,innovate and improve additional abilities,swordmanship skills and techniques related to shadows and darkness.

Finally, you heal constantly and all your abilities,powers,skills,etc.. at night and when in darkness.

600CP- One Step Ahead

Afterimage Jumpchain

Throughout Renee's journey it always seemed like the Guider was one step ahead of her until Renee managed to fuse with her resonants while keeping her identity intact.

Much like the Guider,you are incredible at maintaing control over the situation thanks to your meticulous planning. This could allow you to keep track of someone's progress while simultaneously tracking down another person. This can also allow you to set up traps in advance like how the Guider prepared the marionette curse in advance to try and control Renee for Esseus' plan.

Capstone Boosted : Master of Planning

Truly impressive Jumper, your planning abilities have actually surpassed the Guider and even Esseus herself who is the mastermind behind many of the events of this game.

Your planning has truly grown to incredible heights as you find that you are capable of quickly gathering information to perfectly plan for all eventualities you could ever face. This is further reinforced by a sort of fortune that makes it much likelier for your plans to go well than otherwise.

Cion

100CP- Servant of a Higher Power

The Cions were made by the Goliaths to aid in their duties and you are no different.

This makes you much more skilled than before at following orders and further enhances your learning capabilities so that you may quickly learn the skills relevant to your duty.

100CP- Elemental Powers

As creations of the Goliaths, it is no surprise that the Cions have powers related to the elements yet you Jumper are different as you can actually choose outside of the normal elements.

Choose between Hydro,Pyro,Anemo,Lux,Soul And Geo to gain powers based on said element.

This also comes with some added affinities depending on the element which makes all abilities and skills related to them much more potent and easier to grow than otherwise like technology and repair for Geo,Life and weather for

Anemo,Combat and Duty for Pyro,Soul and Reincarnation for Hydro,Divinity and Creation for Lux and Curses and Magic for Soul.

You can develop additional abilities and powers with time and training.

You can buy additional powers at a discount gaining the associated affinities.

200CP- Rider

Certain Cions are capable of riding beasts in battle to fight quite effectively. You stand among them as you gain a boost to your attributes while riding.

Furthermore,you gain the ability to ride any creature no matter how exotic it may be**.**

200CP- Assassin

Pyro Assassins are dangerous foes capable of quickly moving around the battlefield to slash with their dual blades. Though you may not be a Pyro cion you possess abilities similar to them.

You gain a great boost to your agility allowing you to do acrobatics. You are also skilled with dual blades allowing you to deal more damage when using them than normal.

Furthermore,you are capable of sending slashes from your blades at a distance far beyond your blade.

400CP- Blazing Blade

Brandr, the Blazing Blade is the Pyro Cion in charge of exterminating humans by the will of the new Pyro Goliaths Agus and Aqil. You Jumper possess abilities similar to his.

This gives you a great boost to your swordsmanship as well as the ability to summon flaming swords that can fly around and attack on their own, teleport around the battlefield while vanishing and cause flame explosions and pillars to erupt.

You also gain a morality switch that allows you to turn off your empathy when commiting acts that you believe to be necessary, removing any guilt related to such acts.

You can create,innovate and improve additional abilities,swordmanship skills and techniques related to fire which stacks with the **Elemental Powers** perk.

Finally, you gain an incredible ability to track down groups of people you wish to kill as well as the ability to guide your subordinates on effective campaigns of extermination.

400CP- Galefeather

Loss, the Galefeather also known as Loss,the Brokenfeather is perhaps the most powerful Cion of Anemo who still retains his own will though it would seem that now there is another.

You gain wings that allow you to fly ten times fast as you can run, great skill in spearmanship, the ability to send wind blades as well as the ability to throw feathers as projectiles that quickly regenerate. You can also summon great winds that push your enemies and interfere with their ability to dodge.

You can create,innovate and improve additional abilities,spearmanship skills and techniques related to wind which stacks with the **Elemental Powers** perk.

This also comes with the knowledge and ability to sacrifice the souls of those you kill to power rituals much like Loss did under the mistaken assumption that Atmous asked him so when it was actually a trick from mastermage Karin.

600CP- Goliath

The Goliaths rule over the elements of Hydro,Pyro,Geo and Anemo as various aspects of life on Engardin. All save one of them, Samsare the Goliath of Hydro were created by Luca to fulfill various duties.

And now Jumper, it would seem that you too get to join their rank though you do not possess the Heart that grants you divine authority. As you are paying CP for it you may also choose among Lux and Soul to become the Goliath of those elements.

Regardless, choose among Lux,Hydro,Pyro,Geo,Soul and Anemo to gain incredible powers and magics over said elements at the level of Agus and Aqil the new Pyro Goliaths. You can also design a powerful altform reflecting your Goliath status. For the record despite their names not all of them are gigantic as Agus shows.

You also possess great skill with weapons much like the Pyro Goliath Algus does.

Furthermore, you gain the ability to create Cions, servant entities undyingly loyal to you that follow your will with powers based on your nature. They can

be imbued with free will even if you don't use the Sea of Souls since you are paying CP for this.

You are capable of casting spells to bring out the full potential of the primeval glyphs much like Ifree does and similar divine runes in future jumps.

This also comes with the knowledge and ability to cast of the various soul spells Ifree has demonstrated like the Soul Link that allows to link souls as its name implies which makes them more resilient and the soul resonance spell that can cause resonants to fuse together. You could also create a potent golem like Talos using a powerful artifact like the shard of a Nuo mask, it would be strong enough to protect against the Razing itself.

Finally, you can fuse with places of power like Aqil does to grant yourself a great power boost though unlike him you can still defuse at will.

For an extra 100 CP discounted you can buy another element to gain Goliath level power over. For all six, it costs 1000CP discounted.

Capstone Boosted : True Goliath

Incredible Jumper, it would seem that unlike Agus and Aqil you truly possess the Heart of a Goliath.

You posses the Heart of a Goliath though unlike the others you are truly free to act as you please and aren't bound by Luca's edicts.

Furthermore,you gain powers,knowledge and skills depending on the element(s) you have dominion over.

Pyro : you gain incredible fighting ability and growth in matters of battle and war. You are capable of innately knowing if anyone you lay eyes on has commited a crime according to the laws and edicts of such as well as the time and circumstances of it.

This also comes with a perfect knowledge of laws as the Pyro Goliath is tasked with upholding them and punishing evildoers.

Anemo : you gain control over the weather and the Stream. This allows you to cause rains of dews to nourish the world and to charge objects like a massive boulder with Dews so that it can act like a sun to nourish all beings.

You also gain the ability to act upon the world while dreaming. This allows you to repair your properties and still use your powers while asleep.

Afterimage Jumpchain

Hydro : you gain great control over souls and reincarnation as well as an incredibly large Soul field as the Sea of Souls of Engardin is actually Samsare's soul field that she allowed Luca to use to create the souls of Engardin's lifeforms. You are also capable of sealing oaths to make them unbreakable as well make whoever makes an oath to you a part of the world by engraving their soul path on a stele that you now possess.

You are also capable of sensing wherever the Stream reaches. In future jumps, this allows you to sense where any sort of lifeform and/or lifeforce happens to be in a planetary range though you can of train that limit away.

Soul : you gain great control over souls and the Sea of Souls though unlike the Hydro powers yours is more aligned with ghosts and the afterlife than anything else. You become capable of outright creating,healing and modifying souls regardless of how damaged they may be. Were you to learn or gain any sort of necromantic/spiritual magics/powers your abilities with such arts would be nothing short of divine.

You also possess the dreaded ability to outright destroy souls even without invading a Soulfield.

Furthermore, as souls in this world seem to be related to magic and curses you of course gain incredible knowledge and ability in those areas, enough that you could eclipse even Esseus herself. This allows you to create any sort of spell,ritual,curse etc… you could ever wish and gives you a tremendous boost to your magical and curse abilities,spells etc…

This also allows you to learn any sort of spell,magic system,curse,hex etc… you may encounter in both this and future worlds.

Lux : you gain great power over Light,Life and Creation. You aren't yet Luca's equal but you are still capable of creating anything as long as you possess the knowledge and power to do so. This also comes with a sort of sixth sense to guide you towards places where you could express your creativity in full perhaps to the point of creating entire worlds and more in the future.

This also allows you to leave at no cost to yourself some sort of remnant of your powers in places you have visited and/or created, this can allow people you approve of to tap into it to gain powers similar to yours though limited to their own power level.

Geo : you gain the knowledge and ability to create and repair/upkeep the various divine artifacts that Luca used to both create and stabilize Engardin. With enough time and resources there is truly little that you wouldn't be able to build nor any problem that you couldn't solve.

Finally, this allows you to be a similar divine being in future worlds with a history of the creators of the world if you so wish.

600CP- Miraculous Survival

The Pyro Goliath,Ignis after his death as Goliathfall had his soul captured and experimented on under the Holy Grounds.

And yet, he managed to survive.

Escaping during the Razing he chanced upon a girl in critical conditions and managed to save both her and himself by binding his soul to her and creating a golem using a shard of her mask to protect from the aftershock of the Razing. Transformed body and soul, he became the girl Renee's companion known as Ifree.

And this luck Jumper is something that you possess.

From now on, as long as you try hard enough and you at least have your soul you can survive anything life may throw at you.

You may end transforming into a new being and become weaker but the possibility to return to your former glory will always be there much like Ifree.

Capstone Boosted : Comeback of a Lifetime

Oh my, it would seem that your luck is much greater than previously thought.

Indeed, now it seems that rather than simply guaranteeing that you will get back all you lost this makes it a guarantee that whatever you lose will be repaid at least threefold. For example, say you had a legendary sword but it broke. Perhaps you may find three swords just as good or a mythical sword wielded by an actual divine being for example.

Wanderer

100CP Revenant Warrior

Afterimage Jumpchain

Your body is made of a spiritual matter covered in armor. This of course means you no longer have any sort of biological need. This form becomes an altform in future jumps.

This also comes with basic skill in swordsmanship and archery.

100CP An Eternal Duty

The only thing pushing some of those wanderers forward is their sense of duty even long after their passing.

Much like them, you will find that your willpower when it comes to your convictions and oaths is simply endless and time can't do anything to erode it.

200CP Mage of the Elements

Among the various revenants that inhabit Engardin are not only warriors but also mages.

Indeed those ghost mages are still capable of casting spells like during their days among the living.

Choose 2 elements among Pyro,Hydro,Geo and Anemo to gain spells based on those elements.

With Pyro you are capable of throwing fireballs that explode on contact with a surface,enemy or after a certain amount of time.

With Hydro you are capable of summoning icicles to throw at your enemies. They travel at extreme speeds.

With Anemo you can throw wind blades that can slice through your opponents and move extremely quickly.

With Geo you can summon boulders to throw at your opponents that can bounce off surfaces and move rapidly.

Furthermore, this also grants you the ability to develop additional spells of those elements.

You can buy this perk an additional time to choose the remaining elements.

200CP Hollow Jumper/Judicator Vanguard

The Judicators are those knights sworn to defend the Holy Grounds which they guard to this day even as revenants.

The Hollows meanwhile are the soldiers who died in the war against the Goliaths and still haunt those battlegrounds.

You can choose to gain the skillset of either of those types of revenants.

The Judicator skillset grants skill with fencing swords,swords,bows,shields and greatswords.

When you wield a shield, you can greatly reduce damage you take from the direction the shield faces.

With a bow you are capable of accurately firing three arrows at once.

You can also cause pillars and explosions of light to erupt around you.

The Hollow skillset grants skill with spears,shields,dualblades and blades (katanas).

When you wield a shield, you can greatly reduce damage you take from the direction the shield faces.

With dualblades you are capable of taking flight by spinning them quickly around you while you are skilled enough with the blade to do a flash step dealing a delayed cut at whatever stood in front of you and behind you for a few seconds after you moved.

You also gain skill in riding any sort of creature and the ability to project blasts of teal energy from your weapons.

You can also summon a pillar of energy where your weapon lands.

You can buy this perk an additional time to gain the other skillset.

400CP- Crimson Rider

Reaping Scythe, the Crimson Hollow is a powerful Hollow fought within Goliathfall and you Jumper have gained abilities similar to him.

On top of a great boost to all your physical attributes, you have gained great skill with the scythe allowing you to deal much more damage when wielding them than otherwise.

You can fire blasts of energy from your weapon, cause crimson energy to erupt when you strike as well as turn yourself and your mount intangible thus allowing you to harm your enemies as you pass through them.

You can make your steed quickly dash around the battlefield as well as red orbs that damage enemies on contact.

Furthermore, when riding a steed all your attributes are boosted.

You can create,innovate and improve additional abilities,scythe skills and techniques related to death and spirits/ghosts which stacks with the **Revenant warrior** and **Hollow Jumper/Judicator Vanguard** perks.

400CP- Frozen Knight

Izotz, the Frozen Knight is a judicator knight who ended up falling to madness and transformed into a crazed wanderer stuck in the Frozen Veins and you Jumper have gained abilities similar to his.

On top of a great boost to all your physical attributes,you gain great skill with one handed swords and greatswords allowing you to deal much more damage than normal.

You can accurately throw throwing daggers at your opponent, they never seem to run out as you can always reach to find more.

You can dual wield weapons with no difficulty and quickly slice apart anything in your way using them.

Your strikes with greatswords can cause shockwaves as can simply stomping your feet on the ground. Those shockwaves carry a frigid energy that harm your enemies.

Furthermore, you are capable of throwing crescent shaped beams of energy from your weapons that are imbued with the same cold that infuses your being.

You can create,innovate and improve additional abilities,swordmanship skills and techniques related to ice and cold.

600Cp- Jumper Bleicher Shatten (Pale Shadow)

Itzel is a superboss fought only in the Trial of Souls gamemode and yet now it would seem that there is another with his abilities, that is you Jumper.

You gain great skill in one handed swordsmanship allowing you to deal much more damage with one handed swords than you would otherwise.

Furthermore, you can create crystals that damage your enemies on contact, create whirlwinds around you and even create temporary clones to attack all around you.

Finally, you can create,innovate and improve additional abilities,swordmanship skills and techniques related to crystals.

Capstone Boosted : Crystal Knight Jumper

Impressive Jumper, it seems that your abilities are greater than I thought previously.

On top of a great boost to all your physical attributes and swordsmanship that makes you a threat beyond the level of a super boss.

The clones you make are now completely real instead of temporary meaning that they won't simply disappear after attacking.

Your crystal manipulation skills has now grown such that you can actively turn into crystals everything around you including your enemies, this is slow if they happen to be equal or stronger than you but almost instantaneous if they are weaker.

Finally, you gain the ability to assume at will a crystal knight form that greatly boosts all your attributes,skills,powers etc…

600CP- Jumper The First Knight

Valo the first Knight is an incredible warrior that can easily swing around her greatsword at incredible speeds and summon even greater pillars of light than the Judicator. And now you Jumper have gained similar abilities.

You gain great skill with the greatsword which allows you to swing and wield it as easily as a one handed sword, you also deal more damage than otherwise when using them.

Your swordsmanship is truly incredible as you can send distant slashes made of light energy from your greatsword,cause explosions of light when your greatsword strikes and even do a flash step slash that leaves a cut that damages enemies behind you.

Furthermore, you have incredible power over a form of light energy that you can summon in the form of massive pillars of damaging light as well as infuse your swordsmanship with it.

This perk boosts all abilities,magics,powers etc… related to the sun while also making you grow in power the closer to noon it is.

You can create,innovate and improve additional abilities,swordmanship skills and techniques related to the sun.

Finally,you gain a super form that transforms your body and armor into the same light energy that you wield. This form greatly empowers you but consumes HP while you use it though it won't outright kill you it will still leave you with not much HP.

Capstone Boosted : Holy Knight Jumper

Fascinating Jumper,before you were similar to Valo yet now it seems that you surpass even her.

On top of a great boost to your physical attributes and your swordsmanship that would make you a threat beyond a super boss,you become stronger when within any sort of place you have been tasked either by yourself or someone else to guard.

This could allow you to push back even against the greatest threats as the Holy Grounds only fell not because of any sort of invasion but because of the Razing.

Furthermore, your light energy has become truly infused with the concept of holiness, making it impossible to resist,bypassing all defenses and immunities. This of course makes it even more effective against creatures weak against it like creatures of darkness.

Finally, not only is your super form greatly boosted but it no longer harms you when you use it. In fact, no technique,perk,power etc… of yours can ever harm you without your consent and they will function at their full capacity regardless of whether or not harming yourself was necessary for the ability to function.

Mastermind (Esseus,Karin)

100CP- Determination

It has to be said that Karin and Esseus are nothing if not determined. After all, not only were they close when the Razing happened Esseus even got trapped body and soul in the Sea of Souls.

And yet they kept persevering and moving forward with their schemes.

And now you possess the same determination that allowed Karin and Esseus to keep pushing in spite of the disastrous consequences of their actions and the loss of much of their manpower.

100CP- Morality of a Scientist

During the war, humanity used all sorts of unethical methods to gain an advantage including forbidden experiments on humans involving the merging of souls.

As it would be a problem for you to be haunted by the consequences of your actions you now possess a morality dial that allows you to perfectly justify your actions as necessary when you see no other viable alternatives. This of course can be toggled but you still won't be tormented by guilt when this perk is toggled off.

200CP- Infiltrator

Occult Prime Karin is truly an incredible infiltrator even though that wasn't actually part of her duties during the war. Indeed, she is the one who infiltrated the Sky Palace, found the Cloudworm in Albedo Tower and trapped Atmous into her nightmares.

And now you Jumper have gained this same skillset.

You possess an incredible ability to infiltrate even the most well-guarded of places like the Sky Palace that is guarded by the Albedo Tower that stretches high into the sky and contains many guardians.

Furthermore,you also gain expertise in stealthily capturing entities like the Cloudworm which is a Hemi-Goliath that feeds on souls and energies.

Finally,you are greatly skilled in setting up traps on top of your knowledge and ability to cast spells that capable of trapping Atmous the Goliath of Anemo in a nightmare and cutting her connection to the Sea of Souls.

200CP- Loyalty

The loyalty that Esseus has cultivated in her followers is nothing short of astounding. Indeed, it would seem that both Karin and the Guider treat her with truly religious reverence.

And now much like Esseus, you Jumper possess great skill in cultivating the loyalty of your followers to the point that they may very well revere you above the very real creator of the world.

Furthermore, you also posses great skill and luck in finding the sort of followers that would already be very loyal to you on top of possessing abilities and skills that could be useful to your plans.

400CP- Finder of Ancient Relics

The beginning of Esseus' desire for the birth of a new god through the fusion of all humanity can be said to have started after the discovery of the mysterious stele in the Sunken Sanctum that could communicate with her.

Indeed, it was through that Stele that mastermage Owl deepened his studies of Soul spells and that Esseus' fall truly started though mastermage Aros felt nothing from that stele.

And now much like them, you posses the same ability and luck to find even the most ancient and secret of locations like the Sunken Sanctum.

Furthermore, much like Esseus and Renee you will find that you always possess the neccesary qualifications to comprehend and use any sort of artifact even if it is one even older than the world you live in.

400CP- Preparation of a Plan

Following the Razing, Karin and Esseus made a plan to blow up the Well of Anemo by sacrificing human souls to it, this could have released Esseus while still causing untold devastation.

And yet even when directly confronted in the Sea of Souls Esseus managed to soul brand 42 so that she could user her to escape which would have happened were it not for 42's sacrifice to seal Esseus. All of this without even going into the plan regarding Renee's role as the heart of the new god that Esseus wished to create.

And now you Jumper possess the same skill and luck at scheming that they possess. Indeed, even if you were stuck in the Sea of Souls like Esseus you would still find ways to influence the world and plan for your escape.

Even if you were directly confronted by someone who hates you you could still find a way to turn the situation to your advantage.

Finally, you always find ways to make the most of your situation like how Esseus managed to make herself immortal in the Sea of Souls by creating her own Sea of Souls.

600CP- Occult Prime

Karin is a mastermage skilled enough to have earned the title of Occult Prime and yet it would seem that now there is another, you Jumper.

Indeed, you are a mastermage just as skilled as Karin.

You are capable of incredible spells from the Hydro,Pyro,Geo and Anemo schools. This allows you to throw wind blades, summon pillars of flame,summon pillars of stone, summon and throw boulders at your foes,summon and throw icicles,cause fiery explosions, summon books that can cast spells that you know,throw balls of energy that explode in a cross shape and more can be discovered with time and training.

Furthermore, this also comes with her knowledge and ability that allowed her to trap Atmous in her nightmares while simultaneously tricking her Cions into gathering souls from her.

Finally, you possess her knowledge and skill in fusing souls like how she created 42 though do note that she failed until Esseus provided a pure soul.

Capstone Boosted : Occult Jumper

Truly impressive Jumper, it would seem that you have surpassed even Karin's expertise.

Indeed, your magical and soul attributes have grown much stronger than before. At this point, your magical prowess could even be more than a fair match to the Goliaths themselves.

Furthermore,your ability to corrupt and turn others to your own use is even greater than Karin's as you could easily convince a warrior devoted to their cause to practice soul sacrifice in the mistaken belief it would help their cause. This corruption also extends to items and places as you could create a sort of miasma that turns anyone outside a specific group you whitelist who touches it feral.

Finally, your skill and knowledge in the fusion of souls has grown even greater as you are now capable of perfectly and safely combining any sort of soul

together. This results in the creation of new beings that are unfaillingly loyal to you.

600CP- The Transcendent Jumper

Esseus is the archpriestess,leader of humanity during the war and the true mastermind behind the events of the game. She is a truly incredible mage who earned the title of Transcendent. And now you Jumper have reached her level.

You possess all the magic of Esseus which is of the elemental variety as well as some soul and memory spells.

You are capable of incredible spells from the Hydro,Pyro,Geo and Anemo schools. This allows you to summon powerful winds,throw wind blades, summon pillars of flame,summon pillars of stone, summon and throw boulders at your foes,summon and throw icicles,cause fiery explosions, summon books that can cast spells that you know,throw balls of energy that explode in a cross shape, light particles that explode into crosses of energy and more can be discovered with time and training.

You also possess knowledge of soul spells and memory spells. You could communicate all the way from the Sea of Souls and brand the soul of anyone you meet so that you could teleport through them to their location even if you were in different realms.

Your memory spells can allow you to give back the memories to anyone suffering from amnesia even if they were lost in the form of memory crystals. Of course, you can discover more spells of the Soul and Memory variety with time and training.

Your soul too is far from defenseless as it takes the form of a great winged being of a color of your choice that is just as capable of spell casting as you are, you are more than able to fight back against any that would dare to invade your soul field.

This also comes with Esseus' ability to create pure souls and knowledge that allowed her to get the only success in the Cloudworm fusion experiments.

Your knowledge also encompasses the creation of Arteefexes, artificial Wells that can quickly rebuild people from souls by providing a large number of Dews. It is however limited unlike the original Well of Beings in that it can't be used to rebuild people whose souls are injured, are old and/or that have many experiences/talents.

Furthermore,You are also incredible at inspiring loyalty and rising to higher positions as Esseus truly became the unifier of all humanity at one point in the past.

Finally, much like Esseus you are capable of devising rituals and plans to create gods and ascend to godhood. Those are of course very expensive both in resources and time but as long as you remain cautious you could very well succeed where Esseus failed.

Capstone Boosted : Jumper The Eternal

Astounding Jumper, it seems that your expertise surpasses Esseus' own and can only be described as truly divine.

Indeed, your magical and soul attributes have grown much stronger than before. At this point, your magical prowess could even be more than a fair match to the Goliaths themselves.

And that is far from your limit as you find that your growth speed when it comes to magic,souls and divinity in general is simply hundreds of time faster than even the best mages that have ever lived. With enough time you may truly reach the level of Luca and perhaps beyond.

Furthermore, you have gained your own Sea of Souls connected to your soul much like Esseus did. It can't be breached without your consent but more importantly provides you with infinite energy of any type you can use.

This also means that like Esseus you are immortal as you are capable of endlessly rebuilding yourself on your own simply from your soul and memories.

Finally,your rituals and plans to create gods and ascend to godhood are now backed by a sort of fate that makes it pretty much a foregone conclusion that should you wish it the gods you create and/or you will end up in a cosmologically important position with all the power and influence that implies in both this and future jumps.

Items : You can buy each item in this section multiple times. Any lost or stolen item reappears in your warehouse after a week.

General Items :

Free-Jumper's Afterimage :

To commemorate your arrival in this world, you have received this.

Afterimage Jumpchain

This is a videogame copy of the Afterimage videogame with the consoles and computers to play them on. They are always upgraded to the latest model and never run out of battery. If lost or destroyed they reappear in your warehouse the next day.

This also comes with a videogame adaptation of your and your companions' adventures in this world as well in past jumps in the form of a metroidvania in Afterimage's style.

You and your companions will also receive new videogames adaptions of your adventures in future jumps.

Free/50CP/100CP/200CP Starting Dews :

As Dews is a currency that is vital to strengthen your equipment, power machinery in lore and of course for trading it wouldn't be fair of me to leave you with nothing.

For Free, you start with a 1000 Dews. This is not much but enough to buy a few potions perhaps.

For 50 CP, you start with 10000 Dews which is enough to max out a few weapons provided you have the balms for them.

For 100 CP, you would have the most dews out of anyone in this world. This could allow you to power even the most Dew hungry of machines for hundreds of years.

For 200 CP, you would gain a truly infinite amount of dews for anything you may need.

You can summon your wealth at will and it is guaranteed not to cause a market crash unless you wish for it.

Your receive an additional number of Dews each month equal to what you started with.

The wealth updates in future jumps with similar currencies and similar effects.

100CP- Various Outfits

A form of collectibles that can be found in this world are various outfits that you can dress Renee with. Aside from vanity reasons they can also provide minor bonuses like a slight increase in experience gain, increased critical damage, slow regeneration etc…

It would seem someone tailored those outfits for you much like Renee. Those are various outfits that are guaranteed to suit your form and never detract from your appearance. Some of them can even glow and change your eye and hair color if you wish.

They of course can provide similar bonuses to the ones listed above.

100 CP- Potions and Balms

In this world with the amount of monsters and traps around getting injured is more of an inevitability than a possibility and so it pays to have potions to deal with that.

This is a collection of dozens of the various potions found in the game. Those include both Health and Mana potions from the normal to the high variety, the potion of Oblivion that fully resets your talent tree and similar point investment systems while giving you back all the invested points and the Resting potion of that allows you to discorporate and reappear at a safe place you have visited (in game those are confluences but since you are paying CP for it it shall work for any sort of place you have visited within the same jump).

Also included is a collection of dozens of the various balms used in game which are from the weakest to the strongest Dim,Mysterious and Exotic Balms. Those are used in conjunction with a lot of Dews to enhance weapons and activate their latent abilities. The Dim Balms are used first when enhancing and then the Mysterious and Exotic balms are used.

Your stock refills every week or jump whichever comes first.

100CP- Food Ingredients

The food of Engardin is perhaps different from what you are accustomed to and yet it is certainly delicious when prepared by a skilled conjuror regardless of what ingredients are used.

This is a replenishing collection of ingredients used in cooking through conjuration found all throughout Engardin, from oreep meat to sea slugs to flametail meat to sands of hopes and crystals of despair and even the legendarily rare four leafed clovers and rainbow eggs.

This collection adds new ingredients from each locale you visit in past jumps, this jump and future jumps.

200CP- Divine Rings

Afterimage Jumpchain

In this world exist items known as divine rings that allow you equip more accessories. The ones you have received however can actually do slightly more.

Indeed, those rings allow you safely equip 3 accessories at the same time no matter the kind of accesories they may be, that you don't have the qualification to use them or that the item is cursed.

You already possess 2 rings giving you 3 slots total. You can receive an additional one each month.

In this and future worlds, divine rings can be dropped by powerful foes and/or found in the environment.

200CP- Divine Seeds

Another item found in this world, those seeds allow you to increase the amount of afterimages aside the main ones that you can equip at once.

You already possess 6 seeds allowing you to equip six afterimages aside the main ones at once. You can receive an additional one each month.

In this and future worlds, divine rings can be found in the environment.

As they function by increasing the capacity of your soul, they of course help with whatever soul related abilities and items you may possess now and in the future.

200CP/One Free With Primeval Glyphs Perk – Primeval Glyphs

As said earlier the primeval glyphs are the words spoken by Luca to create Engardin. They take the form of crystalline stones engraved with a glyph that represents a concept.

Said concepts can be anything from Pyro, Sorrow,Memories, Regeneration etc…

They can be used to heal you through a prayer,posing or simply holding them close to you for a moment.

This is far from their only use however as with the right knowledge you could invoke their corresponding concepts to cast spells like Ifree did to heal Atmous' soul.

You start with one from the **Primeval Glyph** perk and your purchase here grants you the 12 remaining ones found in the game.

In this and future worlds you may find additional Primeval Glyphs in the environment.

400CP- Elemental Feathers

This set of 6 feathers is more than what they seem as they are all originate from powerful elemental cions like Ealdro,the phoenix.

Having them on your person allows you to greatly reduce the damage of abilities associated with Pyro,Hydro,Geo,Anemo,Lux and Soul turning what would have been unavoidable instant death into a manageable threat.

400CP- Endgame Weapons

It is a truly great event when one finds themselves with weaponry that perfectly suits them.

This grants you two main weapons and two subweapons of a type of your choice.

The main weapons can be of any type as long as they are a melee weapon like a one handed sword,blade (katana),greatsword,whip or scythe.

A subweapon is a weapon that allows you to cast spells and they take the form of either a staff, a wand or a grimore/scroll.

Regardless of the types chosen, they are guaranteed to always be at the top of whatever weaponry exists in the setting in this and future jumps without getting weaker.

They are unbreakable, can’t be stolen and scale with you as you grow stronger so that you always remain stronger when using them than without them.

This grants access to the weapon customization section.

400CP- Endgame Armor And Accessories

Aside from weaponry having armor and accessories to rely on is also important.

This grants you an entire armor set consisting of helmet,body armor and boots as well as three accessories of a type of your choice.

Armor is exactly what you expect it to be though you can choose the exact material without compromising its effectiveness so feel free to have an armor made of silk and somehow have it be stronger than iron armor.

Accesories are of course varied and can be anything from a crown, a pendant, a ring or even a charm.

Regardless of the types chosen, they are guaranteed to always be at the top of whatever armors and accesories exists in the setting in this and future jumps without getting weaker.

They are unbreakable, can't be stolen and scale with you as you grow stronger so that you always remain stronger when using them than without them.

This grants access to the armor and accessories customization section.

600CP- Trial of Souls Jumper Edition

The Trials of Souls is a gamemode that can be accessed after first fighting the Guider in the Rainbow Plains. This is a place presumably in the Sea of Souls that allows you and your companions to challenge the various foes that exist in the setting as well as gauntlets of enemies with rewards for clearing challenges.

Death here doesn't count so that you can try over and over again to win and even surpass your personal records.

Your version already contains all the powerful foes (read bosses) that you have faced in past jumps as well as those of the world of Engardin. It shall update with the foes you face in future worlds even if you haven't met them yet.

This also includes a mode you can activate at will so that the bosses within will scale to your and your companion's level so that you may truly find out if you victory was a fluke or truly a matter of skill.

While within the Trial of Souls you also have the option to boost yourself and your companions to the limits of your potential (without uncappers that is level 99 in this world) and get access to all the weapons,armors and accessories of this world as well as the ones of past world to use inside the Trial. You don't get to keep the power and gear outside this mode but it could be useful in finding a way to go forward in your training.

This of course updates with the future gear you could find in future jumps.

Finally, you can also find some new powerful superbosses inside it like Itzel,Bleichen Shatten and Alvess, The Forbidden Flame for example. Additional superbosses can be expected to be found for every world you go to in the future as well as for every past jump you have been to.

Afterimage Jumpchain

600CP- Jumper Town

A Town that you are the leader of, it contains a mastermage that guards it as well as various merchants like potion sellers, blacksmith and such.

It is guaranteed to remain a peaceful place that won't be found unless you lead people there.

You can decide to place it either somewhere in the world or in your warehouse each jump.

600CP- Armory of the World

The number of weapons,armors and accessories that can be found in this world is higher than a hundred different ones. It would be quite a shame to have missed one to add to your collection which is why you have this item.

You receive all pieces of equipment including armors,accessories,weapons and subweapons of the game. Furthermore,They are all unbreakable,can't be stolen and scale with you so that you always remain stronger with them than without them.

In future jumps, this will fill with all the equipment that exists within that jump.

800CP- The Well of Beings

The Well of Beings through which humans could be born and rebuilt was destroyed during the Razing because of Esseus' ritual leaving the survivors to rely on the Arteefex, imperfect copies built for the war that consume a great amount of dews to rebuild someone and can't create new souls at all.

And yet somehow you have come into possession of this which is at your discretion either the original or a replica of the Well of Beings.

This Well allows you to create souls wholesale over time and can be used to rebuild people including you from their souls and memories.

You can choose to either have it in your warehouse or place it somewhere in the jump at your discretion each jump.

Amnesiac (Renee)

100CP- Renee's outfits

Afterimage Jumpchain

This is a collection of various outfits that Renee can wear in game that provide some minor boosts like slow health regeneration, slightly increased experience gain, slightly increased critical damage etc....

Like the **Various Outfits** item some of them can also change your hair and eye color as well make you glow.

However, I will also include variations for both men and women.

100CP- Renee Doll

A plushie doll of Renee accessory.

While equipped, it provides passive health and mana regeneration.

200CP- Stars

This is a replica of Renee's starting sword that is unbreakable and scales with you. It also boosts soul related abilities when used.

It can also serve as a mark of highest honor in any organization as this sword is the highest honor bestowed personally by Esseus herself to a member of the Ode.

200CP- Red Renee's Blade

This is a replica of Red Renee's blade that is unbreakable and scales with you.

It boosts quick draw swordsmanship and blood abilities.

400CP- Memory Crystals

These are crystals containing your memories as well as those of your alternate selves.

You can find more of them in future worlds in the environment.

You can grow stronger from absorbing them and potentially learn new skills through them.

400CP- Halo of Genesis

A light that only the most skilled can see, this allows you to never be lost even when visiting a place close to the Sea of Souls. This means that you can never be lost from now on.

This also grants you the corresponding main afterimage.

Afterimage Jumpchain

600CP- Percoral/Nameless

The sword used by Luca to cut the passage to the Sea of Souls,releasing the Stream and turning the Emerald Falls from a barren land into the lush rainforest it is today.

This sword can cut metaphysical things like cutting a passage to the Sea of Souls to access it. If you had any sort of Divine power you could reproduce Luca's feat of cutting the Sea of Souls to let in the Stream and transform Emerald Falls from a barren landscape to the lush rainforest it is today.

As a weapon, it greatly increases the damage you deal at the end of a combo, your health and mana regeneration and your maximum health and mana. This weapons does LUX damage. It is unbreakable and scales with you.

This also grants you the corresponding main afterimage.

600CP- Nuo Mask

An incredibly precious mask that can perfectly protects your soul even from a place like the Sea of Souls that can drown souls into an endless slumber.

Furthermore, this can also serve as a guarantor of your high status as the Nuo masks were only given to the most high ranked and skilled of Ode members.

This also grants you the corresponding main afterimage.

Adventurer (Karsa)

100CP- Karsa's Outfits

Though Karsa isn't playable in the main game it can't be denied that he too has his own sense of style.

This grants you Karsa's outfits as well variations similar to Renee's various outfits. They of course grant you various minor benefits.

This also includes variations for both male and female.

100CP- Animal Companion

Karsa's constant companion is Brenda, a penguin-like creature that seems sapient enough to be sarcastic when translated by Karsa and can even go look for help when he is in a pinch.

It would be quite sad for an adventurer like you not to have such a companion which is why you have this.

This animal whose appearance and personality are at your discretion is unfaillingly loyal and ever eager to help you. They are sapient and can be counted on to always have your back and look for help if you are in trouble.

You may optionally make this animal an actual follower/companion at your discretion.

200CP- Karsa's Sword

This is a replica of Karsa's sword that is unbreakable and scales with you. It also boosts the fast swordsmanship and blocking of Karsa's style and similar techniques.

It is also perfectly capable of channeling magic and other supernatural energies through its blade to send slashes at a distance like Karsa does in flowing stance.

200CP- Sword of the Hermit

A one handed sword that is unbreakable and scales with you.

It boosts your attack speed,damage and can even help with your training by pointing out flaws in your techniques and granting you epiphanies to surpass your limits.

400CP- Treasure Resonator

So many treasures in this world are hidden and difficult to find unless one looks carefully.

This is a tool that directs you towards nearby valuables and treasures.

It can detect them even if they have been hidden with magic and other supernatural means.

400CP- Master Key

As frustating as it is, many valuables and places are hidden behind doors that only open if you have the right item.

This key can act as a replacement to open any sort of barrier,gate,door or anything similar to it.

600CP- The Gift

The Hermit once met a silver haired noble from another world who gave him a greatsword from his personal collection as as a sign of friendship.

This is a greatsword that is unbreakable and scales with you. It increases your attack speed and allows you to create a vortex that damages enemies around you when attacking.

Furthermore,you can makes copies of this weapon you can give to others as a sincere sign of friendship and respect. They will then treat you as a trusted friend is they accept the gift.

Finally, this weapon also makes it more likely for you to receive potent boons from people you bond with, including those you just met.

600CP- Clues to a Grand Adventure

Karsa's quest led to him to travel from the Resting path all the way to Emerald falls while passing through the Holy Grounds/Grand Archives, Albedo Tower and even the Heart of Veins. All of this to prove the existence of the Hermit who was believed to be just a fairytale.

This is less an item and more of a quest. A quest that is guaranteed to be every bit as grand as Karsa's own.

This grants you clues that you can follow to lead you on an adventure throughout the world with a treasure at its end that is always guaranteed to be worth your time. It could either be an item useful to you or something that you could use to strike a true friendship with an individual of great skill.

This of course updates in future jumps to lead you on similar adventures.

Merchant (Stanley,Potion Seller,Blacksmith,Se)

100CP- Stanley's outfit

Stanley the Antiquarian knows how to dress himself to appear as a man of wealth and taste.

This grants you Stanley's outfit as well as variations similar to Renee's various outfits. They of course grant you various minor benefits.

This also includes variations for both male and female.

100CP- Blacksmith and Potion Maker equipment

If you intend to sell potions,weapons and armors it simply wouldn't do for you to not have the equipment required to make them.

Afterimage Jumpchain

This is all the equipment you could ever need to forge equipment and make potions.

This also comes with a replenishing stock of ingredients though for the truly rare and unique ones you will have to gather them yourself.

200CP- Shop

A shop where you can do business, it contains various places to expose your wares and is guaranteed to always be in a position to attract customers.

This shop is also always legal as it comes with a perfectly legal permit for doing business that is valid in every jump and location you go to.

200CP- Snail Steed

Tarka, the potion maker has a snail steed for when he goes travelling.

This is a snail steed with a hollowed out shell that you can ride in to safely make your way across the world.

Its speed scales to always be faster than yours and it can even get into places that a snail shouldn't be able to access.

400CP- Legendary Forge

But what if you want more than to simply forge basic weapons made of bronze and the occasional magic weapon once in a while ?

You have come into possession of a Forge that can only be described as legendary.

It not only greatly boosts any attempt at creation within it, it can also be used to work any sort of material just as if it were normal iron.

This could allow you to forge artifacts including ones imbued with souls.

Furthermore, this places allows you to grow your skill in forging much quicker than otherwise.

Finally, this place comes equipped with an endless supply of whatever reagent you could ever need to forge including conceptual ones like a spring breeze or the first rays of summer.

400CP- Stanley's Mansion

Afterimage Jumpchain

Stanley doesn't live in a simple shop like other merchants no he lives in a mansion with a hidden door.

You have received a replica of this mansion which also includes an artifact mirror on the second floor that can tell you how many different weapons,armors and accessories you have gathered out of how many you are missing in the jump.

This mansion can be placed in jump or in your warehouse each jump at your discretion.

600CP- A Magical Friendship

Stanley is close enough of a friend with mastermage Owl that the latter is willing to create an avatar to protect him during his ventures to gather wares to sell and only ask for Stanley to pay for his drinks in return.

This is less of an item and more of a connection, this gurantees you a positive relationship with a powerful individual each jump. Depending on the setting, this could be a powerful magician or simply a powerful politician/company president for non supernatural settings.

Of course nothing keeps your new friend from being both personally and politically powerful as mastermage Owl used to be a high ranking individual alongside mastermage Aros and even Esseus prior to the Razing.

600CP- Se's Key,Treasury and Words of Shenlong

The great fairy Se is the owner of many treasures, treasures that you seem to always possess.

The first is a treasury full of various treasures and gold coins that never seem to run out no matter how much you take out. This makes you the richest individual each setting you go to.

The second is the Words of Shenlong which are similar to the Primeval Glyphs except that they are based on the chinese Bagua.

The word for Fire is potent enough that Ifree, the old Pyro Goliath admitted that it surpassed his own at his peak.

You still have to figure out how to draw out their powers however.

Finally, the last one is Se's Key which can allow you to go to other worlds and dimensions provided that they exist. Those even include places that even the creator of the world has never been to.

Mage (Nicole,Aros,Auss,Owl/Levine)

100CP- A Mage Hat,Robes and Other Outfits :

The mages of this world seem to favor robes and hats as you may expect though mastermage Owl is the exception as he dresses in a feathered coat and pants.

This is a collection of various outfits based on the various mage characters of the game. They also come in variations similar to Renee's various outfits.

They of course provide minor benefits.

Finally, they also include variations for both men and women.

100CP- Basic Book of Magic

It would be a problem if you were to start out as a mage without any sort of guidance or weapon to protect yourself with.

This is a basic book of magic that is indestructible and scales with you.

It acts as a perfect focus for your magic and can teach you spells corresponding to the various schools of the game.

You start with one spell for each of the schools of Pyro,Hydro,Anemo and Geo. Over time, as you deepen your studies you may find more spells and schools of magic within the book like Soul spells.

200CP- Staff/Wand/Grimoire of Owl / Staff/Wand/Grimoire of Anemo/Geo/Pyro/Hydro

You can't very well be a mage without a staff/wand/grimoire to cast your spells with.

This item can either be a staff,grimoire or wand, it is indestructible and scales with you.

You can choose to either have it boost Soul Spells or spells from two schools out of Geo,Anemo,Pyro and Hydro.

Furthermore, this item is inscribed with spells depending on what it boosts. If it powers soul spells it contains the spell phantom that creates phantom copies of

you that quickly attack your enemies before vanishing. If it powers Anemo,Geo,Pyro or Hydro it can contain spells like Fireball that throws a fireball, Anemo Blade that throws a sharp blade of wind, Geo Pillar that summons pillars of stone under your enemies to damage them or Ice Blades that throws sharp blades of ice at your enemies.

You can repurcahse this item additional times at a discount to add the boosts you didn't take.

200CP- Ethan's Wheelchair

Ethan the mage is truly incredible as even while wheelchair bound he somehow managed to get all the way to the Silent Coast from the Town of the Exiled and even all the way to the Heart of Veins.

This is an indestructible replica of his wheelchair that is capable of similar feats. Its speed also always scales to be faster than yours

Indeed, it can also somehow help you get to places as innaccesible as the Heart of Veins which is high in the air and only accessible through the Sky Palace or jumping hundreds of meters into the air from Emerald Falls.

400CP- House of a Mage

Some of the mages that we see like mastermage Ripe and Ethan have quite decent houses for themselves and why would you be any different ?

This is a house of an architecture at your discretion. It contains everything you could ever need to safely conduct whatever magical research you may wish and is a private sanctum that can't be found unless you lead others here.

400CP- Studies on Magic

Though not directly seen it is often mentioned that many of the greatest mages of Engardin are quite immersed in research be it mastermage Karin,Owl or even Esseus herself.

This is a set of notes on magic, more specifically your magic. Those notes grant you suggestions to correct weaknesses in your spells and show various paths to advance your knowledge of the Arcane.

Those notes update to account for whatever supernatural power system exists in future jumps and constantly update to remain helpful to your growth.

600CP- Grand Archives

Afterimage Jumpchain

The Grand Archives can be considered the pinnacle of human research in Engardin as it contains all the most ancient texts and researches that reveal the truths of the world like the fact that Engardin's sun isn't a star like in other worlds you may have visited but simply a rock infused with Dews that is carried by a Golden Crow around Engardin.

And now you have received a replica of those archives. This is a catalog of knowledge of such depth that has even been called the Sea of Knowledge for the sheer amount of books in the collection.

This also comes with artifacts known as Hallows that with the right knowledge could make you immortal if you bound yourself to them at the cost of being unable to leave the place though unlike Owl you can undo the link at will instead of requiring outside help.

As you are paying with CP, this archive actually contains copies of even the most one of a kind books and writings ordered in such a way that you can always find what you seek provided that you know it exists. If such books happen to be cursed your purchase exempts you from them and you can share that protection with others.

This updates in future jumps to always remain the most complete and detailed source of knowledge in the setting.

You can choose to place the Institute in jump or in your Warehouse on a jump per jump basis.

600CP- Institute of Spirit

The institute of Spirit is an institute located in the Whispering Forest once helmed by Mastermage Karin that was used during the war to produce soldiers by fusing souls together including that of humans.

Your purchase here grants you the institute at its peak prior to the Razing killing the researchers while freeing the monstrous test subjects and having the remaining survivors turn into monsters themselves.

It contains a wealth of knowledge about the nature of souls and the creation of abominations for war. All the researchers there are unfaillingly loyal to you.

You can choose to place the Institute in jump or in your Warehouse on a jump per jump basis.

Experiment (42)

Afterimage Jumpchain

100CP- A Cloak

42 is capable of veiling herself in a glamour to hide her features.

Taking inspiration from that, this indestructible cloak is guaranteed to hide your identity from all attempts to decipher it, including magical ones.

100CP- Outfits for 42

Beneath her glamour 42 is dressed in a simple white summer dress.

You possess outfits similar to her including variations similar to Renee's various outfits. They of course provide various minor benefits.

They also include variations for both men and women.

200CP- Source of Lifeforce

If you are ever fused with a creature like the Cloudworm that makes it so you can't eat normal food and are forced to subsist on souls as you are powerless to even take your own life, this could be greatly helpful.

This is a blank source of lifeforce you could even call it a tofu variant of souls. The point is they are just as filling as the real things and can be used to subsitute for whatever purpose souls would be required for.

The amount you receive replenishes endlessly thus ensuring that you never run out.

200CP- Prism Bone

If you ever face a situation where someone's soul could end up disappearing for good this might come in handy.

This is a prism bone (it appears as a circular stone-like object with a spiral symbol on it) that can be used to safely hold the soul/spirit of any creature regardless of their strength.

This even stops them from dissipating and their spiritual wounds from worsening though further care is left for you to deal with.

400CP- Reagent IV

And here it is, the miraculous Reagent IV. This is a simply incredible item that is capable of stabilizing souls, this means that their wounds won't worsen and of course greatly helps in fusing them as that was their use in the institute of Spirit that created them.

This also comes with Reagent XI which unlike Reagent IV actively destabilizes souls exposed to it, this could lead to someone serving as host to a monster in their soul going berserk if their willpower proves lacking.

The amount you receive replenishes endlessly thus ensuring that you never run out.

400CP- Seal of a Mastermage

42 received Aros' seal as thanks for saving her life. This allowed her to go to the Sunken Sanctum that would have otherwise remained locked.

You too possess a similar seal connected to an individual of your choice ach jump you go.

This can serve as a mark of your friendship with a powerful individual and can help you get into otherwise locked places like secret places said person would have access to.

600CP- Research on Fusion

In The Sunken Sanctum 42 discovered mastermage's Karin research notes on the Cloudworm and yet they ended up getting destroyed by the Guider before 42 learned of a method to reverse the procedure.

You have obtained those same notes though as you are paying CP for it they are even more complete than the original.

Indeed they contain all the knowledge that Karin and Esseus possess regarding fusion and especially the fusion of the Cloudworm, your version even includes foolproof instruction for safely fusing together any sort of being.

This also comes with instructions to separate beings that have fused together which is sure to be helpful to 42 and/or someone in the same situation as her.

600CP- Sunken Laboratory

42 was created in the Sunken Laboratory within the Sunken Sanctum, the very same place where Luca first created life on Engardin as well as where Karin and Esseus attempted the Cloudworm fusion experiment.

The one you get is the laboratory at its peak with undyingly loyal researchers to your cause and many resources at your disposal.

All you need is an avenue of research and you could create miracles.

Afterimage Jumpchain

You can choose to place the Institute in jump or in your Warehouse on a jump per jump basis.

Ode/Guider (Guider,Shadow of the Moon)

100CP- Shadow of the Moon Outfit

The Guider dresses in an elaborate outfit that includes a mask with a crescent moon on it and a cape with both a crescent moon and stars within it.

You have received a replica of her outfit as well variations similar to Renee's various outfits. They of course provide various minor benefits.

They also include variations for both men and women.

100CP- Moonlight Sword

The Moonlight Sword is a one handed sword that is issued to all Ode members regardless of rank in emulation of the Guider's own sword, Bleak Moon.

This sword is unbreakable and scales with you. It boosts your health and mana when equipped.

Furthermore, the sword allows you to master if you don't know it and enhance the skill Full Moon which creates a circular shockwave around you similar in appearance to a full moon.

Finally, you can use it to pass as any sort of low level member of any organization in this and future jumps.

200CP- Bleak Moon

A replica of the weapon used by the Guider herself. It is an indestructible one handed sword that scales with you.

It significantly increases the amount of damage you deal on a critical hit.

It also enhances the skill Full Moon, greatly increasing the size and damage of the skill. On top of that, striking a target multiple times causes damage in an area as moonlight explodes on the enemy.

This sword boosts all abilities related to the moon.

200CP- Compass of the Moon

If you are a member of the Ode under the Guider then you are likely to be searching for Renee and her resonants. This item could therefore come in handy.

This is a compass of a design resembling the full moon that can be set to guide you towards specific individuals you are looking for.

400CP- Group of the Ode

Interesting, perhaps there was actually another.

This is a group of individuals as talented as the members of the Ode who are unfaillingly loyal to you.

They can count as either companions or followers at your discretion and are guaranteed to not be turned into mindless puppets like what happened to the Ode members aside from the Guider as a result of the marionette curse.

400CP- Key to Forbidden Grounds

When the Guider escaped 42's crystal prison she left within the cage the key to the Forbidden Grounds and you Jumper now possess something similar yet greater than it.

As you are paying CP for it, the version you have gotten can not only open any sort of locked gate or mechanism but can also outright lead you to forbidden and secret places in both this and future jumps.

600CP- Secret Arts

The Guider is quite invested Renee's growth though it may come as a surprise that she would actually leave the secret sword art Bleak Moon within a chest for Renee to find.

You have come into possession of an incredible collection of various weapon and martial arts of every kind you could ever think of. Anyone who masters them would truly become a force to be reckoned with.

You may keep them for yourself or perhaps find someone worthy to bestow them to.

Your collection updates in future jumps with similarly powerful martial arts and weapon skills that exist within the setting.

600CP- Shadow

Afterimage Jumpchain

The Guider's position in Esseus' plan is most certainly interesting.

Indeed, she is in charge of overlooking Renee the Essential One who is as the name implies a major part of Esseus' plan yet the Guider is not overseen at all even when mastermage Karin believes that the situation has grown outside of her control.

This is less of an item and more of a high ranking position in this and future jumps in service of an influential figure of your choice.

They will allow you pretty much free reign so long as you don't directly oppose them.

Cion

100CP- Fiery Claw

A replica of the Dualblades wielded by Pyro Assassins that is indestructible and scales with you. Those dualblades deal pyro damage.

100CP- Staff of the Cion

This is an indestructible staff that scales with you. It also boosts your powers in an element of your choice among Geo,Pyro,Anemo And Water. Additional purchases can add more boosts to your staff or simply give you another staff with that element**.**

200CP- Galefeather's spear

A replica of the spear wielded by Loss,the Galefeather and Broken Feather. It is indestructible and scales with you.

This spear also boosts all abilities and skills associated with Anemo and avians.

200CP- Agus' Bladewhip

A replica of the bladewhip wielded by Agus that is unbreakable and scales with you. This weapon deals Pyro damage and increases your resistance to Pyro damage.

Unlike the one obtained in-game it can fully turn into a one-handed sword or a whip at will instantaneously.

400CP- Technology of the Meowlings

The meowlings are the Cions of Geo. They are in charge of repairing and building the various artifacts of Luca and of course possess great technology of their own.

This is a collection of their technology, the materials and tools required to build them and of course the bluepriends to build more. This replenishes over time.

This collection updates in future jumps to contain all the technology of the setting.

400CP- Army of the Elements

This is an army Jumper, an entire army of Cions at your beck and call.

They are from an element of your choice among Geo,Anemo,Hydro or Pyro.

The exact composition is up to you but you can be assured that they are competenly led by two commanders ever bit as strong as skilled as Brandr and Loss are.

600CP- Well of Anemo

This is a replica of the Well of Anemo that lies within the Sky Palace.

This can do everything that the canon one can like produce Dews that you can infuse into the clouds to cause nourishing rains or infuse it into a rock that will be flown accross the skies to nourish the world.

This can be placed either in your Warehouse or in jump on a jump per jump basis.

600CP- Sanctum of the Jumper

The Molten Sanctum is the place where Goliaths are born and are infused with the divine Heart after the predecessor Goliath's passing.

You have received a similar sanctum but attuned to your nature instead.

This is a safe place that can't be discovered unless you deliberately lead someone there.

Here, you could be rebuilt in peace but this isn't its only function as you can also create beings similar in nature to yourself,grant them powers matching a Goliath's own and of course instill a compulsion as unbreakable as the edicts on the Hearts of the Goliaths are.

Wanderer

Afterimage Jumpchain

100CP- Armor of the Hollows

This is an indestructible armor of your design that scales with you.

While wearing it, you can easily pass yourself as one of the faceless legions of undead.

100CP- Weapon of the Hollows

This is an indestructible weapon that scales with you. It can be any sort of weapon you wish from a one handed sword to a bow to a lance or even a blade (katana).

It is also infused with the same energy that powers the hollows of Goliathfall, you can use it to create pillars of energy around you or simply send beams and slashes made of this energy from your weapon.

200CP- Red Reaper's Scythe/Aloofness

This is a replica of either Red Reaper's Scythe or a replica of Izotz's one handed-sword Aloofness.

Both are indestructible and scale with you.

Red Reaper's scythe deals Soul damage,is capable of sending waves of energy along and the ground and cause great pillars of crimson energy to erupt from the ground where it strikes. It boosts soul and death related abilities and skills.

Aloofness deals Hydro damage, is capable of sending sword beams by swinging the sword and cause ice to erupt around the place it strikes including when pouding the ground. It boosts ice and water related abilities and skills.

You can purchase this item again to get both.

200CP- Scorching Judgement

This is a replica of Valo's greatsword that is indestructible and scales with you. It greatly increases your critical damage and Lux damage.

This greatsword deals Lux damage, can send sword beams made from light energy by swinging it and can sometimes strengthen the next attack to cause an explosion of light that deals damage in an area. This weapon boosts light and holy related abilities and skills.

400CP- Army of the Dead

This is your very own army of undead warriors all loyal to you.

They can be any sort of wanderer from the game be they the restless dead of places like Town of the Exiled or Resting Path to even the Hollows of Goliathfall.

Regardless, the soldiers are led by two commanders every bit as strong and skilled as Valo and Red Reaper are.

400CP- Ghost Steed

Red Reaper's horse dutifully carries him around the battlefield and it seems that you Jumper have found a steed of your own.

This steed of a type of your choice is also a wanderer like you, it is undyingly loyal and scales to always be faster than you.

Furthermore, not only does riding this steed boost all your abilities and skills it also shares all buffs and boosts you give yourself so if for example you could make yourself intangible then your steed could also become intangible.

600CP- Goliath Castle

Though it is now inhabited only by wanderers, Goliathfall was once home to a fortress who is still standing today that was the theatre of some of the most brutal battles during the war between Goliaths and Beings.

This is a replica of this self same fortress with an army of skilled warriors within that loyally follow your commands.

This fortress is of course extremely well guarded such that you could easily deal with any sort of siege situation during a war.

This can be placed either in your Warehouse or in jump on a jump per jump basis.

600CP- Field of War

Red Reaper is fought within an ancient battlefield littered with weapons so taking inspiration from that you have this item.

This is a field of battle similar to the one where Red Reaper is fought.

It can be summoned to your location or you can draw your foes into it.

While within this field all your attributes,skills etc… as well as that of your allies are greatly enhanced as is your regeneration with you quickly regaining lost health over time.

Afterimage Jumpchain

Mastermind (Esseus,Karin)

100CP- Archpriest(ess) Outfits

Esseus,the Transcendent wears quite the elaborate outfit including a long white robe and a golen mask that hides her features aside from her long golden hair.

You have received a replica of her outfit as well variations similar to Renee's various outfits. They of course provide various minor benefits.

They also include variations for both men and women.

100CP- Bloodshadow Book

Mastermage Karin is the master of Nicole and left her a book to decipher before she was allowed to meet her.

This is a similar book, one that you can encrypt so that only people with a certain level of skill could decrypt it. This can be used to set trials for an apprentice or perhaps just to hide your secrets from less skilled people.

200CP- Occult Prime's Staff

A mastermage would of course require a fitting staff. This is a staff that is indestructible and scales with you.

This staff greatly enhances your healing abilities and your magic in general (including your mana and mana regeneration). It is also inscribed with spells for all four schools of elemental magic Anemo,Geo,Pyro and Hydro, it can greatly aid in your ability to work such elemental magics.

200CP- Staff of the Transcendent

Though Esseus may not wield a weapon that we know of, it doesn't mean that having a weapon would be unecessary either.

This is a staff that indestructible ans scales with you. It also greatly increases healing abilities and your magic in general (including your mana and mana regeneration). It grealty increases the power of spells and rituals related to souls,memories and even divinity/holy itself.

400CP- Order of the Jumper

Sometimes,no matter how great one individual is they can't very well do everything themselves.

This is a group of individuals as skilled as the members of the Ode and all undyingly loyal to you.

At their head is a mastermage just as skilled and powerful as Karin and a warrior just as powerful and skilled as the Guider herself.

400CP- Ritual Resources

Though we do not know what exactly was involved in Esseus' ritual that caused the Razing and trapped her in the Sea of Souls it was likely a costly endeavor.

This item is a collection of reagents,components and pretty much everything you could ever need to perform spells and rituals and it replenishes over time.

Now all you need is the right ritual….

This collection updates in future jumps with all the reagents and components of the setting.

600CP- A Scheme

It is no exaggeration to say that Esseus' plans were already quite close to completion by the start of the game but why should she be the only one ?

This is less of an item and more of a situation,an opportunity. You will receive a plan with similar reach and potential to Esseus' herself.

One that is nearing completion actually. As long as you play your cards right you could certainly change the face of the world forevermore for the better or the worse depending on your intent.

This updates in future jumps to give you a scheme of a scale that can change the setting forever and that is also close to completion.

600CP- Record of Mad Research

To gain the necessary knowledge for her ritual Esseus had to do many cruel experiments including on humans like the Cloudworm fusion experiment.

This is a record of knowledge gained from her research that could allow you to accomplish the most absurd things imaginable.

However as you would expect from the records of such an amoral individual said methods may or may not come at the cost of an incredible number of lives or result in untold destruction like the Razing provided you don't take precautions against it.

Afterimage Jumpchain

This updates in future jumps with similar records to allow you to accomplish similarly absurd things.

Customization Section : Grants +600 Equipment Points (EP) for this section, CP can exchanged for EP at a 1:2 ratio.

You are allowed to buy/take <u>any</u> boon/malus as many times you can afford.

Weapon Customization :

Boons

50Ep-Damage Type (Lux,Soul,Hydro,Pyro,Geo or Anemo)

Normally your weapon would only deal physical damage but with this purchase that can change.

When purchased choose a damage type among Lux,Soul,Hydro,Pyro,Geo or Anemo and your weapon will deal that type of damage instead of physical damage.

Unlike the in-game version, you can actually choose at will what type of damage you inflict when using this weapon when you have two or more damage types.

50EP- Defense

While this weapon is equipped, your defense is increased.

50EP-Health

While this weapon is equipped, your maximum health is increased.

50EP- Heal Efficiency

While equipped, this weapon increases the efficiency of heals you receive.

100EP-Increased Experience Gain

While equipped, this weapon increases the amount of experience points you gain.

100EP-Increased Dew Gain

While equipped,this weapon increases the amount of dews you gain from defeating foes and your environment.

Post-jump this increases the amount of currency you gain from defeating enemies and found in the environment.

Free/50EP each purchase- Weapon Damage

This is the base damage of your weapon, for free your weapon would grant you a +30 damage bonus to your attack depending on the type of weapon it is (so +30 one handed-sword attack or +30 scythe attack for example).

Each additional purchase increases the attack damage of your weapon by 50.

50Ep-Increased Elemental Damage (Lux,Soul,Hydro,Pyro,Geo or Anemo)

Choose among Lux,Soul,Hydro,Pyro,Geo or Anemo.

While equipped this weapon increases the damage of that type you deal to enemies.

50Ep-Increased Damage Resistance (Physical,Lux,Soul,Hydro,Pyro,Geo or Anemo)

Choose among Physical,Lux,Soul,Hydro,Pyro,Geo or Anemo.

While equipped this weapon decreases the damage of that type you receive from enemies.

100EP-Increased Drops

While equipped this weapon increases the amount of drops you receive from defeating enemies.

150EP-Increased Rare Drops

While equipped this weapon increases the amount of rare drops you receive from defeating enemies.

100EP-Increased main weapon attack

While equipped this weapon increases the damage you deal with your main weapons (this means all weapons you use aside from staves,wands and grimoires).

100EP-Increased Subweapon attack

While equipped, this weapon increases the damage with your subweapons (this means staves,grimoires and wands).

50EP-Increased Attack Speed

While equipped, this weapon increases your attack speed.

50EP- Increased Skill Attack Damage

While equipped, this weapon increases the amount of damage you deal using weapons skills/abilities.

50EP-Increased Normal Attack Damage

While equipped,this weapon increases the amount of damage you deal using normal attacks (non skill attacks).

50EP-Increased MP

While equipped this weapon increases your maximum MP.

50EP-Increased MP Regen

While equipped this weapon increases your MP regeneration rate.

50EP-Reduced MP Cost

While equipped this weapon reduces the cost of your spells,abilities and subweapons that cost MP.

100EP-Reduced Damage Received

While equipped, this weapon reduces the amount of damage that you receive.

100EP-Increased Critical Damage

While equipped, this weapon increases the amount of damage you deal on a critical hit.

100EP-Increased Critical Rate

While equipped, this weapon increases how often you deal critical hits.

100EP-Increased Final Damage

While equipped, this weapon increases the amount of damage you deal at the end of a combo.

200EP-Health Recovery

While equipped, your HP bar slowly refills overtime.

200EP- Health Recovery On Kill

While equipped, killing enemies recovers HP.

Afterimage Jumpchain

200EP-MP Recovery On Kill

While equipped, killing enemies recovers MP.

Additional Features :

200EP-Unique Move :

Some weapons in this game grant access to a unique move. This can either be used to replace one of your usual moves either from your normal attacks/your skills or add a new move to your moveset.

The move shouldn't be much stronger than what you normally have access to.

It could for example boost certain move like granting more generous windows to passively increase your moves, add an aoe effect after a certain amount of hits, summon a tornado,teleport behind an enemy to backstab them or summonning a phantom image of yourself to attack your enemies for example.

200EP- Unique Feature

You can add a unique feature to your weapon, this could be something like dealing additional damage when striking an enemy as they attack you or dealing additional damage depending on the percentage of health the enemy possesses or is missing for example.

400EP-Life Drain

While equipped, any damage you deal to your opponent will leech health that will be granted to you thus healing your wounds and refilling your HP bar.

200EP-Status Effect (Bleed,Poison,Shock and Burn)

While equipped, striking enemies multiple times with your weapon causes them to be afflicted with a status effect of your choice.

Bleed causes the opponent to bleed over time which deals damage to them, poison does exactly what you expect poisoning your enemies which causes them to take damage, shock causes your enemies to be paralyzed. Burn sets your enemies on fire damaging them.

Those effects are temporary but can be of course reapplied.

300EP-Power Drain (Drains Attack,Defense,speed etc… from your enemies to add to your own)

While equipped, striking an enemy with your weapon will drain a stat of your choice from your enemy while adding it to your own stats.

This is a temporary effect but nothing stops you from draining more stats from your enemies.

Maluses :

+100EP-Lower Defense

While equipped, this weapon lowers your defense.

+200EP-Lower Main Weapon Attack

While equipped, this weapon lowers the amount of damage you deal with your main weapon.

+100EP-Lower Health

While equipped, this weapon lowers your maximum health.

+100EP-Lower Health Regeneration

While equipped, your health regeneration is lowered.

+100EP-Lower Critical Rate

While equipped, this weapon lowers how often you deal critical hits.

+100EP- Lower Critical Damage

While equipped, this weapon lowers the amount of damage you deal on a critical hit.

+100EP- Lower Normal Attack Speed

While equipped, this weapon lowers the speed of your normal attacks.

+100EP- Lower Normal Attack Damage

While equipped, this weapon lowers the amount of damage you deal with your normal attacks.

+100EP- Lower Final Damage

While equipped, this weapon lowers the amount of damage you deal at the end of a combo.

Subweapon Customization :

Afterimage Jumpchain

Boons

Free/50EP each purchase- Subweapon Damage

This is the base damage of your weapon, for free your subweapon would grant you a +30 damage bonus to your attack depending on the type of subweapon it is (so +30 one grimoire attack or +30 staff attack for example).

Each additional purchase increases the attack damage of your weapon by 50.

Free/-50EP Damage Type (Lux,Soul,Hydro,Pyro,Geo or Anemo)

Spells in this game are aspected towards Soul,Hydro,Pyro,Geo and Anemo though I will allow you to choose Lux too.

This is the type of damage that the spell(s) cast by your subweapon deal. Additional purchases cost 50 EP each.

Free-Spell Effect :

Here you can choose th effect of your spell, this could make it a simple damaging spell, summon poison clouds at your location, sacrifice your HP to regenerate your MP etc..

Free-Type of Delivery :

Here you can decide on the form of the spell cast by your subweapon.

Projectile : simple, your spell summons one or more projectiles which depend on the school of the spell. Fire gives fireballs,Geo gives boulders,Anemo gives anemoblades,Hydro gives icicles,Soul gives spheres of dark energy and Lux gives explosive projectiles made of light.

Summoned At Foe's location **:** your spell summons the effect directly at your foes' location, this could manifest as pillars of stone appearing under them for a Geo spell or as flame explosions at their location for a Pyro spell for example.

Ring **:** what this spell lacks in reach, it has in aoe range. The effect(s) of your spell are dealt in a circular area around you.

Cloud **:** your spell deals its effect through a cloud that it summons, enemies that remain within constanly suffer the spell's effect until it disappears.

The cloud is temporary and stationary barring other effects.

50EP-Homing

This allows your spell(s) to home on their target.

100EP-Additional Spell

Each purchase adds one additional spell to your subweapon.

50EP- Defense

While this subweapon is equipped, your defense is increased.

50EP-Health

While this subweapon is equipped, your maximum health is increased.

50EP- Heal Efficiency

While equipped, this subweapon increases the efficiency of heals you receive.

100EP-Increased Experience Gain

While equipped, this subweapon increases the amount of experience points you gain.

100EP-Increased Dew Gain

While equipped,this subweapon increases the amount of dews you gain from defeating foes and your environment.

Post-jump this increases the amount of currency you gain from defeating enemies and found in the environment.

50EP-Increased Elemental Damage (Lux,Soul,Hydro,Pyro,Geo or Anemo)

Choose among Lux,Soul,Hydro,Pyro,Geo or Anemo.

While equipped this subweapon increases the damage of that type you deal to enemies.

50EP-Increased Damage Resistance (Physical,Lux,Soul,Hydro,Pyro,Geo or Anemo)

Choose among Physical,Lux,Soul,Hydro,Pyro,Geo or Anemo.

While equipped this subweapon decreases the damage of that type you receive from enemies.

100EP-Increased Drops

While equipped this subweapon increases the amount of drops you receive from defeating enemies.

150EP-Increased Rare Drops

While equipped this subweapon increases the amount of rare drops you receive from defeating enemies.

50EP-Increased MP

While equipped this subweapon increases your maximum MP.

50EP-Increased MP Regen

While equipped this subweapon increases your MP regeneration rate.

50EP-Reduced MP Cost

While equipped this subweapon reduces the cost of your spells,abilities and subweapons that cost MP.

100EP-Reduced Damage Received

While equipped, this subweapon reduces the amount of damage that you receive.

100EP-Increased Critical Damage

While equipped, this subweapon increases the amount of damage you deal on a critical hit.

100EP-Increased Critical Rate

While equipped, this subweapon increases how often you deal critical hits.

100EP-Increased Final Damage

While equipped, this subweapon increases the amount of damage you deal at the end of a combo.

200EP-Health Recovery

While equipped, your HP bar slowly refills overtime.

200EP- Health Recovery On Kill

While equipped, killing enemies recovers HP.

200EP-MP Recovery On Kill

While equipped, killing enemies recovers MP.

Maluses :

+100EP-Lower Defense

While equipped, this subweapon lowers your defense.

+200EP-Lower Main Weapon Attack

While equipped, this subweapon lowers the amount of damage you deal with your main weapon.

+100EP-Lower Health

While equipped, this subweapon lowers your maximum health.

+100EP-Lower Health Regeneration

While equipped, your health regeneration is lowered.

+100EP-Lower Critical Rate

While equipped, this subweapon lowers how often you deal critical hits.

+100EP- Lower Critical Damage

While equipped, this subweapon lowers the amount of damage you deal on a critical hit.

+100EP- Lower Normal Attack Speed

While equipped, this subweapon lowers the speed of your normal attacks.

+100EP- Lower Normal Attack Damage

While equipped, this subweapon lowers the amount of damage you deal with your normal attacks.

+100EP- Lower Final Damage

While equipped, this subweapon lowers the amount of damage you deal at the end of a combo.

Armor Customization :

Boons :

Free/50 EP- Defense

While this armor is equipped, your defense is increased by 10 points. Each additional purchases add another 5 points to your defense while wearing this armor.

50EP-Health

While this armor is equipped, your maximum health is increased.

50EP- Heal Efficiency

While equipped, this armor increases the efficiency of heals you receive.

100EP-Increased Experience Gain

While equipped, this armor increases the amount of experience points you gain.

100EP-Increased Dew Gain

While equipped,this armor increases the amount of dews you gain from defeating foes and your environment.

Post-jump this increases the amount of currency you gain from defeating enemies and found in the environment.

50Ep-Increased Elemental Damage (Lux,Soul,Hydro,Pyro,Geo or Anemo)

Choose among Lux,Soul,Hydro,Pyro,Geo or Anemo.

While equipped this armor increases the damage of that type you deal to enemies.

50Ep-Increased Damage Resistance (Physical,Lux,Soul,Hydro,Pyro,Geo or Anemo)

Choose among Physical,Lux,Soul,Hydro,Pyro,Geo or Anemo.

While equipped this armor decreases the damage of that type you receive from enemies.

100EP-Increased Drops

While equipped this armor increases the amount of drops you receive from defeating enemies.

150EP-Increased Rare Drops

While equipped this armor increases the amount of rare drops you receive from defeating enemies.

100EP-Increased main weapon attack

While equipped this armor increases the damage you deal with your main weapons (this means all weapons you use aside from staves,wands and grimoires).

100EP-Increased Subweapon attack

While equipped, this armor increases the damage with your subweapons (this means staves,grimoires and wands).

50EP-Increased Attack Speed

While equipped, this armor increases your attack speed.

50EP- Increased Skill Attack Damage

While equipped, this armor increases the amount of damage you deal using weapons skills/abilities.

50EP-Increased Normal Attack Damage

While equipped,this armor increases the amount of damage you deal using normal attacks (non skill attacks).

50EP-Increased MP

While equipped this armor increases your maximum MP.

50EP-Increased MP Regen

While equipped this armor increases your MP regeneration rate.

50EP-Reduced MP Cost

While equipped this armor reduces the cost of your spells,abilities and subweapons that cost MP.

100EP-Reduced Damage Received

While equipped, this armor reduces the amount of damage that you receive.

100EP-Increased Critical Damage

While equipped, this armor increases the amount of damage you deal on a critical hit.

Afterimage Jumpchain

100EP-Increased Critical Rate

While equipped, this armor increases how often you deal critical hits.

100EP-Increased Final Damage

While equipped, this armor increases the amount of damage you deal at the end of a combo.

200EP-Health Recovery

While equipped, your HP bar slowly refills overtime.

200EP- Health Recovery On Kill

While equipped, killing enemies recovers HP.

200EP-MP Recovery On Kill

While equipped, killing enemies recovers MP.

Maluses :

+200EP-Lower Main Weapon Attack

While equipped, this armor lowers the amount of damage you deal with your main weapon.

+100EP-Lower Health

While equipped, this armor lowers your maximum health.

+100EP-Lower Health Regeneration

While equipped, your health regeneration is lowered.

+100EP-Lower Critical Rate

While equipped, this armor lowers how often you deal critical hits.

+100EP- Lower Critical Damage

While equipped, this armor lowers the amount of damage you deal on a critical hit.

+100EP- Lower Normal Attack Speed

While equipped, this armor lowers the speed of your normal attacks.

+100EP- Lower Normal Attack Damage

While equipped, this armor lowers the amount of damage you deal with your normal attacks.

+100EP- Lower Final Damage

While equipped, this armor lowers the amount of damage you deal at the end of a combo.

Accessory Customization :

Boons

Free/50EP - Defense

While this accessory is equipped, your defense is increased by 5 points. Each additional purchases add another 5 points to your defense while wearing this armor.

50EP-Health

While this accessory is equipped, your maximum health is increased.

50EP- Heal Efficiency

While equipped, this accessory increases the efficiency of heals you receive.

100EP-Increased Experience Gain

While equipped, this accessory increases the amount of experience points you gain.

100EP-Increased Dew Gain

While equipped,this accessory increases the amount of dews you gain from defeating foes and your environment.

Post-jump this increases the amount of currency you gain from defeating enemies and found in the environment.

50Ep-Increased Elemental Damage (Lux,Soul,Hydro,Pyro,Geo or Anemo)

Choose among Lux,Soul,Hydro,Pyro,Geo or Anemo.

While equipped this accessory increases the damage of that type you deal to enemies.

50Ep-Increased Damage Resistance (Physical,Lux,Soul,Hydro,Pyro,Geo or Anemo)

Afterimage Jumpchain

Choose among Physical,Lux,Soul,Hydro,Pyro,Geo or Anemo.

While equipped this accessory decreases the damage of that type you receive from enemies.

100EP-Increased Drops

While equipped this accessory increases the amount of drops you receive from defeating enemies.

150EP-Increased Rare Drops

While equipped this accessory increases the amount of rare drops you receive from defeating enemies.

100EP-Increased main weapon attack

While equipped this accessory increases the damage you deal with your main weapons (this means all weapons you use aside from staves,wands and grimoires).

100EP-Increased Subweapon attack

While equipped, this accessory increases the damage with your subweapons (this means staves,grimoires and wands).

50EP-Increased Attack Speed

While equipped, this accessory increases your attack speed.

50EP- Increased Skill Attack Damage

While equipped, this accessory increases the amount of damage you deal using weapons skills/abilities.

50EP-Increased Normal Attack Damage

While equipped,this accessory increases the amount of damage you deal using normal attacks (non skill attacks).

50EP-Increased MP

While equipped this accessory increases your maximum MP.

50EP-Increased MP Regen

While equipped this accessory increases your MP regeneration rate.

50EP-Reduced MP Cost

While equipped this accessory reduces the cost of your spells,abilities and subweapons that cost MP.

100EP-Reduced Damage Received

While equipped, this accessory reduces the amount of damage that you receive.

100EP-Increased Critical Damage

While equipped, this accessory increases the amount of damage you deal on a critical hit.

100EP-Increased Critical Rate

While equipped, this accessory increases how often you deal critical hits.

100EP-Increased Final Damage

While equipped, this accessory increases the amount of damage you deal at the end of a combo.

200EP-Health Recovery

While equipped, your HP bar slowly refills overtime.

200EP- Health Recovery On Kill

While equipped, killing enemies recovers HP.

200EP-MP Recovery On Kill

While equipped, killing enemies recovers MP.

100EP- Unique Feature :

This allows you to design a unique feature for your accessory, this could be something like increasing the damage of your skills if you don't use them for a certain amount of time or sometimes allowing you to trigger an additional attack after a successful hit for example.

Maluses :

+100EP-Lower Defense

While equipped, this accessory lowers your defense.

+100EP-Lower Elemental Damage

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While equipped this accessory lowers the amount of damage you deal of a certain type among Lux,Soul,Anemo,Geo,Pyro and Hydro.

+200EP-Lower Main Weapon Attack

While equipped, this accessory lowers the amount of damage you deal with your main weapon.

+100EP-Lower Health

While equipped, this accessory lowers your maximum health.

+100EP-Lower Health Regeneration

While equipped, your health regeneration is lowered.

+100EP-Lower Critical Rate

While equipped, this accessory lowers how often you deal critical hits.

+100EP- Lower Critical Damage

While equipped, this accessory lowers the amount of damage you deal on a critical hit.

+100EP- Lower Normal Attack Speed

While equipped, this accessory lowers the speed of your normal attacks.

+100EP- Lower Normal Attack Damage

While equipped, this accessory lowers the amount of damage you deal with your normal attacks.

+100EP- Lower Skill Attack Damage

While equipped, this accessory lowers the amount of damage you deal with your skills.

+100EP- Lower Final Damage

While equipped, this accessory lowers the amount of damage you deal at the end of a combo.

Afterimage Jumpchain

Companions :

Free- Import

You can freely import your companions. They receive an origin of their choice as well as +1000 CP to use on perks and items. They can take drawbacks.

50CP- Create

For 50 CP, you can create a new companion that is from this setting.

They receive an origin of your choice as well as +1000 CP to use on perks and items. They can take drawbacks.

Free- Canon

Perhaps rather than an old friend or creating a new one, someone from this world has caught your eye ? You will be guaranteed many favorable meetings with them which would be of great help to convince them to become your companions.

Optionally Free – Renee, Ifree and Aros

Renee,Ifree and their teacher Aros. A group of people that will soon be at the center of this story as 42 absconds with Aros' soul to save her with Renee and Ifree in hot pursuit.

Renee is a skilled exorcist (as well as a foodie and lover of fluffy cats) capable of skillfully wielding multiple weapons, Ifree while rude to most people he meets is the Goliath of Pyro in a lessened form with all the knowledge that implies while Aros is a mastermage that used to be close to both mastermage Owl and Esseus prior to the Razing.

If you manage to companion one of them, you will have to take all of them as they share such powerful bonds though they of course possess a great thirst for adventure.

Optionally Free Red Renee

A resonant of Renee who appears similar to her but with red hair, an aggressive individual who is also very skilled with her blade (katana).

And yet underneath it all lies a paranoid mess who had to survive harsh conditions in monster infested regions.

Perhaps in you she could finally find a place where she feels safe.

Optionally Free Alvisia

Another resonant who appears similar to her but with blue hair, much like Red Renee she too has had to survive in harsh monster infested regions and yet unlike her she decided to embrace her own identity as Alvisia instead of trying to absorb her other resonants like Red Renee would attempted under the advice of the Guider.

She may yet find a place to belong by following you on your journey.

Optionally Free- Karsa And Brenda

Karsa and his penguin-like animal companion Brenda are a duo of intrepid adventurers who seek to prove the legend of the Hermit, a talentless man who through sheer effort became extraordinary while accomplishing and witnessing many things such as the moment a soul returns to the Sea of Souls, talking to a Goliath and even befriending a silver haired noble childe from another world.

As adventures it would be of course more than easy to convince them to come along with you on your adventures throughout the multiverse.

Optionally Free- 42

42 a girl who was cursed with a thirst for souls because of the Cloudworm lest she turn into a dangerous uncontrollable monster.

She seeks to separate herself from the Cloudworm or to otherwise deal with the hunger. Your journey could very well provide the answer she seeks.

Optionally Free- Owl/Levine

Mastermage Owl, a man stuck in the Grand Archives after he bound his soul to three potent artifacts known as Hallows to protect his soul from the Razing.

This led to him being rendered unable to leave the Archives and requiring outside help to soul invade the Hallows to free his soul.

Once he is freed from his bindings, he is sure to be eager to leave to see the outside world and thus join on your adventures.

Optionally Free- Stanley

An antique salesman that also happens to sell quite the potent gear. This is a man that used his sales merely to fuel his wanderlust and exploration and as

such would be more than happy to follow you on your adventures and even more so if Owl/Levine is with you as they are quite well acquainted.

Optionally Free Alice

Alice, the conjuror a cheerful girl who is always looking to prepare dishes that will bring happiness to others.

By following you on your journey, she hopes to find the meaning and taste of happiness by making ever more tasty dishes.

Optionally Free Guider

The Guider, a mysterious woman in charge of the Essential known as Renee and her resonants to accomplish Esseus' plan.

And yet it would seem she has found a worthy cause in you. She is a loyal blade so skilled in swordsmanship that she invented her own style that served as the basis of the swordmanship of the Ode To Luca though none could match her skill.

Optionally Free Karin

Mastermage Karin, perhaps the most loyal of Esseus' followers and the one she trusts the most. She is the one responsible for the fusion experiments with the Cloudworm as well as trapping Atmous in a nightmare and tricking Loss,The Galefeather into sacrificing human souls under the mistaken belief that it is Atmous' wish.

And yet somehow, she has decided to follow you on your journey perhaps seeing you as a worthier leader than Esseus herself.

Optionally Free Esseus

Esseus The Transcendent, the Archpriestess and true mastermind behind this story. After her failed ritual that resulted in the Razing, she became trapped in the Sea of Souls with her body and soul intertwined preventing her from leaving.

Her plan to escape was thus to overload the Well of Anemo to cause another Razing and/or to brand 42 and Renee so that she could teleport through them back to Engardin.

It would seem that in learning of her journey Esseus has decided to lend her incredible magical skills to your quest as the wonders in the multiverse could

certainly answer her doubts about the place of mortals after the Creator leaves.

200CP- A Hollow Knight

You have made a very interesting connection Jumper.

This entity resembles a sort of humanoid horned bug with a white head and black empty eye sockets and though they do not talk you can somehow intuit their thoughts and feelings.

They are skilled in wielding their weapon they call a nail and happen to have quite powerful soul which allows them to cast abilities similar to magic like damaging blasts of energy.

If push comes to shove they can release a deep darkness that transforms them into monster that could drown any light though they are reluctant to do so since they can barely control themselves in that state,you can rest assured that they won't harm you or your companions no matter what though.

When asked where they come from they mention a place called Hallownest filled with similar bugs like them. Perhaps yet another stranger of Engardin.

100CP A Teacher (Discount Amnesiac)

When you lose your memories finding your way in the world can be quite a difficult experience.

Thankfully, you have gained yourself one such individual as your teacher.

They are a skilled mage and knowledgeable in all manners of wordly wisdom,magical secrets and various abilities you possess talent in.

You can always be count on them to teach you and guide you to be the best you could possibly be no matter how far you go. They will always have your back.

200CP Jumper's Resonant (Discount Amnesiac)

So it seems that Renee isn't the only one with a resonant.

You Jumper have been rebuilt once, an event which resulted in the creation of a resonant. They have an appearance similar to yours including your outfit though perhaps with a different color scheme.

They are based some aspect of your personnality and memories of your choice though rest assured that even if they are as paranoid as Red Renee they are guaranteed to always remain loyal to you and your companions.

Furthermore,their stats and abilities scale with yours so that they can always have your back.

Finally, resonants can also help in protecting their other resonants from soul and mental attacks which yours is of course also capable of protecting both your soul and memories as well as their own.

100CP Adventurer Buddy (Discount Adventurer)

It can get pretty lonely to adventure all by yourself and yet you Jumper have made a great bond with this individual.

They are an adventurer like you, skilled with a variety of weapons and all manners of adventure skills like foraging for food and looking for hidden secrets.

They can always be trusted to have your back and are always more than happy to follow you wherever you go as they see in you both a great friend or more as well as the chance for the adventure(s) of a lifetime and more.

200CP From Beyond The Garden (Discount Adventurer)

It is actually not that rare for individuals from other worlds to appear in Engardin and your new companion is one such individual.

This person is a silver-haired descendant of nobility that owns and is quite skilled with a large collection of weapons. You managed to befriend them perhaps through sharing similar outsider origins. Regardless,they stand ready come hell or high water to have your back on your many adventures throughout the multiverse.

100CP Feathery Mage (Discount Merchant)

It would seem that similar to the relationship between mastermage Owl and Stanley you too have become acquainted with a powerful mage.

This individual is a very skilled mage and who despite their grumpy exterior hold you in quite high regards.

They are more than happy to follow you on your journey throughout the multiverse and guard you simply asking in exchange to go out to eat together sometimes and to read the many books about magic that exist out there.

For some reason, they happen to have a predilection for avians and base their clothing on them by including feathers as part of their outfits.

200CP Lazy Fairy (Discount Merchant)

How intriguing, it would seem that your new companion is quite similar to Se the lazy fairy.

This individual is a fairy of similar size to Se but just as powerful and skilled as her who happens to be strong enough to put Ifree,the Goliath of Pyro on edge and speak of beings on par with Luca like Shenlong on a first name basis.

Aside from that they tend to have a love for treasure which your journey would surely be a chance to gather untold amounts of.

Though they are lazy and carefree in most things, they treat events related to you and your companions quite seriously.

100CP Magic Prodigy (Discount Mage)

The journey to learn the secrets of Arcane can be quite lonely at times yet you have managed to find someone to walk it alongside with.

This is individual while not yet at the level of a mastermage is still capable of quickly learning and mastering any sort of magic they get their hands on.

This can lead to them acting a bit arrogant at times but they still are a true friend always ready to help out with whatever you and your companions might do.

They are of course looking forward to learning all the magics that exist throughout the multiverse and will indeed remaining just as talented with any sort of magic exist in future settings.

200CP Mastermage of Transcendence (Discount Mage)

You have made quite the companion Jumper.

This individual is a mage that has managed to go beyond what was thought to be possible and in doing so has reached a level of magical prowess comparable to Esseus herself.

And yet they seek to go even beyond this level as they search for ever more arcane secrets.

Thankfully, they haven't gone as mad as Esseus did in her quest to create a new God by fusing all Beings together.

In you they see someone who could be a worthy rival, an ally or perhaps more someone to stand at their side on your journey throughout the multiverse while amassing more and more magical power and secrets.

100CP Ode Partner (Discount Ode/Guider)

Normally the only members of the Ode left aside from Renee who is amnesiac would be the Guider as the others have been infected with marionette curse thus hollowing out their souls.

This individual seems to have escaped such a fate and managed to team up with you as they are quite confused about the state of affair after the Razing.

They possess great skill in one-handed swordsmanship as they have mastered the moonlight swordsmanship of the Ode though they still have some way to go before reaching the level of the Guider. They also possess a gift that is just as powerful as Renee's ability to rebuild herself at confluences while resisting the pull of the Sea of Souls and her ability to use afterimages.

As you are probably the only person that they knew prior to the Razing that they have met following it, they are of course very loyal to you and your companions and can be trusted to always have your back.

200CP Moonshadow (Discount Ode/Guider)

It was thought that the Guider was one of a kind yet your new companion seems to be just as powerful and skilled as her.

This individual is a member of the Ode of the same rank as the Guider with all the power and skills that implies. They are just as powerful as her in combat as they have extensively mastered the moonlight swordsmanship and can also assume a shining form that enhances all their skills,abilities and attributes similar to the Similar to the Guider's own.

Furthermore, they are capable of teleporting and sneaking around using portals which makes them a highly skilled spy,thief and if needed assassin.

Finally,they possess incredible loyalty to you treating you with the same level of reverence as the Guider does Esseus. They can be trusted to always have your back and help you and your allies to the best of their ability.

100CP Elemental Commander (Discount Cion)

The Cions are known to have individuals who manage to distinguish themselves through power and tactical acumen.

Your companion is one such individual as they are a very powerful exemple of their kind with an elemental affinity of your choice. They are a highly skilled and power combatant as well as a sharp tactician and strategist that can always be trusted to lead your armies when you can't be bothered to do it personally.

200CP The Goliath (Discount Cion)

It would seem that Aqil and Agus aren't the only new Goliath that were born following the Razing.

Indeed,your new companion is a goliath on a level of power and skill similar to them though with an elemental affinity of your choice.

With enough time and training, they could even gain the true power of a Goliath which would make them the peer of Atmous,Ifree/Ignis,Samsare and the Geo Goliath.

As you would expect they may not trust humans very much because of the war but will still trust you and your companions even if you happen to be humans.

100CP Frozen Berserker (Discount Wanderer)

As you would expect there exist among the wanderers powerful individuals who even in undeath retain their former power and skill

Your companion is one such individual, a knight that wields a greatsword that is closer to a heap of Ice that doesn't melt than any sort of actual forged weapon.

They are very powerful and skilled with swords and knives/daggers that they can also throw accurately, more than a match for all but the strongest entities of Engardin as they easily wield their greatsword without feeling its weight and are also capable of manipulating ice. This allows them to send sword beams with their swords and summon damaging icicles by striking the ground.

In you they have found a worthy master/comrade in arms that they have sworn to defend to the last of their soul.

Afterimage Jumpchain

200CP First of the Knights (Discount Wanderer)

The knights of the royal capital were among the finest warriors of this land and yet your companion is even more incredible than that as they are more than a match for Valo herself**.**

This individual is a knight that is highly powerful and skilled with all manners of swords most especially the greatsword that they can easily wield on a level similar to Valo.

Their swordsmanship with it is great enough that they are capable of flash stepping a large distance while cutting everything in between. Furthermore, they are capable of wielding light which they can combine with their swordsmanship to create shockwaves, send sword beams and summon massive pillars of damaging light.

If this is not enough they possess a super form that transforms them into a being made of light that greatly boosts all their attributes,skills and abilities.

Their devotion towards you and your cause is undying and as such they have sworn an oath to always remain your loyal blade ready to protect you and destroy all who would bring you harm.

100CP Loyal Second (Discount Mastermind)

Every mastermind worth their title needs an underling, one that is both competent enough to handle all the tasks required of them and to be loyal to a fault.

Your companion is everything you could have wished for in that case and more.

This individual is a mage just as powerful and skilled as Karin. They are capable of casting spells from the schools of Pyro,Geo,Anemo and Hydro and also happen to be an even more skilled researcher than Karin though still not to Esseus' level.

They can also infiltrate even the most secure of locations and capture even creatures as powerful as the Cloudworm which is a Hemi-Goliath.

Finally, they are devoted to you and your cause to such a level that there is little they wouldn't do for your sake except if you forbid them from taking such actions of course.

200CP Ambitious Leader (Discount Mastermind)

Afterimage Jumpchain

Fascinating, to think that there would be another.

You Jumper have gained an interesting companion every bit as powerful and ambitious as Esseus is.

This individual is just as powerful and skilled as Esseus as they possess. They are capable of casting spells from the schools of Pyro,Geo,Anemo and Hydro and also happen to be an even more skilled researcher than Karin as they are also capable of creating pure souls like Esseus which is the only known method to succeed in the fusion with the Cloudworm.

Much like Esseus, they also possess great talent and luck in discovering methods to ascend and evolve into transcendentally powerful forms. Thankfully, they aren't as far gone as Esseus yet.

Furthermore, they posssess a dangerous charisma that allows them to easily make all but the strongest willed individuals and/or ones who hate them personally fanatically loyal to them.

They seem to have found something when they first saw you and this was enough for them to wish for you to join them as they see a future where you rule at their side as powerful and eternal beings. As such come what may, you can rest assured that whatever they do is done with your best interests at heart.

Scenarios : You can take as many scenarios as you wish and if you want treat them as alternate timelines to resolve whatever conflict may exist between them.

Jumper The Essential

Afterimage is just as much the story of Renee and her past that it is the story of 42 and how it all ties back to Esseus.

You will be inserted in this scenario in Renee's role and will have to deal with all the events and enemies that she would normally face.

To win the scenario, you will have to put a decisive end to Esseus' plans and her threat to Engardin.

Rewards :

For your great achievement you will receive the **Perk World Flower :**

This allows you to become essential to any prophecy in whatever setting you go. This also allows you to have have adventures on par with the main plot without ever directly interacting with it.

Finally, you receieve a boon that makes it so you are always capable of reaching a perfect golden ending, it may be hard but it will always be far from impossible.

You will also receive the **Item Red Phone Booth :**

This unassuming phone booth is actually a vehicle that can allow you to travel to other worlds and dimensions by dialing numbers. You will receive the corresponding numbers of every world and dimension that exists in every setting you go to.

Furthermore, this item can help you break out of illusions and simulations by revealing their artificial nature.

Of War And Peace :

The war between humans and Goliaths was a terrible conflict that left behind a ruined yet beautiful world following the Razing. But what if this disaster could have been avoided ?

For this scenario, you will be inserted into the past of Engardin during the war between Goliaths and humans.

Your mission is to make sure the war doesn't escalate and result in the destruction of Engardin as well as to stop the Razing from ever happening.

Rewards :

For your incredible feat you will be rewarded the **Perk Divinity of the Goddess** as remnants of Luca's power imbue you with divinity :

Needless to say this increases all your attributes,skills,abilities,magics etc… to a litteral divine level. Furthermore, this grants you the same ability to create and design wondrous artifacts that allowed Luca to create Engardin. You of course are also capable of creating primeval glyphs containing concepts that you can invoke to achieve incredible feats.

Finally, you also possess the ability to create mist that makes people lost unless they have your blessing or that of someone you have granted the authority to grant said blessings.

More abilities and feats can be achieved with time, experimentation and training.

You will also receive the **Perk Peace Talker**

This allows you to quell even the most bloodthirsty of combatants and to always find a way to resolve whatever conflict you face peacefully.

Furthermore, you will receive the **Item Mysterious Stele :**

This is the same Stele that Luca found prior to Engardin's creation and that guided her in creating it.

This stele can guide you in creating anything you wish provided you have the power and resources to achieve it.

It is also engraved with much knowledge about souls which is truly treasure trove for anyone wishing to study them as well as magic related to the soul.

Furthermore, this stele can be used to engrave and follow the flow of souls which would allow you to make oaths binding as well as to determine the fate of entities whose souls are engraved on the stele.

Finally, you will receive the entirety of Engardin as the **Item Engardin :**

This is the world of Engardin prior to being ravaged by war and the Razing. It is a lush world full of lifeforce where all entities within are loyal to you including the Goliaths, Cions and humans.

Heavenly Voice Calls :

The Town of the Exiled is the site of a ritual having gone horribly awry. Once a harsh but livable town thanks to the protection of mastermage Auss, the town fell victim to mysterious whispers they called the Heavenly Voice (likely Esseus) who brought people from outside town to gift the citizens with food and resources.

Later, the voice guided Auss and her acolytes into preparing a ritual that would have freed the souls of all the townsfolk from their physical bodies to enjoy an eternity devoid of suffering. The ritual went awry because of Patt's one of the Acolyte's interference who stole an artifact so that only he could benefit from the ritual yet lost his hand in the process.

For this scenario,you will be inserted before the Heavenly voice first spoke to Auss and the other townsfolk. Your goal will be to stop the ritual from

happening at all to save the townsfolk from their fate as wandering ghosts who will either become monsters or even if they keep their sanity will simply die without returning to the Sea of Souls as ghosts are barred from it.

Rewards :

For your glorious feat you will be rewarded with the **Perk Heavenly Voice**

This grants you the ability to speak as a disembodied voice to anyone,anywhere within the setting. This also comes with great charisma and skill in manipulation to get people to do what you wish of them.

Also included is the knowledge about souls and rituals possessed by both Auss and Esseus including the ritual to free souls from their physical bodies to allow them to exist without their physical bodies and the barrier used by Auss to keep spirits inside the Town of the Exiled lest they be crushed by it.

Also included is **the Item : Ritual Artifacts**

This is a set of artifacts that can be used for any sort of ritual you could ever think of in both this and futures jumps. You just have to be careful that no one sabotages it.

You also gain the **item : Town of the Exiled :**

This is the Town of the Exiled prior to the tragedy that left all of the inhabitants wandering spirits. All the inhabitants are loyal to you. You may choose to place it either in-jump or in a pocket dimension attached to your warehouse on a jump per jump basis at your discretion.

Finally, you gain **mastermage Auss** as a companion **:**

She is grateful to you for saving the town and willing to accompany you on your journey. She is a mastermage with all the magical knowledge and power that implies.

She also has such great willpower that even when she became a mad ghost she could still keep up a barrier to crush spirits that tried to cross it all to protect the rest of Engardin from the harm the now wandering spirits town citizens could bring to it.

Drawbacks

+0CP Different Start/Timeline

Afterimage Jumpchain

Perhaps rather than start a year prior to the events of the game, you would rather start at a different time ?

So be it, you can choose to start anywhere from the beginning of the game at the latest to when Luca first arrives in the world that would become Engardin at the earliest.

You will still stay for the standard jump duration barring other drawbacks.

+100CP each time- Extended Stay

Perhaps the vague duration of the events of the game displeases you and you would like to stay longer ?

Each time you take this drawback you add another ten years to your stay.

+100CP Back To The Past

Maybe you would like to go back to the past instead.

Each time you take this drawback your starting date will be 10 years prior with the only limit being that you can't go back further than when Luca first arrived in the world that would become Engardin.

+200CP- A Tiny Bit Worried

Both Renee and Nichole have people they look up to and care about so much so that they can't be at ease unless they know where they are and that they are well.

By taking this drawback, you choose an individual either one of your companion or literally anyone you wish to worry about similarly to them.

It would be better for you if they care for your well-being as much as you do theirs.

+200CP- Environmental Hazards

As you would expect of a metroidvania this game has many environmental hazards to keep you on your toes.

This drawback increases the amount of environmental hazards like thorns, spinning turrets that fire flames and clams that fire geysers you will encounter whille travelling.

+300CP- No Outside Perks/Items

Afterimage Jumpchain

It would seem that your arrival in this world made you a bit less than what you used to be.

For +300 CP, you lose access to your perks or items from outside this document.

For +600 CP total, you lose access to both.

+300CP- Jumping To Conclusions

Renee's initial hostile relationship with 42 was because she misunderstood her as being responsible for the destruction of Rubiwood Village and thought that she was stealing Aros' soul to do her harm.

This can excused because of those events that left her in an unstable state of mind she nonetheless jumped to conclusions.

This is something that with this drawback you now share with her as you will have trouble not acting on your first impressions in any situation you find yourself in.

+400CP- So Many Monsters

It is a fact that following the Razing many more monsters than before have started appearing.

By taking this drawback you will double the amount of enemies except bosses that you will find in this world. Thankfully, they aren't any stronger than they would normally be.

+400CP- A Tragedy

From the destruction of her village to the kidnapping of her master's soul to the very real threat to her very ego that Renee will face because of the Guider and Red Renee, it can't be argued that Renee will go through many difficult events.

By taking this drawback, during your stay here you will face a similar scale of tragic and dangerous events as Renee would. Thankfully, said events do not scale with you and are nothing that you wouldn't be able to find in this world already.

+600CP- War Again

Afterimage Jumpchain

The Razing by flooding much of Engardin and killing most humans has put an end to the conflict between humans and Goliaths but what if that wasn't the case ?

By taking this drawback, the world of Engardin will face yet another war between humans and Goliaths which is on top of already having the Pyro Goliaths Aqil and Agus on a genocidal path already during the events of the game.

You can be expected to face more Pyro Cions and to see at least a couple of Anemo and Geo Cions just as dangerous and bloodthirsty as Brandr.

+600CP- Lost At Sea

How unfortunate Jumper, it seems that Esseus isn't the only one stuck in the Sea of Souls as now you also happen to be there.

This is a place that could wash away souls that aren't strong enough to resist and without the ability to cross boundaries you could very well be stuck unless someone rescues you.

Ending :

Go Home

You have travelled enough to see much of this world and many others. Satisfied you decide to head back home taking all you have gained on your journey with you.

Stay

Perhaps this world has grown on you. You have decided to end your journey throughout the multiverse and stay here instead.

Leave

And yet you know that journeys never truly end. And so as the curtain closes on your adventures in Engardin you decide to continue travelling through the multiverse.

Credits :

Image from

https://www.ign.com/games/afterimage

Notes :

Afterimage Jumpchain

Summary of the game + background info

Background Info :

The world of Engardin was created by the Goddess Luca.

Luca came from outside Engardin and when she found it, there was only Samsare, the Goliath of Hydro within a vast expanse of sea that was actually her soul field.

Luca discovered the Stele that guided her into creating Engardin.

She made a pact with Samsare, the latter would share her soul field to become the Sea of Souls while Luca would create Engardin.

She thus created the world and the 3 other Goliaths :

Atmous the Anemo Goliath in charge of raining Dews by placing them within clouds and charging a rock that would be the Sun as it is carried by a Golden Crow (that would die and be replaced each year) across the world to nourish it.

The Geo Goliath in charge of building and repairing the various divine artifacts of Luca.

Ignis,The Pyro Goliath in charge of dispensing divine justice.

Samsare took her place as the Goliath of Hydro in charge of souls and reincarnation.

They received great power thanks to a Heart (more of a metaphysical organ since Ignis as Ifree still has it even though his physical body is long dead) granted to them by Luca that also forces them to obey divine edicts that are so engraved they can't ever think of disobeying them.

Luca also cut the Stream to bring life to Engardin using the sword Percoral at the Heart of Veins which turned the Emerald Falls from barren lands into the lush rainforest of today.

She also created the mist that covers the Misty Waters that leads people to become lost unless the boat's lantern is powered with the spell of Goliath because at the far end of those waters lie a shore beyond which not even Luca has ventured.

Finally, she created Beings (ie humans) who while gaining no special powers from her would be free unlike the Goliaths.

Afterimage Jumpchain

They possessed the Well of Beings that rebuilt humans from their souls over time and also created newborn humans.

Then Luca left and never came back.

Humans prospered and gained technology over time. They built a glorious capital with Esseus as their leader and tried to learn why they had no power but freedom unlike the Goliaths.

There was peace until Esseus,Aros and Owl discovered the Sunken Sanctum where Luca first created life as well as the mysterious stele that guided her.

Aros was unable to hear anything from it, Owl could hear it but was simply immersed with his research on soul spells while Esseus heard it perfectly which slowly drove her mad.

She hatched a plan to lure the Goliath of Geo into the Holy Grounds and kidnapped her.

Somehow later, she discovered the method to create Arteefexes. Artificial wells that can be used to rebuild people from their souls and can be sped up using dews.

They however can't rebuild people whose souls are too damaged, have too many experiences or are old because such souls are dragged to sleep deep beneath the surface of the Sea of Souls.

Soon Esseus would declare war against the Goliaths with the humans failing to take Albedo tower and Ignis creating the Ashen Canyon in an effort to halt humans.

As the humans were overpowered they resorted to increasingly unethical methods to make up for it. One of them was the institute of Spirit in Whispering Forest that attempted to fuse the souls of beings together to create powerful soldiers said experiments of course included humans as test subjects.

The main stage of the war was Goliathfall was Ignis finally fell after falling into an ambush while rescuing the surrounded Anemo Cions.

His soul would end up kidnapped and experimented on under the Holy Grounds until he found a way to escape right before the Razing.

Afterimage Jumpchain

Atmous had stopped sending rains to halt the war effort which led to mastermage Karin sneaking into Nigredo Tower to capture the Cloudworm. She also managed to sneak into the Sky Palace and trap Atmous into a nightmare.

She would try human experiments to fuse humans with the Cloudworm in an effort to produce Dews to power the human war effort. All attempts failed until Esseus helped by providing a pure soul.

The resulting individual was a girl that would become known as 42.

Esseus would finally try a ritual to open a passage between Engardin and the Sea of Soul to gather the released energy to attempt to fuse all of humanity together into a transcendent being to lead them towards a world of happiness.

Yet she had underestimated the energy that would be unleased, this caused the Razing as the out of control waters flooded much of Engardin and destroyed the Well of Beings while carrying the souls of the victim back to the Sea of Souls where they would sleep eternally.

Mastermage Owl survived the Razing and its aftershock by linking his soul to three powerful artifacts known as Hallows within the Grand Archives. He still ended up unable to leave the archives following that event however.

Mastermage Aros,Renee survived the initial flooding though Renee was in critical condition. Ifree found them and helped by linking his soul to Renee's.

He also used a fragment of her mask to create the colossus Talos whose directive was to protect him,Renee and Aros from the Razing which it suceeded at before breaking down.

This incident would leave Renee amnesiac.

Esseus was taken to the Sea of Souls by the Razing and was stuch there as her soul and body ended up intertwined.

Summary of the Game :

Renee and Ifree notice that more wanderers are starting to show up in places close to their village. They fight a boss called Lush Wolf that ends up killing them.

They survive thanks to Renee's gift that allows her to rebuild herself at confluences while resisting the pull of the Sea of Souls.

Afterimage Jumpchain

They return to the village only to find it in ruins with a mysterious figure (42) having captured Aros' soul. 42 leaves with Aros prompting Renee and Ifree to give chase.

The village was actually attacked by Pyro Cions under the command of Brandr though Renee and Ifree would only learn that much later.

They pass through the Rainbow Plains where Renee meets a mysterious masked woman (the Guider) who battles her before leaving in disapointment while asking her to grow stronger and to not disappoint Her (Esseus).

Finally, they arrive Resting Town one of the few human settlements left in Engardin .

They decide to visit the Arteefex underneath Resting Path after feeling traces of Aros' soul there but find nothing.

Mastermage Ripe, another acquaintance of Aros advises them to continue Eastward.

They pass through the Field of Geo and the Emerald Falls finally arriving in the Town of The Exiled.

Here they defeat Auss who drops the Clammy Whistle Afterimage that allows them to communicate with the Flying Fish that takes them around Teardrop Lake (a lake that was created by the Razing flooding much of Engardin).

After they arrive in Whispering Forest, they meet Alvisia, a resonant of Renee who mentions « another one » before escaping.

Defeating the Experimental Failure which unlocks the Claw Afterimage that allows Renee to grab onto walls, they continue onwards to the Forest Foregone through a portal in the institute of Spirit activated by the robot overseer of the institute.

Here they battle 42 in the Institute of Being who assumes her Cloudworm form before defeating them with a crystal spell.

After reviving at a confluence they continue to pursue her all the way to the Silent Coast where a talking broom receptionist inform them that she already left and that Aros is at the field of Hydro.

Using a boat with its lantern empowered by one of Ifree's fireball they safely cross the Misty Waters and arrive at the Field of Hydro.

Here they find Aros safe and sound who informs them that 42 isn't their enemy. She gives them a key to her base on Teardrop Lake where she locked up a member of the Ode who fell to madness because of the marionette curse.

She also gives them a memory crystal of Renee and a letter adressed to Owl in the Grand Archives of the Holy Grounds. To recover her memories they will need to accomplish a ritual with Owl's help.

Samsare informs Renee that she needs to take an oath that will put her in great peril but will also allow her to fix the world.

After arriving at the Grand Archives they meet Owl who after reading Aros' letter agrees to help them.

He leads them to a Hallow where they attempt the ritual yet the Guider interferes before being forced to retreat because of Owl.

The interrupted ritual leaves Renee in a precarious situation though thankfully Ifree manages to save Renee using their soul link.

As the artifact they used was damaged by the Guider, Owl advises them to use the original artifact within the Sunken Sanctum below the Holy Grounds.

They arrive at the Sunken Sanctum and after finding the device place 3 memory crystals on it.

The Guider arrives to challenge Renee and loses.

She then tries to use the marionette curse on Renee but Ifree blocks it. Red Renee then tries to sneak attack Renee but she dodges it.

Red Renee a resonant of Renee then challenges Renee to a fight from which Red Renee emerges victorious.

She tries to absorb Renee's soul by invading her soulscape yet a fragment of Alvisia (Blue Renee) survived and manages to provoke her so that she is sent close to Renee.

Alvisia advises Ifree to use the soul link spell on her as she is similar to a memory crystal. Then still under her guidance Ifree uses a soul resonances spell which leads to all three of them fusing together.

Renee then manages to kill the Guider and take her mask.

Renee and Ifree then visit Scorchwere either by depetrifying a Golden Crow at the Field of Hydro who takes them there as thanks or by passing through Goliathfall.

Regardless, they run into Brandr,the Blazing Blade a cruel Pyro Cion who leads his fellows into exterminating any human settlement they can find.

Renee and Ifree are furious and manage to defeat him, Brandr passes away while claiming the Pyro Goliaths will hear of it.

They then face and defeat the Pyro Goliath Agus who is just as bloodthirsty as Brandr.

Following that, they rush to the Field of Pyro to discover what happened to turn the Pyro Cions that way. They fight and defeat Agus' brother Aqil another Pyro Goliath.

Then an earthquake shakes the entire Field which Ifree suggests they investigate.

This leads them to the Molten Sanctum the birthplace of the Goliaths where Ifree comes clean about his origin as Ignis,The Pyro Goliath.

The soul link spell that Ifree used to save Renee actually transformed his soul into a new existence, this caused the Molten Sanctum to declare him dead and give birth to the Pyro Goliaths Aqil and Agus who without the Heart were weaker than the other Goliaths but weren't bound by any sort of edict which allowed them to commit their war of extermination.

In the Molten Sanctum they find an egg containing the souls of Agus and Aqil who are in the process of fusing which would make them much stronger than before.

Renee tries to destroy the egg but relents after Ifree claims it would be wrong.

He then decides to give them the Heart as he realized that if he were to simply take back his role as Pyro Goliath the Molten Sanctum would destroy the souls of Agus and Aqil.

After giving the Heart and playing dead to prank Renee, they go on a journey towards Albedo Tower.

New Game + :

Afterimage Jumpchain

The New Game + of this game isn't replaying the story while keeping benefits from a past playthroug but a different gamemode from the perspective of 42 that expands and completes the story.

42 is looking for Aros as she was related to the experiments that created her and so she wishes to ask her if she knows of a way to remove the Cloudworm from herself.

She thus visits Teardrop base which is Aros' base where she did research on what happened during and after the Razing. There she finds Red Renee whom she defeats.

Following that she tries to search for Aros in Rubiwood Village but finds it already destroyed by the Pyro Cions.

42 defeats a Lush Wolf boss and finds Aros whose soul is rapidly dissipating due to using a forbidden spell as she was injured prior to the attack by a mad member of the Ode.

42 convinces Aros to let her help by using a crystal to hold her soul while she finds a way to rebuild her.

Renee misunderstands the scene as 42 kidnapping Aros and attacks her.

42 brushes her off and leaves for the Arteefex beneath resting path.

Here she tries to rebuild Aros before noticing strange shadows trying to grasp Aros' soul, she manages to chase them off and decides that rebuilding her at an Arteefex is too risky.

42 thus decides to use the Well of Hydro with Samsare's help though it isn't normally used for rebuilding souls.

She thus goes to the Whispering Forest to find Reagent IV to stabilize Aros' soul. She is however attacked by Red Renee who throws Reagent XI at her, a soul destabilizing agent that forces 42 to take on the form of the Cloudworm.

She nonetheless manages to defeat Red Renee and find Reagent IV.

Following that she goes to the Forest Foregone to find a prism bone that could safely hold Aros' soul. There she finds a member of the Ode controlled by Esseus who attacks her to test her.

42 defeats the Ode member and then fights Renee.

She manages to reach the Field of Hydro where she rebuilds Aros with Samsare's help.

Unfortunately, Aros wasn't directly involved with the experiments and can't help her in that regard.

She still advises her to go to the Institute of Being within the Sunken Sanctum as the experiments took place there, she receives Aros' seal of mastermage to open the way there.

In the Sunken Sanctum, she finds the Institute of Consciousness as well as research notes detailling the experiments.

Unfortunately, right as she is about to reach the paragraph that talks about how to undo the fusion the Guider appears and destroys the notes.

42 is furious and fights the Guider. She manages to triumph over her opponent and imprison the Guider within a crystal prison.

Unfortunately, she easily escapes using her portals. 42 then notices that the Guider left something within her prison, a key which gives her a vision of a room in Albedo Tower (sent by Esseus most likely).

42 uses the key in the room in Albedo Tower which leads her to Nigredo Tower. An upside-down reflection of Albedo Tower.

She makes her way to the bottom of the tower whe she finds mastermage Karin who claims that it is her honor to be part of Esseus' plans. Refusing to answer 42's questions about how to remove the Cloudworm 42 fights Karin and manages to defeat her.

Even following her defeat Karin is silent, 42 thus tries to use the Cloudworm to devour her soul and read her memories.

Unfortunately, it's a trap as Nigredo Tower is close to the Sea of Souls and the act of unraveling her soul to try to consume Karin's allows Esseus to make contact with 42.

42 thus finds herself before Esseus who soul brands 42. This would allow Esseus to follow 42 into the world of Engardin. She also tells her of her plan to create another Razing by blowing up the Well of Anemo so that she could escape the Sea of Souls.

Esseus asks her to join her in forming a transcendent being made of all humans that will bring all humans to a world of happiness. 42 refuses and fight Esseus.

She manages to kill her but Esseus managed to create her own Sea of Souls which allows her to revive herself infinitely. 42 thus keeps killing her over and over again.

True Ending :

Renee and Ifree while exploring Albedo Tower discover the same room that 42 did. They pass through the portal and arrive in Nigredo Tower.

Making their way to the bottom of the tower they find 42 and Karin's body locked in a crystal prison.

They soul invade Karin who tries cast the marionette curse on Renee to turn her to Esseus' side, they manage to kill Karin and refine her corpse to make sure she doesn't rise as a wanderer.

Approaching 42, Renee and Ifree get a feeling that soul invading her without appropriate preparations would be dangerous.

They decide to find a way to help her to repay her for saving Aros.

They go back to talk with Owl who informs them that the feeling they get likely means that she is in the Sea of Souls and that it is possible to reach that place without dying. He thus advises them to repair Renee's mask as it is an artifact capable of protecting the soul.

They find shards of Renee's mask throughout the world be it in the Rainbow Plains next to the letter of Pompei, one of Aros' colleagues or in the statue of Talos as it was what powered it.

They go back to Samsare who repairs the mask thus forming the complete Nuo Mask.

They find the sword Percoral in the Heart of Veins used by Luca to cut the Stream into Engardin and manage to remove it from the stone after defeating the spirit of the sword to prove their worth. This will allow them to cut the way to the Sea of Soul.

Finally, the turtle in the Forest Foregone tells them of a light that only the most talented can see. They thus take a ray of light from the top of its shell to gain

the Halo of Genesis that will allow them to find their way back to the Sea of Soul.

Making their way back to 42 in Nigredo Tower they soul invade her and find her fighting Esseus.

They learn of Esseus' plans from 42 and decide to stop her.

To achieve this they will attack Esseus on two fronts, 42 will destroy Esseus' body while Renee and Ifree will soul invade her to destroy her soul. The simultaneous destruction of which should prove enough to destroy Esseus for good.

Esseus casts a spell within her soulfield to grant Renee her memories back but she still chooses to fight Esseus regardless.

Following the fight 42 decides to seal herself and Esseus in crystal to put an end to her threat.

Renee and Ifree thus leave Albedo Tower that is now completely covered in crystals.

The Institutes :

The humans of Engardin created three institutes for various purposes.

Institute of Spirit :

Located in the Whispering Forest : it was created during the war to conduct research on fusing souls to create monsters and soldiers.

Following the Razing, the monsterous test subjects escaped while the researchers and guards working there were also transformed into monsters.

Institute of Being :

Located in the Forest Foregone : as the name implies the area used to be a forest before the activities of the institute drained it into a desert.

Built for the war it conducted research on creating mechanical guardians like those of Albedo Tower.

The attempt ended in failure as they consume too many Dews to be cost-effective. It is now only inhabited by mechanical monsters.

The Institute of Consciousness :

Afterimage Jumpchain

Located in the Sunken Sanctum : the only Institute that predates the war, its only goal is to decipher the Stele within the Sunken Sanctum that guided Luca in creating Engardin.

Esseus created 42 here by fusing a pure soul originating from her with the Cloudworm while all previous fusion attempts by Karin in this same institute ended in failure.

Why Cloud Worm :

After Atmous stopped sending rains of Dews. Karin attempted the fusion experiments with the Cloudworm because when it consumes lifeforce the Cloudworm can produce Dews.

Endings of the Game

This game has a total of 10 different endings including one easter egg ending and one true ending.

Renee endings :

Homecoming :

Fight the Guider without putting any memory crystal on the device.

Renee ends up brainwashed by the Guider using the marionette curse who brings her with other brainwashed members of the Ode to a place close to the Sea of Souls.

They are waiting for Red Renee to gather the rest of the memory crystals to absorb Renee's soul. Ifree watches on powerless.

The Cradle :

Fight the Guider with 1-2 memory crystals on the device.

Ifree manages to block the marionette curse but Red Renee sneak attacks Renee and knocks her out. Red Renee absorbs Ifree's soul and prepares to absorb Renee's

The Essential :

The canon ending. Done by fighting the Guider after placing 3 memory crystals on top of the device. Ifree blocks the marionette curse,Renee dodges Red Renee's sneak attack and fights her.

Red Renee wins and attempts to consume Renee's soul but Alvisia's soul fragment manages to get close to Renee by provoking Red Renee. Ifree links and resonates the souls of the three Renee which causes them to fuse.

Renee then kills the Guider and takes her mask.

Ifree endings :

The Withering :

This requires 8 primeval glyphs which are Sacrifice,Pyro,Anemo,Hydro,Geo,Light and Being.Ifree breaks the soul link with Renee to take back his role as the Pyro Goliath.

The egg containing Agus and Aqil withers because there is no need for more than one Goliath with the Heart.

The Hope :

Renee soul invades the egg and attacks it. She fights Ifree who tries to stop her. Ifree is killed and the egg destroyed.

Journey :

The canon ending. Requires the 8 primeval glyphs necessary for The Withering Ending. Renee soul invades the egg and attacks it before relenting when asked to by Ifree.

Ifree decides to give the Heart to the egg for the souls of Agus and Aqil would have been destroyed by the Molten Sanctum if he had become Pyro Goliath again.

Ifree plays dead to prank Renee who beats him up for it. They then leave on a journey towards Albedo Tower.

Easter Egg Ending :

The Wall :

Requires gathering all 8 Shenlong Glyphs. After gathering them, Se gives Renee and Ifree a key that could lead them to a new place.

They take the boat on Silent Coast towards the field of Hydro but turn off the light midway.

After going back with the boat, they instead reach a new shore that was hidden by Luca herself for it was a place she had never explored.

Here they find Se who informs them that this is a place that Luca herself hasn't explored, this excites Renee and Ifree who decide to go on an adventure.

They find a red phone booth and dial a number which leads to another world.

NG+ Ending :

The Waiting :

After defeating Esseus who is immortal, 42 is shown to have left the tower perhaps waiting for Esseus to come out and enact her plan.

The Dreaming :

After defeating Karin, 42 notices the mirror past her where she speaks to Atmous who decides to help her for having defeated Karin.

Passing through the mirror, 42 finds herself before Atmous who informs her that she can help separate 42 from the Cloudworm but that without knowing the specific method used to fuse them in the first place this could be dangerous.

This also means that 42 would lose her crystallization spells and powers as those originate from the Cloudworm.

42 decides to go through with it anyways and is seen leaving the tower.

True Ending :

World Flower :

Renee and Ifree while exploring Albedo Tower discover the same room that 42 did. They pass through the portal and arrive in Nigredo Tower.

Making their way to the bottom of the tower they find 42 and Karin's body locked in a crystal prison.

They soul invade Karin who tries cast the marionette curse on Renee to turn her to Esseus' side, they manage to kill Karin and refine her corpse to make sure she doesn't rise as a wanderer.

Approaching 42, Renee and Ifree get a feeling that soul invading her without appropriate preparations would be dangerous.

They decide to find a way to help her to repay her for saving Aros.

They go back to talk with Owl who informs them that the feeling they get likely means that she is in the Sea of Souls and that it is possible to reach that place without dying. He thus advises them to repair Renee's mask as it is an artifact capable of protecting the soul.

They find shards of Renee's mask throughout the world be it in the Rainbow Plains next to the letter of Pompei, one of Aros' colleagues or in the statue of Talos as it was what powered it.

They go back to Samsare who repairs the mask thus forming the complete Nuo Mask.

They find the sword Percoral in the Heart of Veins used by Luca to cut the Stream into Engardin and manage to remove it from the stone after defeating the spirit of the sword to prove their worth. This will allow them to cut the way to the Sea of Soul.

Finally, the turtle in the Forest Foregone tells them of a light that only the most talented can see. They thus take a ray of light from the top of its shell to gain the Halo of Genesis that will allow them to find their way back to the Sea of Soul.

Making their way back to 42 in Nigredo Tower they soul invade her and find her fighting Esseus.

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Glossary of terms :

Resonant :

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Resonants are entities born from the same soul but with a different set of memories. They usually appear after the soul has received a trauma and later been rebuilt. This results in two or more different beings with similar origins.

Resonants when nearby correct each other's memories and can help protect each other from soul attacks (think how in D&D creatures with multiple minds need to have all of them charmed for the creature to be affected for example).

Rebuilding :

The act of recreating a body from its soul and memories. This is done at either a Well or an Arteefex (artificial well).

Cion :

Servants created by the Goliaths using their connection to the Sea of Souls, they are highly loyal to their creator.

Goliath :

A powerful elemental being with divine power and duty over an element. The oldest and only one not created by Luca is Samsare,The Hydro Goliath whose soul field is actually the entire Sea of Souls of Engardin.

Soul Field :

You can think of it as an imprint left by entities within the Soul realm.

Invading it is similar to Hollow Knight's dreamscape with the dream nail, this can allow to harm and even destroy souls.

Example of Weapon Techniques in game :

One Handed Sword

Full Moon :

A circular shockwave resembling a full moon forùs around the user damages enemies.

Descending Moon

Quickly descend while in the air towards the ground to deal heavy damage at anyone beneath and in front of you.

Decrescent Moon :

Afterimage Jumpchain

Leap backwards while slashing forward with your sword, useful for enemies that charge at you.

Bleak Moon

While in the air or using Decrescent Moon slashing summons swords that fly forward in front of you.

Blade

Wyvern Sting : A slash that rises high in the air in front of the user. If used with Instant adds three additional slashes reaching towards the air.

Instant : a quickdraw in front of you. Passively enhances other blade skills.

Tiger Claw : quickly draw the blade and slash three times in front of you. With instant, adds a flash step while slashing everything between your starting point and destination.

Thousand Crosses : Draw the blade an inch creates a large number of cuts a large distance in front of you shaped like crosses. With instant adds additional cuts thus extending the reach of the blade skill. This is the skill with the farthest reach in the game.

Judgement Cut : Quickly flash step past an enemy then sheathe your blade causing your enemies to suffer from delayed cuts. With instant, being attacked while attacking with the skill or when starting the skill negates the damage of the attack and immediately counter attacks with a stronger Judgement Cut.

Dualblades :

Rising Wyvern : Spin the dualblades in a circle while rising in the air.

Consume a jump to use so the more jumps you have the more you can use the skill without landing (so with triple jump you could use it three times in a row without landing for example).

Spinning Wyvern : Throws the dualblades diagonally while in the air slicing your enemies before returning to you while slicing on the way back.

Raging Wyvern : a furious series of slashes with the dualblades in front of you. You can continue attacking endlessly while standing in the same spot.

Greatsword

Afterimage Jumpchain

Iron Bastion : Place the greatsword in front of you before slashing upward. When you are struck while using/preparing this skill you instantly counter with an enhanced Iron Bastion.

This skill reduces the amount of damage taken from the direction your greatsword is facing.

Slicing Whirlwind : Spin the greatsword around you, damaging all enemies surrounding you.

Hunting Edge : Slide on the ground while swinging the greatsword above you.

Scythe

Aria : Throws the scythe in front of you, slicing through enemies and returning to you while still slicing enemies on the way back.

Symphony : Quickly spin the scythe in your hand rapidly damaging enemies in front of you.

Whip

Plum Blossom : Spin the whip around you. If whip mastery has been learned and a one-handed sword is equipped adds a lash forward at the end of the spin.

Whip Mastery : Enhances other whip skills depending on the other weapon equipped like scythe or one-handed sword.

Other interesting things to note :

It is likely that the people of this world do not reproduce :

In Engardin, people may not actually reproduce as newborns came from the Well of Beings.

Indeed, there is no mention of parents/grandparents/ancestors and the closest relationship seems to be that of master and apprentice or apprentice and fellow apprentices to the same master.

This could make the situation of this world even more dire than it is as without the Well of Beings no newborns humans can exist.

All Life on Engardin wasn’t created by Luca :

Indeed, the only creatures that Luca created are the Goliaths and the Beings (humans). All other life you see in this game be it flora or fauna is actually a natural consequence of the interaction of the Stream with the world.

The Sun is a boulder :

The Sun is a boulder charged with Dews by Atmous and carried by a Golden Crow from the top of Scorchwhere all the way to the Lunar Graveyard in the Field of Hydro.

The Golden Crow dies and is reborn each day repeating their task. After a year the Golden Crow dies for good and another is reborn to take the role.

The Reincarnates :

There is a group of individuals known as The Reincarnates who wear robes with triangular emblems. Their goal is to rebuild individuals of talent and virtue to help rebuild Engardin following the Razing, mastermage Auss was one of them.

42 is apparently familar with them and they have a tower in the Silent Coast that has a list of people they have rebuilt as well as information on rebuilding.

Geo Goliath and Field of Geo :

Following her kidnapping by Esseus, no one has seen the Geo Goliath to the present day. Furthermore, a mysterious black fog corrupts Geo Cions who approach a door within the Field of Geo.

Fun thing to note, Geo Cions are called meowlings and they take the form of big house cats. They are very skilled in crafting and technology according to item descriptions.

Locked Raging Veins :

The door that leads to the Raging Veins which is connected to the Field of Pyro,Scorchwere and the Ashen Canyon by an activa lava flow is locked. It wasn’t done by the ferryman nor by the Pyro Goliaths Agus and Alqi.

Changelog :

V1.0 : Made The Jump

V1.1 : Added floating discounts to general perks

Clarified that the **Limitless** perk can allow you to train and expand infinitely upon all your perks as well as powers,magics etc…

Afterimage Jumpchain

The First Knight perk now boosts all powers,abilities,skills etc.. related to the sun. It also boosts you depending on how close you are to noon.

The capstone boosted form now boosts you when you fight within a place you are supposed to be guarding making you nigh undefeatable for all but the very greatest of beings.

The Shadow of the Moon perk now boosts all powers,abilities,skills etc … related to the moon. It also now boosts all your abilities,magics,skills etc… depending on how full the moon is.

The capstone boosted perk **Moonshadow** boosts all your abilities,magics,skills etc… at night and within darkness.

The capstone boosted perk **Secrets of the Arcane** now also allows you to create entirely new schools of magic.

Renamed **the Moon swordmanship perk** to **Moonlight swordsmanship.**

Corrected Karsa's companion's name, it is indeed Brenda and not Honda like I had written in the **Animal Communication perk.**

Trials of Souls Jumper Edition item now has an option to become like the in-game one by having the bosses scale to you and your companions. This also includes the option to boost yourself and your companions to the limits of your potential though you won't keep this power outside of it.

Clarified in the **Adventure Ready Fitness** perk that your mana (MP) does regenerate overtime.

The **Crystal Magic** perk now also allows you to innovate,create and modify spells to add to your arsenal.

The **Elemental Powers perk** now also allows you to create additional elemental powers and abilities.

The **Goliath** perk now also allows you to choose Lux and/or Soul as your element to become the Goliath of.

The **Blazing Blade,Galefeather,Frozen Knight,Jumper Bleicher Shatten,Shadow of the Moon and First Knight perks** now also allow you to create,modify and innovate additional abilities,techniques related to their themes.

Clarified that you can take as many bonuses and maluses you wish in the Customization section as long as you can afford them.

Afterimage Jumpchain

The **Great Fairy Jumper** perk now grants you a fairy alt-form like Se but you don't have to be as small as she is.

The **Heavenly Voice Calls scenario** now also gives mastermage Auss as a companion and the Town of the Exiled as an item/property with all its citizens loyal to you.

V 1.1.1 :

Added that any origin may be taken as Drop-In

V 1.1.2 :

Corrected that you can buy all 6 goliaths elements for the **Goliath perk** for 1000 CP.