

Alderamin on the sky

For years, the Katjvarna Empire and the Kioka Republic have been waging a war for control of each other's territory and currently the Empire is defending its borders against the Republic.

However, the winds of change await no one. Ikta Solork, the son of the deceased general branded traitor Bada Sankrei, and his childhood friend Yatorishino Igsem, daughter of the prestigious Igsem family, will be thrown at the heart of the war upon saving the Third Princess Chamille during the second part of their high-ranking officer exams.

The actions of these two individuals and their friends will change the course of this war, but the price that both pay will be too great.

You start a month before Ikta and Yatori take their high-ranking officer exams.

+1000 CP

Locations

You may either start at territory of the Katjvarna Empire or the Kioka Republic however be aware that whatever place you choose to start will be the one you will be aligned to. Drop In and Soldiers are free to choose whatever place they wish to align themselves. Nobles are forced to start within Empire territory, but may choose to start at the Republic if they take the Hunted Drawback for 0 CP.

Backgrounds

Drop In: Without any doubt you aren't from these parts. A wild card just trying to live your life in this tumultuous time of war. If you're going to be just another face in the crowd or the hidden ace in this war it will be up to you.

Military: Just another person doing what he needs to protect their homeland. Things from now on won't be simple, but with courage, willpower and your friends you may win this war.

Noble: You were born in the upper class of society, but just because you were born with a silver spoon that doesn't mean that you're exempt from going to the battlefield. You may choose to be born as an Igsem, the strongest swordsmen of the Empire, a Remion, the ace gunners of the Empire, an entirely new noble family or even the royal family itself.

Perks

100CP perks are free for their origin and their associated perks are discounted based on their origin.

General

The game of politics (200) - A war is a battle on two fronts one is in the actual battlefield with the soldiers while the other is inside doors, discussing with others and planning things internally to keep things going while assuring victory. You skills when it comes to politics are greatly increased, be to keep order during times of war, create alliances and even perhaps, under the right circumstances, puppeteer the leader of an entire nation amongst other things. You know how to play this game and you won't let anyone beat you at it.

Igsem Style (200) – I see that you wish to learn the famous style of the Igsem, the protectors of the Empire. This perk will give you the knowledge and skill of an adept at this style which consists of dual wielding a long and a short blade (preferably a saber and a dagger) to perform quick and precise strikes to either kill or disarm your opponents. You will still receive a boost, albeit a minor one, if you dual wield any sword of the same type, length or just wield a single sword.

Jumper the shooter (200) – I must say I am impressed, there's only one person that possess such talent with a gun, the young Torway Remion who later became legendary due to said skills. Your talent with guns and sniping ability

has greatly increased to the extended of sniping hot air balloons while on a ship and using your weapon's maximum capabilities to hit someone miles away from you. Truly, you are worthy to stand by the side of this legendary shooter.

Drop In

You're her secret lover! (100) – It appears that someone here is quite the ladies man. This perk makes it easier for you to flirt and attract people of your preferred sex, just be careful to not gain the anger of his or her children.

My precious partner (200) – In the world of Alderamin, spirits are very common and even considered sacred, good thing that spirits now seem to take a liking to you, befriending them more easily and with time, they will follow your every command and even die for you. Just make sure to not abuse of such friendship or they will turn hostile.

Well God, think one of your pieces of fruit can top this? (400) – Throughout many years there were people who wished to explain the mystical or the supernatural and now you're one of them, a scientist. You can quickly think of ways of replicating supernatural phenomena through technology and can easily explain mystical occurrences through logical facts or occurrences in nature, yes such effect can be used to trick people into believing that that lightning bolt that you summoned in the middle of the city on a sunny day was due to some faulty wiring.

The Invincible Lazy General (600) – What can I say, you're a tactical genius on par with Ikta Solork. You can think of strategies on the fly and adapt them to whatever situation that you're currently facing, break down and find flaws in the strategies of your enemies only after a few hours of battle, bluff your way into making your enemy surrender while having less soldiers and a non-existent firing squad amongst other things. As a bonus, considering how good of a strategist you are, you're also one of the best chess players in the world.

Military

Basic Training (100) – You can't be a soldier if you don't know what you're doing. You now possess the most basic of military knowledge like how to handle a weapon, first aid, basic tactics, etc. You may not be the ace in the hole that your army needs but at least you won't be a deadweight on the battlefield.

The other important tactic in war (200) – Even if you know how to handle a sword or an air gun that alone won't guarantee that you will survive a war. Not only you can easily track and gain information but also you possess the skills to qualify as a spy. Remember no war is won by strength alone.

A True Knight (400) – What an odd sight to see a knight that acts like one from a fairy tale in this war, yet here you are. You possess great strength and endurance, easily capable of cutting a very small group of soldiers with a slash and managing to hold out for a little while despite receiving a mortal wound. Most importantly, if things turn hopeless or dire you will stay true to what you believe no matter what.

Our honored teacher (600) – This isn't your first time in a war, others can easily tell due to your immense charisma and your wise words. To them you are a beacon of light in their darkness, a dear friend and teacher. Your presence calms them even if they are faced with certain death and each lesson that you teach them they will take it to heart and follow it until their deaths. You may even die or disappear, but to those that fought alongside you they will always remember you dearly.

Noble

You're really red (100) – As expected from nobility, you're quite stunning, Jumper! You're so stunning that even if you're covered in the blood of your enemies that won't make you any less attractive.

She's pretty smart this one (200) – Even amongst nobles you were always a quick learner, be it to master your family's techniques or even understand such a foreign concept as science when such thing never existed before. While a

veteran would take months, for you it would merely take some weeks. Truly, you're a prodigy on par with Yatorishino.

The Empire's pillars (400) – As one of the nobility, you have the duty to protect the empire and to do so you must have strength. This desire of strength manifested itself in a huge increase in your ability to wield a type of weapon of your choice and using it feels like your weapon is an extension of yourself. This connection between you and your weapon also unlocked the "One with your Weapon" state. Upon entering this state, you become what could only be described as a killing-machine, making you faster, stronger and heightening your senses to its limits just so you can eliminate your enemies in the quickest and most efficient way as possible.

Save this country by losing a war (600) – Sometimes to achieve victory, one must lose. From now on, even if you lose a battle you will find that you gained more than you lost from the defeat. Did you just lose territory? Well that's good thing because that territory constantly suffers from draughts or was just hit with a terrible plague. Have you suffered a terrible defeat by the hands of an enemy? Good thing that you manage to deal enough damage that you have uncovered or created a weak spot on him. Also, even if you lose a war and your country is annexed, you will find that your culture and even perhaps your position will be kept as it was before.

Items

Drop In

Alderamin on the sky media (100) – I see that you are a fellow fan of the series, Jumper! Buying this you will gain every Alderamin on the Sky media available. Not only that, but as a bonus, you will gain another version of those media starring you.

Balloon (200) – Well aren't you a lucky one? You are now owner of a hot-air balloon. Sure, it is just a hot-air balloon, but in this world it is a valuable possession and a great advantage in the war due to how difficult is to produce one. If you somehow lose it or is it destroyed, you will receive a brand new one a week later.

Lab (400) – How can one prove the miracles of Alderamin through science without a place to do so? This lab attached to your warehouse has every equipment for a scientist and a researcher, including the necessary ingredients to make ice cream. Note that the equipment and ingredients that come with this item are not that advanced or complex. Just to give you have some idea, in the world of Alderamin there is no gunpowder, so if you want to make it you have to create it by yourself. However, you have enough tools and materials to create air-based weaponry and equipment.

Anarai's Box (600) – How did you manage to find this? Well no matter, because you are now in possession of the box of the (in)famous professor Anarai. Once every month you may open this box and within you will find a three to five blueprints for some revolutionary technology. The blueprints that you receive will update themselves to correspond to the level of technology of future worlds that you visit.

Military

Uniform (100) – You gain a set of military uniforms of your chosen side of this war. These set of military uniforms will update themselves to fit any military organization that you join in the future.

War supplies (200) – No one wins a war with empty hands. Every week you will receive a supply of food and weapons enough for a platoon of soldiers. Note that the weapons you receive are the most basic available, but will do its job.

The Jumper Platoon (400) – Congratulations Jumper now you own a platoon of 20 soldiers. These brave men and women will follow your every order without question, staying loyal to you until the end.

Jumper's Advanced Military School (600) – This prestigious military school is located in the heart of whatever location you started, it is very famous for training very capable soldiers and now you became its headmaster. This school will appear in any future worlds in the location that you start.

Noble

High-class clothes (100) – These beautiful and stunning clothes were made of the finest materials, after all what is the point of being a noble if you are not dressed like one.

Custom-Made Weapon (200) – Now this isn't any normal weapon, differently from the weapons commonly given to the soldiers this weapon was carefully crafted with the best material in store giving the weapon enhanced durability. This weapon is capable of going weeks and perhaps even months without the need to repair it. You may import a weapon for this option for no addition CP.

Family Contacts (400) – One of the many benefits of being a noble is that you have a lot of contacts with people in high-positions of power. This item guarantees that from now on you have some people in powerful positions willing to help you with some favors. Just make sure to not abuse of their generosity too much.

Jumper Empire (600) – Congratulation on your coronation Jumper now you have an entire Empire following you around! Your empire has an esthetic very reminiscent of Babylonia and India, and differently from the Katjvarna Empire is more open to technology advancement. You may either attach your empire to your warehouse or make it follow you from world to world. If you're a royal aligned to the republic, your empire becomes a republic with you as its leader.

Companions

Import (50/300 CP) – For 50 CP each you may import a companion or create an entirely new one to accompany you in your time here. You may also pay 300 to import 8 companions. Each companion has 600 CP to spend in perks and items.

Canon Companion (50 CP each) - It appears that someone took a liking to you Jumper. For 50 CP you may take someone with you as long as you can convince them.

Spirit partner (50 CP/First one is free) – Well would you look at that Jumper, it appears you made a little friend! This adorable small spirit immediately took a liking to you and decided to accompany you whenever you go. In the world of Alderamin, spirits come in four colors: red (fire), yellow (light), green (air) and blue (water). Red/Fire spirits can create enough fire to light a bonfire. yellow/light spirits can serve as a flashlight and with an accurate shot can temporarily blind someone, green/air spirits can purify the air and serve as the ignition for the bullet in weapons that need compressed air to work (air guns for example) and blue/water spirits can generate clean water. The best part is that they can fit in any pocket, so you can carry them everywhere you go.

Right-Hand (100 CP) – This beautiful young woman is the complete opposite of you. She is the calm and collected to your insane and cheerful self, the warrior to your mage and vice-versa. Despite being your complete opposite, you two work perfectly together almost as if she was your right-hand and you hers. Even if the entire world is against you, she will have your back. She gains 800 CP to spend in whatever she wants. You may also use this option to buy Yatorishino Igsem making you replace Ikta as her childhood friend.

Drawbacks

Lazy (100) – I can see that you and Ikta would be great friends considering how lazy both of you are. You would rather sleep then train or go to strategy meetings, with people needing to force you to do things or else you will rather sleep the rest of the day.

Butt of all jokes (100) – Much like Matthew, you always become the butt of all jokes between your friends and acquaintances. However, differently from him, no matter what you accomplish in the future these jokes will never stop.

If only-! (100) – You just loves excuses, now you're plagued with it. Whenever something goes wrong, you can never admit it was your own fault, preferring

to blame it on something else entirely. Prepare to get yourself on lots of trouble with your superiors and friends because of it.

Rival (200) – It seems that you managed to attract the attention of a rival. This fellow scales to your level of military prowess, whether you're a genius tactician capable of the most unorthodox strategies or a mighty soldier capable of killing entire squadrons by yourself your rival can do the same and he will be working with the enemy army doing his best to defeat you and prove that he is superior. Whenever the enemy hears that you are around prepare yourself because you rival will be coming for you.

Heroes die from overwork (200) – Much like Bada Sankrei you just try to solve every problem that is thrown at you, no matter how much they start pilling up you will solve every last one of them. It's a shame Jumper, don't you know that heroes die from overwork?

Wanted (200) – I don't know what you did, but you somehow managed to anger the entirety of the Empire or the Republic depending on your allegiance, making you the priority target for them in and out of the battlefield. Expect a lot of assassination attempts in your 10 years here. You may take this drawback again to make you both wanted by the Empire and the Republic. I just hope you know what you're doing Jumper.

To follow orders is what makes the Igsem (300) – Much like the Igsem you always follow the military code or any military orders from your superiors no matter how much suicidal or idiotic they may seem. If by any chance, they ask you to kill yourself, you're free to disobey such order, but if they send you on a mission which more than likely can kill you, you will follow that order.

Double Agent (300) – Well... this is bad, it seems that you have a second personality, a very psychotic second personality. During your 10 years, you will constantly battle for the control of your own body against this second personality, who will constantly sabotage your army and make your life a living hell.

They deserved better... (300) – Life is really unfair, it is almost as if god is trying his best to turn it into a tragedy. Your life won't be only sadness, but always expect that happy moments won't last for long. Friends will turn against friends, people you love and care will betray you, and perhaps even the death of your closest friend may happen. Much like Ikta and Yatori, you deserved better.

Ending

***Go Home**

***Stay Here**

***Keep Jumping**

Notes

*If you so wish the Right-Hand Companion can be male.

*The level of technology in Alderamin on the sky is reminiscent of the late 18th century and early 19th century.

*If you're having trouble deciding what weapon are available here is a list: parrying dagger, kukri, sabre, polearms, bayonets, crossbows, recurve bow, smoothbore air guns (look reminiscent of 18th century rifles, but work like a musket), shotgun, air rifles and cannons.

*All guns are not powered by gunpowder, instead they work through air pressure granted by air spirits.

*The air spirit powering the weapon sits on top of the breech of the gun, and the weapon is loaded by literally feeding a ball to the spirit, which then chambers it into the weapon through an orifice in the spirit's chest. When the trigger is pulled, the air spirit generates a blast of air that propels the bullet. As the spirit has to sit on top of the weapon, the sights are mounted on the sides. In the anime, the spirit doesn't appear on top of the gun, but instead is housed inside the weapon. It will be your call if you want the spirit on top or inside the weapon.

*If you took the Nobility origin and choose to be an Igsem, you will still have to pay for "Igsem Style" if you wish to take this perk, because liking it or not your family will teach you this style, as it is tradition and their duty to enter the

military. The only difference between taking the perk in such conditions is how skilled you start at this style.

*Made by AlderaminAnon.

Changelog

Version 1.1

*Fixed typos

*Specified how many soldiers there are in the platoon item

*Elaborated more the Rival drawback

*Created the general perks “The game of politics”, “Igsem Style” and “Jumper the shooter”.

*Added notes regarding “Igsem Style” and choosing to be an Igsem.