Zetsuen no Tempest Jump

Version 1.0.0



Welcome to the world of Zetsuen no Tempest, or Blast of Tempest if you prefer. This is a world cast in the shadow of two great divine trees. Ages ago the Tree of Genesis created this world and its laws, but its creation was incomplete, flawed, and damaged as the Tree of Exodus attacked it and while it managed to defeat the Tree of Exodus, the Tree of Genesis was wounded and was left unable to create the perfect world it had intended to create.

Thousands of years have since passed. The Kusaribe Clan of sorcerers serve the Tree of Genesis to maintain and protect its laws. Hungry for the destructive magic that the Tree of Exodus could grant the current head of the Kusaribe Clan, along with the clan as a whole, has betrayed the clan's princess - the chosen princess of the Tree of Genesis - and stranded her on a desert island where there are no artifacts of human civilization to use as offerings for magic. He, and the clan, have begun to work a ritual to revive the

Tree of Exodus under their control, attempting to reshape the world to their will and gain even greater power in the process.

Or maybe they fear that the Tree of Genesis is nearing full restoration and that it will wipe out world civilization in its attempt to recreate its perfect world, and seek to revive the Tree of Exodus to wound it and hold off its restoration, even if it might involve an apocalyptic war that would wound and tear apart the world. You'll have to find out.

You will be arriving in this world at the same time that Mahiro Fuwa has obtained the doll sent adrift by Hakaze Kusaribe and made contact with the stranded princess of the Kusaribe clan. To aid you in the coming storm, take these:

+1000 CP

Good luck and good jumping.

Location:

You may choose a location in Japan that fits your background in jump, or any non-secure location in Japan if you are a drop-in.

Age and Gender:

If you are a drop-in you are the same gender as you were at the end of the last jump, and the same age as you were at the end of the last jump. If you are not a drop-in you may choose an age and gender appropriate to the jump.

Origins:

Select a single origin. It will determine who you are in this world and where you fit, as well as providing you with discounts on perks and items. All discounts are 50%, except the 100 CP perk and first copy of the 100 CP item for your origin which are Free instead.

Player (Drop-In): You are a mysterious individual who has arrived without traceable history or past, moving through the world as little more than a whispered legend if even that. You have no actual background or connections in this world, and no memories from this world. If you wish you may arrive with a new (low level) position in Takumi Hayakawa's governmental agency. You'll still have no memories or background in this world, but you'll not be the first person he's taken as a close ally without a background he could figure out.

Antagonist: Laertes, Alonso, Mahiro, Samon… You have been cast as the antagonist. You are an individual of this world, self-motivated and driven, intelligent and cunning, forced to make the most of your mind to obtain your goals even if the world itself tries to stop you.

Sorcerer: Prospero, Hakaze… You are the sorcerer, possessing the blessing of the world, and great power. Or in theory. This won't give you the Tree of Genesis's favor, but you may well possess great magical power, or aptitude at things.

Understudy: Megumu Hanemura… You are the second string choice of fate. You were not really meant for your role, whatever role you are taking in this world, but are fitting shoes bigger than your feet. Hopefully you'll be able to shape up and fill the role.

Young Lover: Hamlet, Ophelia, Ferdinand, Miranda, Yoshino, Aika… You may be a truly horrible, and badly twisted individual, though it'd take someone who knew you well to figure that out. You might instead be a master of spontaneous deduction, a wielder of words… Or just someone who captures hearts enough to stir action.

Perks:

The 100 CP perk associated with an origin is free if you have that origin, other perks associated with the origin are 50% if you have that origin. No discounts on general perks.

Fraulein (50 CP): You're beautiful. Whether you look like a buxom oneesan, certain to capture Junichiro's attention, or something else, you're a highly attractive individual. And you seem to age gracefully. You might not actually be 28 yet, but you could probably get away with calling yourself 28 even when you're nearing 38.

Loose Screws (100 CP): There's something off with the kids in this world. It's like they just don't have normal emotions; well at least with Mahiro, Yoshino, Aika, and even Hakaze. Now you can join them. You have a dimmer switch on your emotions allowing you to reduce their influence on you. It won't go down to zero, that'd be dangerous, but you are able to severely reduce their effect so you can act more based off of pure rationality and logic. This won't stop you from deciding to chase after someone's killer necessarily, logic doesn't set your desired end state merely guide how to reach it.

Literary Vigor (100 CP): Everyone who's anyone around here is apparently fit enough to beat up half a dozen normal people in a street fight. Now you are too. Well at least you're fit enough to make winning a fight against half a dozen other people your age who are also untrained fighters a real possibility. You're not strictly superhuman, but you've got some general anime fitness, and you're not strictly in real world human limits. You won't really equal a mage who is boosting their physical abilities but you'll get closer than you ought.

Mage of Genesis (200 CP): You possess magic like that of the Kusaribe clan. By offering up products of civilization, you are able to draw forth magic from the Tree of Genesis. This magic can have many uses - it can protect against the iron sickness curse the Tree of Genesis can invoke, it can link two objects to allow for transmission of voices over distance, it can track individuals, it can determine who murdered someone, it can be used to fly, hide places from observation, heal broken bones or wounds (though fatal injuries and medical illnesses are a different matter, and you won't be instantly regenerating arms without more power than this perk gives you) and with extreme power that this perk alone won't give you and specialized situations can even be used to teleport through time - but the manga focused primarily on two: the ability to create magical barriers to wrap an individual (or car, or once in the case of the 2nd most powerful user in the series an entire battleship, and with an entire clan a whole area including a giant tree)

in a protective barrier that can withstand guns, and limited exposure to tank cannons and missiles, or in the more extreme cases rather extensive exposure to those things, and to provide physical boosts increasing strength and speed which together creates a rather powerful blow as the barriers are pretty hard force fields and you can give them a lot of speed to go with it. Of course, the fact that by touching a technological object and chanting an offering to the Tree of Genesis you can instantly unmake it is actually possibly its greatest offensive power is not the spells themselves, but the ability to make the offerings that will then power them. Touch a tank, or even an entire battleship and you can offer it up to the tree and it will disappear. Not all effects are certainly known, and you begin rather middling with just this, but you should be able to eventually reach Samon's level with time and dedication; Hakaze's level will require more.

Mages can also make talismans, precast magical effects imbued in objects. They have limited power, running out quickly in a fight between mages even when made by someone on Hakaze's level, but can provide you with a magic effect when you don't have an offering on hand. They remain inactive until you authorize them to be used, at which point anyone can use them meaning they can also be used to provide non-mage allies with access to specific magic.

Since you're paying for this you'll be able to use this magic in future worlds without the Tree of Genesis. It will work the same, though the value of offerings will scale based on the predominant technology level of the jump, and roughly cap out at their top-end (military) technology.

As a warning though if you use magic to kill, even indirectly, you will lose access to this magic until you perform a ritual purification over the course of a month.

Redirection of Force (300 CP): So you want to be a badass normal? You possess skills with judo and aikido to rival those of Junichiro. To put this into context Junichiro specializes in using these soft styles of martial arts and the redirection of force to battle mages who are using magic to boost their physical abilities and surrounding themselves with force fields that prevent their injury, by catching their forcefield at the precisely right angle to flip them using it, continually downing them too quickly for them to cast spells until their barriers fail or they simply become too exhausted to fight any longer. Your reflexes and reaction time seem to just honestly be superhuman, your endurance is great, and your skill is positively ridiculous.

Talisman Maker (500 CP): In this world, mages are able to create talismans. These are objects which have been imbued with certain magic effects, possessing so much power to fuel this magic before the talisman will fade away. This allows them to bring magic effects with them where they won't be able to carry offerings to the Tree of Genesis, in effect paying for the spell early, or, as non-mages may use talismans once the maker has authorized their use, to provide others with the ability to use magic in a limited form.

You don't need this perk to do that, Mage of Genesis will already allow it. Nor will this allow you to make them for this world's magic without access to this world's magic. No, this allows you to make talismans of any powers or supernatural abilities you possess from this world and others. This isn't limited to magic; superpowers, psychic abilities, and the like can also be imbued into talismans, and more powerful talismans will require more valuable and rarer objects to hold the power. Creating a talisman will take time and effort commensurate with the amount of power you're putting into it and the more powerful the effect the less time it can be used.

Favored by the Tree (800 CP): The Tree of Genesis looks upon you with favor second only to Hakaze Kusaribe herself and at that only barely. That is unless you took Mage of Genesis and Prospero with this where you are completely her equal. What this means is that you have nearly invincible plot armor, as the Tree of Genesis which creates the Laws of the World is actively working in your favor, bending the rules of magic - making a communication spell connect across time because you would not exist in the time period that it would otherwise connect in - to help you, influencing people and events in your favor or to fulfill your wishes, and generally making it a rule of the world that your victory must always be possible should you pursue it. This isn't completely invincible, Samon managed to trap Hakaze on a deserted island for 2 years and even with the tree's favor Hakaze reached a place where one misstep from her or her protectors could have ended it, and the Magician of Exodus was able to defeat her preventing Hakaze's wishes, but it is still ridiculous amounts of plot armor, luck, and even nudging individuals' behavior or giving them ideas. By possessing this Hakaze could be guaranteed to succeed at nearly anything she tried.

In this world you'll lose this blessing if the Tree of Genesis is destroyed. In future worlds you'll keep this blessing even without the Tree of Genesis. Though do be careful, gods of fate or those beings which control the laws of the world might be able to negate this if you give them reason to as this is active manipulation of fate and the world in your favor.

Player Perks

Puss in Boots (100 CP): Wait, how did you get a job as a 'governmental volunteer' when even your boss doesn't know anything about your past? Did you even exist in this world before you introduced yourself? Well it seems that people accept a lack of knowledge about your past and mysteries around you if given some reason to trust you. Something like an introduction from family, or having helped them. It doesn't actually have to be that big, much smaller than you'd normally expect, and they'll be surprisingly respectful about you keeping quiet about your past.

Shifting Alliances (200 CP): Wait, weren't you two enemies just a few chapters ago? When did you start having meetings and exchanging information? You seem to be adept at making alliances with former foes. They'll still need a reason, but people seem very reasonable when it comes to forgetting any rancor or ill-will from former clashes and accepting that your goals coincide now.

Polonius (400 CP): You're a skilled spy and intelligence operative. Probably. It's hard to tell, but it would be for a good spy. You do possess some skills at espionage and as an intelligence operative, if you didn't before, but while this would make you a decent spy, it's ultimately nothing special. You are, however, strangely good at obfuscating your actions, covering your tracks, and hiding evidence about your life; even your superior inside of government intelligence might not know your history or past if you wanted to keep them in the dark.

Though sometimes information about you gets out. Or maybe it's that you let it leak? Either way it is easy for you to develop a reputation as a force to contend with, especially in the shadowy world of spies or criminals where you might become a near legend spoken of in hushed and terrified whispers.

Experience in Battle (600 CP): Magic and training can only bring you so far in battle. You, though, have combat instincts that far surpass the norm. Maybe it's been born of a long experience in battle, or maybe something else, but you can handle yourself in a fight whether it's unarmed, armed with traditional melee weapons, or a firefight, with a keen mind for the tactics of the battlefield. You won't be defeating a mage with a handgun, but you'd put up a better fight than could be expected, and given some talismans of your own you could press one rather substantially even one on one even with the severe disadvantage the short life span of talismans put you at.

What is most amazing about you, however, is how quickly you can adapt to using new abilities and powers in a fight. You are able to quickly, and easily, integrate new abilities

or powers into your fighting style, and identify ways that they can be used properly in battle. Using talismans in your first fight against a mage, you could probably find a way to use their barriers more effectively than the experienced mage.

Antagonist Perks

The Prince (100 CP): You've got that unnamable something sometimes called charisma. This isn't a great deal of it, this is only a 100 CP perk, but you've got that spark that draws people to you whether they're older women or people seeking a leader. This will only get their attention. You'll need to give them a reason to stay yourself.

Top Scorer (200 CP): You have what would be called a photographic memory. Your memory is just simply excellent - good enough that just by reading the texts in school you'll be a top scorer in the Japanese education system. And because you're an immortal dimensional traveler, this does come with the guarantees that your memories will never fade from your eternal existence any more than they would have with a normal human span, and you'll always have room for more.

The Problem With Hamlet (400 CP): Is that he wavered and was never fully resolved in his desire for vengeance until it was too late. Not you. You have the ability to really set your mind to something. Whether that's preserving the world from the tyrant god that gives you your magical powers and that your clan exists to serve by causing another lesser apocalypse, or killing the killer of your little sister, when you set your mind it's set. Or well you can control somewhat how intense this is, but you can set a goal with an intensity up to monomaniacal fixation. The more intensity you set it at the harder it will be to move you from this track, and the more hardship you can face while pursuing it. It won't be literally impossible to change your mind, even at the highest setting, but it will shield you against mind control and charisma, requiring more than persuasion but something like new information which renders your reasons moot - your sister's killer was herself to motivate you onto a course of action of her choosing. Besides making it harder for people to change your mind while you are dedicated to a goal you will see a small boost to your capabilities when pursuing that goal; the more dedicated you are the greater the boost though it will never be more than a small fractional increase… to everything you do and everything about you.

You can only dedicate yourself to one goal at a time with this perk. You may remove this dedication at any time with an act of will - though this may be hard if you dedicated yourself too thoroughly to the goal - but unless you completed the goal, you must wait a year between giving up a goal and selecting a new one.

Alonso's Scheming (600 CP): Like Mahiro or Samon you are highly skilled at planning. Perhaps Samon shows this better with his multi-year plan to trap Hakaze on an island and resurrect the Tree of Exodus. Though his initial plan was foiled, he was able to press someone who had the laws of the world working on her side, effectively creating the rule that she could not lose. Your plans are of similar scope and sweep, able to create situations to counter or pressure even the most unfair advantages. You'll still need resources of your own, and information is your friend, but you are good at coming up with plans to make full use of everything you have. You're also good with creating contingencies and back ups for when something inevitably goes wrong. You can be a realist when it comes to these plans, and recognize when maybe leaving a greater chance of failure is better than creating a lesser chance of greater failure.

Sorcerer Perks

Exiled Duke (100 CP): Isolation and boredom are real threats to the mind, but not so much to your own. It seems that your mind can handle the strain of prolonged isolation, boredom, and lack of stimulation. You could be stranded on an island for 4 months and while the elements might kill you, your mind would be none the worse for wear even if you were provided with shelter, food, and water with no effort leaving you with nothing to do.

Basic Skills are High (200 CP): You're good at things. Maybe you were born blessed, but you seem to naturally take to just about everything. This won't make you anything special at anything, but you'll be above average in your talent at anything that a human can do. Or well anything that whatever you can do can do. This won't ensure you possess any truly special talents in future worlds - such as psychic powers or magic - but it will ensure that if you have them you'll have an above average talent in using them even if not necessarily above average power with them.

Shield Bash (400 CP): Sometimes you just need to break something, but all your magic gives you is a shield. Well you're an expert at turning defensive magic into offensive magic. While this does give you skill in doing so, it's not the main benefit. It's easier for you to do so than it would be for other people. Turn a magical barrier into something that you can reshape and move using it as offensive attack tentacles. Take a spell that protects you from fire and maybe you could use it to freeze things in contact with you. These will rarely be at (or even close to) 100% of the power that a true offensive spell from the same system would be, but you can eke offensive feats out of spells that should be purely defensive.

Prospero (600 CP): You possess a great deal of magical might and power. If you took Mage of Genesis you'll possess magical strength on par with Hakaze's own - enough that the entire rest of the clan would be hard pressed to defeat her or to use a knife to block a spell capable of dealing massive damage to a city where others could give a tank and still have barriers that barely stand up to barrages of heavy military equipment. With Cherubim you'll see a lesser, but still substantial growth in power; you might not even need to summon the Tree of Exodus in its sword form to destroy the Tree of Genesis, and you would be able to easily overwhelm the likes of Hakaze in a fight.

For other forms of magical might and power such as those not from this world, the increase will be less substantial, but you will still find it increased. All of your magical powers are noticeably improved by this; those that outscale the greatest feats of this

world already will see proportionately the least, enough to be noticed and useful but far less than doubling, and you shouldn't expect to be increased by orders of magnitude like Hakaze compared to common mages of the clan, but for weaker magic an order of magnitude might not be impossible.

Understudy Perks

Truthful Chorus (100 CP): Sometimes you just have to say something that other people don't want to hear. It doesn't matter how much they don't want it to be the case that their best friend was dating their little sister behind their back, sometimes it just needs to be said. Thankfully when you tell someone a truth they'd rather not have heard they tend to take it better. This won't help you convince them that what you're telling them is true so much as help them accept it emotionally - and not shoot the messenger - when you do convince them.

Flourish of Art (200 CP): Acting as the Magician of Exodus required quite a bit of showmanship, and shaping its destructive magic into more visually appealing and exciting forms. Hanemura took to this quickly, and you seem to too. Though yours isn't limited to the magic of Exodus. You find that you are able to tweak the aesthetic and cosmetic effects of your spells and supernatural abilities. For those that already could be shaped and controlled this way this makes it much easier for you, but even for those that normally wouldn't be able to be, you can change the appearance and displays of your magic and supernatural powers with some work and effort.

Don't expect much additional functionality from this, but you might scrape out a bit. Maybe you can manage to change the flight trajectory a little, reshape a spherical explosion into something more cone-like, give something a delayed onset, or make something flashy enough to be momentarily blinding. Mainly it's good for making your supernatural displays more artistic and impressive.

Comedic Fate (400 CP): Not to be laughed at, but a happy ending. It's not guaranteed, but when you work for a happy ending for the world around you, somehow it tends to ripple back towards a happy ending for those who you care about most. What this means is that by doing good for the world at large, you bring good results to those you care about even if you're nowhere close to them and don't even know where they are: save the world and you could also save your once and future girlfriend's life.

Cherubim (600 CP): You possess the magic of the Magician of Exodus. You only get this at the level of Hanemura, not the original intended, and this only includes flight and their offensive magic. Still this is magic that can tear through even Hakaze's barriers, is said to be able to wipe out a city, and has been shown to destroy kilometer long pieces of the Tree of Genesis which was completely impervious to conventional weapons (we're not told if they tried nuking it). You'll have to work your way up to the larger feats, but this is the magic of destruction able to casually unmake anything in this world save the

Tree of Genesis's core itself which did prove too large to casually destroy and able to regenerate faster than the magic could damage. Still you possess a variety of destructive energy projections capable of wiping out what they strike - or forming into a sword of destructive essence. It also grants you the ability to fly at fairly high speeds. Unlike the magic of the Kusaribe clan, this magic doesn't require offerings or sacrifices and is not lost if you kill someone with it. Using it heavily is tiring, however.

If taken with Mage of Genesis you will be able to use all the magic that the Kusaribe clan does as well, and it will not require offerings or fear killing people; though you can still make them to avoid some of the strain on yourself. This does include making talismans of this destructive magic.

Young Lover Perks

Actor's Mask (100 CP): You are highly adept at hiding your emotions and true thoughts. This won't stop you from feeling these emotions, but your thoughts and true self do not show on your face unless you choose to show them. You could be fuming with rage and bloodlust and it'd never show. You could be deeply in love with someone so that you would be willing to move heaven and earth for them, and your best friend - their brother - would never realize as long as you put on a show of hating them. You could know a dread secret of the world and be imbued with immense destructive power and no one in your life would realize it if you didn't choose to show it.

Needless to say you've got a great poker face.

Power of Words (200 CP): You've got a way with words. It's rather impressive. You seem to know just what to say to give someone pause, or make them reconsider. Whether you're trying to get someone to rethink something, convincing someone of the logic of your suicide as part of a larger scheme for their sake, or thinking up a bluff to stop your friend from siding with the villain, you're good at finding the words you need when you need them. This isn't perfect - some people are too stubborn to be convinced to change their mind - and you won't be weaving long term manipulation with this, but you are good at finding the words you need at the moment in the moment.

Ophelia's Echo (400 CP): Love is a powerful, motivating force especially, it seems, love for you. This won't help you to become loved, or to keep love once you have gained it, but you will find that for those who do love you it is a powerful motivating force. The sort of thing to drive people on quests of revenge, or even to reconsider their beliefs about the world. While powerful when you're still present, the memory of you when you have gone - whether through death or merely having left - seems to hold an even more powerful effect.

Recapitulation (600 CP): You have a way of figuring things out. Whether it's a locked room murder mystery, the reason that a causal loop paradox has to play out the way it does, or how a villain's plan to recover a potentially dead enemy through magic works via teleporting through time using their skeleton and a barrel, you've got a keen combination of deductive reasoning and intuitive insight. In fact, it sometimes seems like some outside force is guiding your mind to make great leaps of logic to come upon the correct solution. Whether that's true or just how your mind works, you could probably make a fine consulting detective if you chose to apply yourself to it.

Items:

The first copy of each 100 CP item associated with an origin is free if you have that origin, other items (or additional copies of the 100 CP item(s)) associated with the origin are 50% if you have that origin.

You may purchase multiple copies of items. Purchases of an item after the first are discounted (50%); this does not stack with other discounts. You may import similar items into those you purchase here merging them together, or even combine similar items purchased here.

Collection of Talismans (50 CP): This is a set of 5 talismans, on a scale of the average ones made by Hakaze. They've been authorized for your use, and you may authorize them for general use, but you simply need to press them against your skin and will it for the magic to be used. They each have limited power and as you use them will wear out, but even a few of these talismans would let you put up a decent fight against a magician, assuming you knew how to fight. These talismans only replenish at the start of a new jump.

Additional purchases are not discounted, but each one grants you twice as many additional talismans as the previous purchase did (so if you purchase it twice you get 10 more on the second purchase for 15 total, 3 purchases would give you 20 more for 35 total, and 4 would give you 40 more for 75 total).

Jumperibe Clan (400 CP; requires Mage of Genesis): This is a clan of mages similar to the Kusaribe clan, but they see you as their leader. Like the Kusaribe clan they draw their magic from the Tree of Genesis, though it will continue to function in future jumps. None of them are at Samon's level, but they'll include several skilled warriors and will be willing to help you in your endeavours.

If bought with Cherubim they may also possess offensive magic, though at a far lower level than that perk grants. It will be scaled down much like the Kusaribe clan's magic is compared to Hakaze's own.

Player Items

Gun (100 CP): This is a gun. It can be a pistol, a rifle, or a shotgun. Take your pick. It will maintain itself, never jam, and automatically reload over time. If you lose it, you should expect to find a replacement for it within 24 hours somewhere convenient.

Spear Talisman (200 CP): This spear is a talisman. It can't be used for general purpose magic, only for the forcefield it can project. But you will find it particularly easy to shape this forcefield in battle, spreading it to protect your body, or focusing it to just the point to gain the most power from it and help it win clashes against other forcefields or punch through hard armor. It also seems to last a little longer than most talismans - even those made by Hakaze - and since you're paying CP for this it'll recharge itself over time, taking a few hours to fully restore its power.

Air Strike (400 CP): This is 3 flights of modern fighter jets. They don't seem to exist until you call for them at which point they will arrive within half an hour to perform the mission you desired when you called them, serving until they run out of flight time - or are destroyed - and then disappearing once more. Once you've called these jets you cannot call them again till 6 months have passed.

Government Position (600 CP): This is a decent position in the local governmental bureaucracy. It won't make you the prime minister or head of any major agencies, but you might be the head of a minor agency or a department. It's not a top tier post, but it's high enough to have some influence in the government. In future jumps you'll find a similar post waiting for you in an appropriate government, that is your home one or one you'd consider an ally not an enemy government, even if you have no background in the world.

Antagonist Items

Antique Books (100 CP): This is a collection of rare, old books, the sort that are hard to find even in libraries. This collection will expand slowly over time as you jump, getting another old, rare book or two in each world you visit. You won't be finding anything magic or completely lost here, but these would be books that'd be hard to track down.

Mansion (200 CP): This is a mansion. It'll maintain and repair itself over time if it is damaged, but otherwise it's a fairly mundane, but large house that you might expect a very wealthy family to live in. Though the taxes on it and its land are paid for you. It will insert into future jumps somewhere appropriate, with you maintaining legal ownership (and paid taxes on it).

Sword (400 CP): This sword - Japanese style by default, though if you'd prefer something more European that's available - is a wonderful conduit for your magical powers and abilities. When you wield it you can channel them through it, covering its blade with them, or sharing them with it as if it was part of your own body. If used for offensive magic that is delivered by its blows - including defensive barriers used as a boost to the effectiveness of your blows - you'll see a small but noticeable boost to its effectiveness.

Gun Talisman (600 CP): Hakaze produced a special talisman, one which would be strong enough to shatter a barrier that was maintained by the entire Kusaribe clan, including its head Samon, and meant to control the Tree of Exodus. It took the form of a submachine gun wrapped in a chain. This is… not necessarily that talisman but a similar one. When you fire this chain-bound submachine gun it will shatter and destroy any supernatural barriers or defensive magic in its path. Whether that's Hakaze's barriers, magic maintained by an entire clan of mages, or something else. Unfortunately it's only one use. Thankfully you'll get a new one in a year after using it, but no sooner.

Sorcerer Items

Bottle (100 CP): This is a glass bottle with a water tight cork. Set this bottle adrift, into the ocean, on the wind, or somehow onto the will of fate and luck, and it will deliver itself to someone who you would approve of receiving its contents. This isn't impossible to intercept, though it'd take your enemies actively seeking it out, and it tends to find someone in a timely manner but the further away such a person would be the longer it will take. And there does have to be a person you actually would approve of receiving the contents, otherwise it'll stay unpicked up for a long long time.

Communication Dolls (200 CP): This is a pair of two, crudely carved, wooden dolls. Anyone holding one of these dolls may talk through the other one. There's no range limit on this. They can work across galaxies, or interdimensionally, and if one managed to travel through time at a different rate - time travel, relativistic time dilation - they could even communicate through time.

Warded Island (400 CP): This is a desert island. It has been cloaked against outside observation by a magical barrier preventing anything on this world short of Hakaze or one of the Trees from finding it from the outside. This island will insert into new jumps at an appropriate location, and may retain changes or reset to its original state at the start of a jump; you may choose this each jump.

Your Own Skeleton (600 CP): This is a perfect copy of your skeleton. Or maybe it's your skeleton from another point in time. I don't know. What is important is that this skeleton counts as being (a part of) you even though it is not currently inside of your body. In fact you can use your powers through it as if it was still part of your body even if it is in another dimension, or galaxy. If you somehow each moved through time at separate rates - such as through time travel or relativistic time dilation - you could even continue to use powers through it at its displaced 'present' compared to yours.

Understudy Items

Magician Costume (100 CP): This is a somewhat flamboyant, fantasy seeming costume. Maybe it's a black 'armored' suit, or ritual robes with a veil. Either way this is a full body outfit that seems to scream 'wizard' or 'sorcerer' and which conceals your face. When worn this costume seems to increase your stage presence, and reduce any nervousness or stage fright you might feel.

Plane Ticket (200 CP): This is a ticket for a plane, or other means of transportation. This can be used as a ticket for any plane, bus, train, boat, or similar, becoming a proper ticket for the one you desire when you desire it. Once used you'll have to wait 1 week before it replaces itself.

Fruit of Exodus (400 CP): This is one of the Fruits of Exodus, or a well made simulacrum. It doesn't cause iron sickness - that was the Tree of Genesis after all - though in this world the Tree of Genesis still might respond to it that way. It does however come with a giant, iron chain wrapped around it which breaks apart and falls as it flies, and will slowly reform should the fruit land. It can fly pretty fast too - outpacing modern fighter jets - and by an act of will you call it to fly to your location, or direct its flight to a place you can observe.

Worochi-no-Aramasa (600 CP): This is your own personal Tree of Exodus… sort of. Resembling the Tree of Exodus's final sword-form, this giant sword represents the sum totality of your destructive abilities manifested in the form of a giant sword and amplified. You may summon this weapon to you, though be careful as once its power is unsealed it will only last for a limited amount of time, serving as a massively destructive weapon always substantially more powerful than your personal destructive capabilities. Once its time runs out, this sword will disappear until your next jump, so use this power wisely and carefully.

Young Lover Items

Cell Phone (100 CP): This is a flip phone, you know the old ones that were used before smartphones got everywhere. It has a great battery life and recharges when not in use, strangely excellent coverage receiving service in places that it really probably shouldn't, and an absurdly large storage space for pictures.

Stun Grenades (200 CP): This is a set of 3 stun grenades. Not as powerful in their way as a mage's talismans, but a flash and a bang can still stun an enemy and buy you time. As a special benefit you're unaffected by the flash and the sound even if you're looking straight at it when it goes off. These grenades replace themselves weekly.

Message to Those Left Behind (400 CP): This is an envelope. Once per jump you may put a media storage device - whether this is a low tech version called paper, a USB drive, an sd card, or something else - and by an act of will put a message onto it. This message will write itself to perfectly express what you want it to express, and fate will seem to guide the message to your intended recipient; assuming you can't just deliver it yourself.

Protection Talisman (600 CP): Talismans were used to protect individuals from the iron sickness that the Tree of Genesis caused. There weren't actually specialized talismans for this purpose, but this one is. It's shaped like a piece of jewelry and when worn you may will it to protect you against any supernatural transfigurations or transformations. You don't have to will it to protect against specific effects - it'll protect you from any and all if it is 'on' for as long as you leave it 'on' though it will slowly drain power when 'on' even if nothing is affecting you. And it does only have a limited amount of energy, and the more powerful the effect the shorter it will last. It could hold off a transformative aura or energy field for some time depending upon how powerful the field is, and if it is at at least 80% power it can stop any effect that would transform you no matter how powerful once. Unlike other talismans this one is not destroyed when it is used up, but will recharge slowly over time. And while this keeps saying you, it actually protects others in a small radius - say 20 or so feet - of you.

Companions:

Companion Import (50+ CP): For 50 CP you can import or create 1 companion with 600 CP; they gain a background as normal. For 100 CP you can import or create 3 companions with 600 CP. For 200 CP you can import or create up to 8 companions with 600 CP. If you want more than 8 companions you can pay an additional 50 CP per companion to give them 600 CP (and ability to get an origin). You may pay 150 CP to import 4 companions if needed.

If you desire to give a companion more CP you may transfer CP to a companion at a 1 to 1 ratio. Each companion is given CP this way separately.

Canon Companion (50+ CP): For every 50 CP you pay you may recruit 1 canon character. If they possess magic and you wish them to be able to continue to use that magic in future jumps they cost 100 CP or 200 CP in the case of Hakaze or a Magician of Exodus.

Fairy Tale Inheritance (50 CP): This is a normally independent operative who you seem to have inherited. She's cagey and mysterious about her past even with you, but she's quite capable and competent, and she'll serve you loyally. Who knows you might even be able to marry her. She has all of the Player perks, as well as Fraulein, and Literary Vigor.

Drawbacks:

Need more than 1000 CP, you may take drawbacks for additional CP. All drawbacks fade at the end of the jump.

Anime Toggle (Toggle): The jump is based on the manga exclusively. I have not watched the anime and do not know how it differs other than TV Tropes mentioning a filler episode with Yoshino doing more detective work and a flashback of Hakaze performing much larger scale destruction than she ever does in the manga. Still if you'd rather go to the anime than the manga, you may choose to.

Early Exit (Toggle): The entire series takes place over a pretty short timeline. If you'd like you can reduce your stay to where you will leave a mere 6 months after the destruction of the Tree of Genesis. If you do so you receive ½ CP from drawbacks for the jump.

Dead Beloved (100 CP): You loved someone. You loved them deeply and totally, even if you didn't know it, and now they're dead. Someone killed them, and there's no way to bring them back, and their death will haunt you and pain you. You may eventually recover, with time to heal, but you will feel this pain no matter how emotionally strong (or dead) you normally are. This will also be whoever you love the most, so it may be a companion (imported or otherwise), though in that case if imported they still gain CP and they will be coming back at the end of the jump… though you won't remember that until the end of the jump.

Fruitful Experiences (100 CP): Somehow you have a tendency to be at ground 0 of Fruits of Exodus moving around. These cause iron sickness which magically transmutes living beings into iron, and include giant chains crashing down to crush whatever is beneath them. So find a way to protect yourself from the former, and to survive the latter. Even after the Tree of Genesis and Tree of Exodus are destroyed and there shouldn't be any more Fruits of Exodus, you'll somehow still have to deal with these fruits passing through from time to time. Taken with Island of Exile you get a 1 month reprieve at least.

Island of Exile (100 CP): That free choice of location? Forget about it. You arrive abandoned on a deserted island without your out of jump powers or abilities, or even supernatural powers from this jump, and without access to your warehouse or items. Once you escape this island and reach another land mass you'll get everything back, and your powers and abilities will return after a month if you manage to survive that long.

Law Against Killing (100 CP): If you kill someone, you will lose all powers, perks, and abilities (from this jump and others) for 1 month. Be careful.

Said Too Much Again (100 CP): You have a tendency to say things that you shouldn't have - like tell someone you suspect of having committed murder how and why you suspect them of having done so without any plan to deal with them if they want to kill you, or an emotionally unstable teenager that has shown desires to murder his dead sister's boyfriend and an inexorable will that the boyfriend is probably their best friend who you don't want killed at the moment.

Twisted Personality (100 CP): You're standoffish, aloof, and something of a jerk. You might have a heart of gold in the end and care about people, but you'll also go out of your way to give people - even your friends - a hard time and bully them.

You Went to Highschool? (100 CP): You find yourself lacking all out of jump knowledge of the events of *Zetsuen no Tempest*, and its world. Also all of your knowledge of Shakespeare's works beyond the vaguest - you would know he wrote *Romeo and Juliet* but you'd have trouble saying what it's about and you'd almost certainly have no idea who Hamlet is or anything about *The Tempest*.

Bad Guy With Major Issues (200 CP): Do you possess the heart of Exodus? Did you really kill Aika Fuwa? Are you secretly a horrible abuser of others hiding behind a sweet face and a false kind exterior? These are questions you'll find people asking about you behind your back, as for some reason or another people just seem to suspect the worst about you. You can overcome this with time and actions, but you can expect to have to work on it again and again and again.

Confidence of a Princess (200 CP): For someone who is literally not allowed to lose, Hakaze is surprisingly grounded and humble - maybe it's the Tree of Genesis controlling the laws of the world at work - but you, you have the sort of overwhelming and absolute confidence of someone who has never failed at anything in life, and who is used to the laws of reality including your inevitable success. Somehow you won't learn easily from any defeats you do have.

Iron Sickness (200 CP): You seem to have been affected by the Tree of Genesis's iron sickness, albeit in a strangely incomplete form. Half of your limbs have been transmuted into metal. This is inanimate, non-living metal that remains fused to your body. You won't be able to animate or grant life to this metal, and even if you cut it off you won't be able to regrow these limbs or replace them with prosthetics more advanced or functional than traditional wooden prosthetics.

To Be or Not To Be (200 CP): That is the question. Hamlet's soliloquy is a classic, a work of true art, and much more. But Mahiro has a bit of a point. Hamlet came to a bad end because he kept starting and stopping on his vengeance, refusing to go all the way till it was too late. Now you also have trouble sticking to your resolve. You will find that you are easily swayed, that you are easily manipulated by charisma, and change your goals and desires with the wind.

Further Events (300 CP; incompatible with Early Exit): The sufficiently advanced aliens behind the Tree of Genesis and Tree of Exodus originally had further events planned. We have no idea what these events were… but you're going to find out, as they will be happening. And this will move the Tree of Genesis timeline up to where it will destroy civilization so you can't wait it out if it's not destroyed. Taken with Jumper Blaster these events will be targeted against you personally and start once you have taken out the original trees… or after 5 years.

Jumper Blaster (300 CP): The Tree of Exodus and Tree of Genesis can sense your presence and your entry into this world, and they have decided that you are a threat that must be destroyed. They will drop their normal antagonism to team up to kill you, and pressure others to do the same. They will also drop their normal game antagonist-like behavior, going into a full out attempt to destroy you, manipulating the law of the world, and destroying human civilization for power in the process.

Zetsuen no Hamlet (400 CP): *The Tempest* is a comedy. And despite comparisons of characters to Hamlet and Laertes, *Zetsuen no Tempest* follows after it in that regard. Or it did. Now, it is a tragedy. No matter what you do, no matter what powers you bring to bear, no matter how you try to avoid it, this is a story that will have an unhappy ending for you and those you care about. It may not kill you or end your chain, though you will need to bring powers to bear and try to avoid it if you don't want it to, but you will find sorrow, you will find suffering, and you will be unhappy with how it ends. Perhaps it'd be better not to pick this?

Scenario - Civilization Blaster

This scenario is incompatible with the Early Exit, Island of Exile, You Went to Highschool?, Further Events, Jumper Blaster, and/or Zetsuen no Hamlet drawbacks.

By taking this scenario you will not be arriving on Earth. You will instead be arriving on another world which the unnamed sufficiently advanced aliens would have sent a Tree of Genesis and Tree of Exodus to. Would have. You will be arriving there instead. You must perform the same 'test' that the Tree of Genesis and Tree of Exodus would normally perform, creating both the tyrannical god that brings peace under its limitations and will reset civilization when it grows too advanced and the destructive force of chaos that threatens to destroy the tyrant god, as well as the servitor clan which is given magical power by the ruling god, and the chosen representatives of each force. As with the two trees only the chosen representative of the Exodus equivalent force can be informed of the system and events. You must follow this general set up, and the test must be no easier than that of the two trees on Earth, and you are not allowed to interfere in the development of civilization and the inhabitants of this world outside of the parameters of this test.

You will not be leaving here after 10 years. You will be playing the role of the two trees - or creating proxies to do so for you - and administrating the event in full. This means you will be watching over this world from before the beginning of history till it reaches modern-equivalent technological sophistication, and then they will either rise to the occasion to 'destroy' the ruling god, or you - as said ruling god - must wipe out their civilization and try again.

The world will have three chances. If they do not succeed within these three tries you will fail this scenario (though not the jump). You gain no special abilities or powers to help you run this test or serve as a replacement for the two trees. The challenge is how you manage that yourself. Given this should take you at least several thousand years I might start with immortality or at least eternal lifespan. Though if you take Favored by the Tree it will still function despite there not being a Tree of Genesis on the world you are arriving on.

The reward for completing this scenario is simple, though…

Tree of Genesis (Reward): This is a fully functional copy of the Tree of Genesis. It is no longer restricted by its purpose as a testing device, unless you want it to be, and instead will serve whatever purpose you assign it. It will take the form of a seed between jumps, allowing you to plant it on a world to let it grow to full size and power.

Tree of Exodus (Reward): Of course you need the full set. This is a fully functional copy of the Tree of Exodus. It is no longer restricted by its purpose as a testing device, unless you want it to be, and instead will serve whatever purpose you assign it. It will take the form of a seed between jumps, allowing you to plant it on a world to let it grow to full size and power.

Outro:

Your time here has come to an end. Whether through failure, or success, it's time to leave this world behind, and to make the final choice of a jump.

Go Home: The only option if you failed your chain. Return home, time resuming on your home dimension and every one you visited on your chain. You get to keep what you had gained on the chain at least.

Stay Here: You've grown to like it here. You're definitely not leaving. End your chain, time resuming on your home dimension and every one you visited on your chain. You will remain in this reality, no longer a jumper, but you will keep what you gained from your chain.

Continue: You can't just throw away the gift of a chain. You'll leave this world behind, passing further than even the nexus of all-realities might allow you, continuing on to another world and another jump. Proceed to your next jump.

Notes:

Jump by Fafnir's Foe

Yes, Mage of Genesis is pretty cheap for its effect without requiring a discount. Really it's a 400 CP perk that's just discounted to everyone so becomes 200 CP.

Changelog:

Version 1.0.0: Released.