RWBY
冰雪帝国
ICE QUEENDOM

JUMPCHAIN

Welcome to the world of remnant, the remains of what the two brothers abandoned, a world created from the destruction of the world that came before, a world populated by those who are simultaneously familiar yet so different from what they should be, a world plagued by the Grimm, beasts of devastation that seek only to kill those with a soul, a world even more different from the one that is normally expected.
This world has changes that the original Remnant lacks. This includes forms of Grimm far more insidious than those found in the original world.

+1000 CP

Race:

Within the world of remnant there are two main races who have had a turbulent past resulting in a large amount of friction between the two.
Though there are other not of these two races they are rare and you may only choose between these two.

Remnant Human:

The current humans are a "remnant" of the previous race, having evolved through unknown means. Unlike the previous humans, they do not naturally possess magic, but are capable of unlocking and controlling their Aura, and eventually their Semblance.

Faunas:

Faunus are the other intelligent race that inhabit Remnant, while Faunus resemble Humans, they are often easily distinguishable from humans as they possess the traits of a specific animal.
Some types of Faunus are more common than others, with some being extremely rare. Faunus with mammalian traits, in general, seem to be quite common.

By DeverosSphere V.1.02

Origin:

Red:
You are considered “innocent” and “childish” by nature but are shown to be “impulsive” and “naïve”.

White:
You are considered “logical” and “practical” by nature but are shown to be “irritable” and “arrogant”.

Black:
You are considered “mellow” and “cool” by nature but are shown to be “introverted” and “self-righteous”.

Yellow:
You are considered “assertive” and “confident” by nature but are shown to be “dismissive” and “flippant”.

Perks:

All Perks are discounted to half price for their respective Origin with 100 CP Perks being free for their Origin.

Anime style - Free
This Narrative perk will allow you to change the visual style of the Jump setting so that it would appear to be in either the 3D animation style, the Ice Queendom animation style or a real world style.

Aura is the Key - Free
With this perk your Aura has been unlocked allowing you to manifest the energy within your soul that can be used in a number of ways.
The most common use of Aura is to create a full body cloak of aura that functions as a protective field that still transmits sensations whenever it comes into contact with other things.
There are many other ways of using Aura including offensive projection, healing small wounds, triggering elemental dust, sensing the Auras of others and even unlocking the Aura of others essentially granting them the effects of this perk but without granting them a Perk.

Wake up immediately -100 CP
You are able to set your body to wake up at specific times and if you realize you are asleep you will be able to wake yourself up immediately.

Beyond the nightmares grasp -100 CP
With this perk any entity that attempts to inhabit you or to use you as a host will not be able to take full control of you or complete its process, always finding that control just beyond its grasp and the core of you is impenetrable to its powers.

In my world there are no Faunus -200 CP

Using this Perk you are able to use any **narrative perks** or **narrative power** you possess within any simulation, dream or newly created reality as if it were the beginning of a Jump.

Dark Slumber -300 CP

This world contains an insidious form of Grimm that can induce Nightmares and now you gain their power. Using this you can possess a target putting them into a dreaming state created from their trauma which you can manipulate as if it were your own dream, you can also use this to drain their Aura.

Well I've got a plan too -400 CP

Whenever you come up with a solution you can activate this perk so that all of your companions, followers, friends and allies will come up with their own solution or ideas of a similar level of competence but in line with their own thought process.

Maiden -400 CP

Depending on your origin you may choose to gain one of the four Maidens magical powers or an equivalent amount of magical power.

Each of the Maiden's have some control over each of the elements and magic that wields them, however each Maiden has a specific elemental focus that they excel at.

Using this magic they have been shown to conjure magical blasts, augment weapons and produce force fields of different colors.

Origin	Maiden	Elemental Focus
Red	Fall	Fire
White	Winter	Ice
Yellow	Spring	Lightning
Black	Summer	Wind

You may instead select to either have a quarter of each Maiden's powers or the proportional amount of Ozma' original magical power weakening your elemental magic but widening the scope of your magic.

If you chose to take the power of a single maiden you may also choose to take the power from the canon maiden, otherwise you may choose to sever the connection between your magic and the brother of darkness.

If purchased multiple times you may select a Maiden not related to your Origin.

Red

Weaponsmith -100 CP
You seem to have had the experience and knowledge to become a weaponsmith within the land of remnant allowing you to know how to use metal forging to make standard weapons and the mechanical knowledge required to forge transformable frame folding weapons capable of shifting various forms within seconds.

The right tool for the job -200 CP
The size and shape of different weapons give them each advantages and disadvantages depending on the situations. With this perk you understand the best way to use each weapon and which of these weapons would be the most effective at resolving the problem at hand.

Petal Burst -400 CP
This perk allows you to mimic the Semblance of Ruby Rose allowing you to convert your body into petal-like fragments for a few sections which can move at a greater speed than your regular movement.
With time and training you can extend not only the speed of movement but also the amount of time you can remain in this petal-like form.

Silver Eyes -600 CP
It is said that those born with silver eyes are said to be destined to lead the life of a warrior but the secret to these eyes is that they are granted by one of the two brothers to aid the people of remnant in combating his brothers creations the Grimm.
Using these eyes you are able to target the soulless entities and drain them of the energy's that their form is made from stripping them to an empty husk which in the case of the Grimm turns them into stone.
You may choose to sever the connection between your Eyes and the brother of light.

White

I know her -100 CP
Whenever you meet someone you will be able to gain basic information about them in your mind, this information includes their age, name and a few things that they are best known for.

Elemental Application -200 CP
The style and effects of different attributes and elements have different strengths and weaknesses against each foe. With this perk you will instinctively understand what each element or attribute used in an attack will have against each opponent allowing you to predict what type of Dust, Magic or mundane element will have the greatest effect.

Glyphs -400 CP
This perk allows you to mimic the Semblance of the Schnee family allowing you to produce Glyphs for a variety of effects including manipulating propulsion, redirecting momentum, acting as a power source and even summoning approximations of inanimate objects or opponents that they have interacted with before.

Born from dust -600 CP
You are able to produce Dust, the magical powder that functions as ammunition at a rate of 1mg per second, with time and practice you can learn to produce different types of dust and can increase your rate of production. Unlike normal dust your is not limited to functioning within the atmosphere of remnant and can work anywhere.

Black

Simple Disguise -100 CP
You know exactly how little is needed to hide your identity in each situation allowing you to implement the smallest change required such as adding a bow in order to remain hidden in each situation.

Silent Awareness -200 CP
You will always instinctively know what actions are likely to announce your presence and when you are being the most stealthy with this perk telling you on a subconscious level whenever you have been noticed by someone you're trying to hide from.

Shadow -400 CP
This perk allows you to mimic the Semblance of Blake Belladonna allowing you to create fragile mimicries of yourself that are solid enough for you to push off of even in mid-air but will disintegrate if damaged or if you move too far away from them.

Face one another as friends and as equals -600 CP
Whenever an opponent gains a power up or transformation you can temporarily copy it allowing you to stay at the same proportional level of power as your opponent, but will require you to train in order to learn how to retain the power after the battle.

Yellow

How about we just start over -100 CP
First impressions can be an important indicator of how your relationship with someone can go but using this perk you can always choose to restart any first meeting, rewinding time to the beginning of the conversation in order to get a better impression.

Hand to hand -200 CP

You may not have had any martial training but you know how to fight bare handed and how to adapt to fights on the fly quickly like leading how to counter most attacks unarmed, often by deflecting or parrying.
You also gain an almost subconscious awareness of the vulnerable areas on an opponent's body and how to take advantage of them while in battle.

Burn -400 CP

This perk allows you to mimic the Semblance of Yang Xiao Long allowing you to absorb kinetic energy, reducing the damage you have received and using it to make yourself more powerful.

How to fight a nightmare -600 CP

Sometimes you aren't able to just punch an opponent either because it's not solid enough to be hit or because what you're facing is an extension rather than the real deal. With this perk whenever you strike an opponent they will feel the pain of the strike even when they are incorporeal or you are facing a false body that they are controlling such as an illusion, a hard light hologram or a life model decoy.

Semblance:

Gain +200 CP which can be used in any section
Any semblance that is built in this section is to be done so using the Generic Superpower Supplement, CP may be converted to PP at a ratio of 50 CP to 25 PP.

Natural Semblance -100 CP

With this option you may gain what would have been your natural semblance if you had been born into this world and retain it as a Fiat Backed Power.
The natural semblance can be considered a freeform option that could be anything so long as it makes sense for the person who has it.

Custom Semblance -200 CP

You gain a power from the Custom Power section with the Merged Attribute of Aurakinesis being **Free** and one other Kinesis option which you will need to pay for though as a merged attribute it will be half the labeled price, the Empowerment Option is **Free** and you gain **+600 PP** to be spent on this power.
You may purchase a second semblance for **-300 CP** and a third for **-400 CP**.

Gamer Semblance -400 CP

Your Semblance is a customisable system for personal development to become more powerful. You gain a stipend of +1000 SP (System Points) to be spent exclusively in the System Builder section.
You may not purchase more SP.

Items:

All Items are discounted to half price for their respective Origin with 100 CP Items being free for their Origin.

Lien - Free

You gain Ł1,000,000 the main currency of remnant, it takes the form of a plastic card with a black magnetic reader strip on the back and a small notation on the front.

Scroll - Free

A Scroll is an electrical device that functions as a collapsible, holographic smartphone and tablet. It can be used as a phone, a portable computer, a camera and a streaming device as well as a gaming controller, among other functions.

It's Also a Gun -200 CP

You gain one customisable transforming weapon that can mech shift between two of the following options: Melee Weapon, Ranged Weapon, Thrown Weapon, Dust Fire Arm or Utility Tool.
This weapon will have a holstered form and its color scheme in line with your design however each form will be visibly recognisable as the other forms.

Nightmare Hunter Kit -200 CP

This thick leather bag contains all the tools and instructions needed to extract a Nightmare Grimm or other similar non-corporeal possession entity, this Kit contains:

- A circular jar that can trap any incorporeal or meta-physical entity and puts its contents into stasis.
- An hourglass that expresses the mental and spiritual energy required to remove possession.
- A computer keyboard and old fashioned TV monitor that can monitor and influence the mindscape of the target and those who have entered it.
- An Old fashioned telephone that can be used to communicate with a target within a mindscape.
- A Ball of Purple Yarn and Cotton that can be used to create a dream catcher like formation to allow people to enter into a target's mindscape.

Dream Realm -400 CP

You gain a Semi-Physical realm that takes on the form of your subconscious allowing you to sculpt it as if it were a dream and then import aspects of it into a setting.

Red

Weapons Magazine -100 CP

Once per month you gain a copy of this magazine that has the latest news and updates about weapons technology for the local Jump setting.

Crescent Rose -200 CP

This High-Caliber Sniper-Scythe (HCSS) is a hybrid between a scythe, a bolt-action sniper rifle, that can mech-shift between the two forms, it is a copy of the signature weapon of Ruby Rose.

Dream Coins -400 CP

At the start of each Jump you will find you have 10 of these coins which restock at a rate of once per day. Each coin can be sacrificed to create one of the following effects even when in a state of non-reality such as a dream realm or simulation. A coin can be used to create:

- A telephone booth that can contact people in the real world.
- A Marker Door that can be connected to another Marker Door to act as instant transportation but can only stay open for 24hrs.
- A decoy of yourself that your opponents will not be able to tell is not you.
- A blackboard with a map of the local world showing places visited.
- A one way portal to or from the real world.

Dream Relics -600 CP

This item will dynamically shift into something important to a target allowing you to bypass any mental barriers and act as a key to the various aspects of the target's mind.

White

Coffee -100 CP

You are able to summon a limitless supply of coffee and confectioneries all served on elegant china.

Myrtenaster -200 CP

This Multi Action Dust Rapier (MADR) is a Rapier with a rotary hilt that can cycle between different dust types between the two forms, it is a copy of the signature weapon of Weiss Schnee.

Snee Dream Bots -400 CP

You are able to summon this small army of automated robots that are a hybrid of mindscape formations and technology allowing them to act as illusionary allies in the real world and solid assets within any simulation.

Dream Fortress -600 CP

This fortress functions as a defensive barrier within your mind to aid you against any form of mental attack and can also be used to help organize your mind and memories. If you take an Item removal drawback a mundane mental equivalent will remain so long as you maintain it.

Black

Good Books -100 CP
Every day a new interesting work of fiction from somewhere in the multiverse will appear within your wearhouse along with a short spoiler free review by a professional book critic.

Gambol Shroud -200 CP
This pair of Variant Ballistic Chain Scythe (VBCS) are capable of changing into a cleaver, a sword, and a semi-automatic pistol, they are copies of the signature weapons of Blake Belladonna.

Soul Train -400 CP
This ethereal train can be summoned in any real and will create a track ahead of it, automatically opening any gates or locked doors that stand in its way.

Grim Fang -600 CP
You gain 20 hominid Grimm who follow your orders without question, they have great physical strength and can be stored in your shadow they will disintegrate if they receive any damage but respawn after one day.

Yellow

Breadcrumbs -100 CP
Once per day you will gain one of these seed like stones, when placed on the ground they will cease to exist with you then being able to perceive where they were placed for upto 6 hours regardless of their distance from you this allows you to know where and how far away they were.

Ember Celica -200 CP
This pair of Dual Ranged Shot Gauntlets (DRSG) have bust shotgun and burst firearms installed making them capable of medium range combat while having high power close range fire to be combined with melee impact, they are copies of the signature weapons of Yang Xiao Long.

Bumblebee -400 CP
This Yellow motorcycle has an infinite energy engine to supply its fuel and a partial wind barrier that keeps the wind speeds at a comfortable level. The bike can transform into a hover bike or jet bike and can summon this anywhere even in non-existent spaces such as dreams.

Dream Sword and Cape -600 CP

This cape and sword will passively repeal any kind of non-sentient entity that would otherwise attempt to attack you. While wearing the cape you can control its functions so that you are invisible to the targets and do not repel them. While wielding the blade you can passively disturb any unnatural entities such as Grimm, Demons or Ghosts, should the sword peirse them they will start to dissolve.

Companions:

Import -50/200 CP

You can import companions for **-50 CP** each or 8 for **-200 CP**.
Each companion gains 1 origin and **+600 CP**.

Canon Free/-100 CP

You may take any willing and well informed canon character as a companion for **Free** or pay **-100 CP** each to select a canon to automatically become a companion.

Jaune Arc -100 CP (Free For Red)

Jaune is canonically the leader of Team JNPR, his weapon of choice is Crocea Mors, which consists of a sword and a sheath that can expand into a shield. His Semblance, Aura Amp, allows him to amplify his own Aura and that of others, effectively increasing the effects of Aura.

Pyrrha Nikos -100 CP (Free For White)

Pyrrha is canonically a member of Team JNPR, her weapon of choice, called Miló, was a red-and-bronze spear-like weapon that could transform into a rifle or a short sword. She used this alongside a shield called Akoúo̱, which resembled a classic hoplon. Her Semblance, Polarity, allowed her to control metal via magnetism.

Lie Ren -100 CP (Free For Black)

Ren, is canonically a member of Team JNPR, his weapons of choice are a pair of green, fully automatic pistols with sickle-like blades attached vertically under the barrels, named StormFlower. His Semblance, Tranquility, masks negative emotions, which aids him in avoiding detection by Grimm

Nora Valkyrie -100 CP (Free For Yellow)

Nora is canonically a member of Team JNPR, her weapon of choice is Magnhild, a hammer that can transform into a grenade launcher. Her Semblance is High Voltage, which allows her to absorb electricity and send it to her muscles, making her stronger.

Mini-Me -100 CP
You are now able to produce aspects of your mind and subconscious as a single separate individual who take on the appearance and personality of those aspects. You are able to remerge with and recreate this Mini-Me once per Jump or once every ten years.

Zwi - Free
Zwei is the pet dog of Ruby Rose and Yang Xiao Long who is a very intelligent dog, capable of using mechanical tools such as can openers and responding correctly to Ruby's questions when needed.
Likely due to his Aura, Zwei has been shown to be fireproof and extremely durable.

Scenario:

Roman Holiday: (Requires "Once Upon A Time" Drawback)
Long before season 1 in the city of Vale a young girl named Trivia Vanile had a chance encounter with a young criminal named Roman Torchwick.
To complete this scenario you will need to either intercept their connection or put the two on a different path without either dying or coming to severe harm.
Reward:
+200 CP
Gain either **Trivia Vanile** or **Roman Torchwick** as a companion with +600 CP to spend in this document.

RWBY/Justice League - Comic: (Can't be taken with RWBY/Justice League - Movie)
An enormous five-limbed starfish awakens in the ocean of remnant and discreetly starts to possess both humans and Grimm alike.
But all is not lost as a prophesied Trinity is soon to be brought together by Team RWBY a wealthy Faunus named Bruce from Atlas, a human farm boy named Clark living in Patch and an Automaton named Diana from an island hidden off the coast of Menagerie.
Together with other hero's defeat Starro and save the world.
Reward:
+200 CP

Comparative Coincidence - Free
Using this Narrative Perk you can select variations of characters that appear, they will not have any of the memories of the original but will be setting an appropriate origin with setting appropriate ability to match their canon abilities.

RWBY/Justice League - Movie: (Can't be taken with RWBY/Justice League - Comic)
It seems that something is not right, you can't quite place your finger on it but events seem out of order and even the Grimm seem off, perhaps it has something to do with the people who have awoken in body's not quite their own with memories of another world.
To complete this scenario, return everyone to their own world.
Reward:
+200 CP

Crossover Coincidence - Free
Using this Narrative Perk you can create narrative events that will allow characters from other settings to appear in a jump as a crossover event.

The Session:
After the events of Ice Queendom you will be invited to mid-term vacation at an island resort alongside Team RWBY and JNPR where you will be at the center of a conflict created by the Silver Bullet Brotherhood a radical pro-human organization intent on expelling or enslaving Faunus. To complete this scenario, resolve the issue and save the Faunus civilians without the intervention of the White Fang.
Reward:
+200 CP

Mech-Zoo - Free
You gain 5 Starhead Industrial Company mechanical animals in the design of animals of your choice.

Eclipse:
After the events in Mountain Glenn an issue with the security network of the Emerald Forest will begin to occur seemingly caused by the now-defunct Merlot Industries.
To complete this scenario deal with Doctor Merlot and his mutant Grimm.
Reward:
+200 CP

Merlot's Island - Free
This island is situated somewhere off the coast of vail but can be stored in a pocket dimension within your wearhouse, the terrain is mainly sandy with the plant life being similar that found in a deserts, it also comes with a large laboratory complex that holds all of Doctor Merlots research material and data including the mysterious radioactive substance used for his mutating serum.
While on this island you can control how the Grimm spawn allowing them to form even when on another world or not allow any Grimm to exist at all.

The Vytal Festival Champion:

Every two years, a Kingdom would be chosen to open its doors to the world, allowing citizens from every corner of Remnant to meet and indulge in one another's cultures.

The 40th Vytal Festival, will be held in Vale and is normally fated to cause the fall of Beacon.

To complete this scenario you must prevent the fall and win the Vytal Festival.

Reward:

+1000 CP

The Crown:

In the Kingdom of Vacuo a faction known as The Crown has started using their leader Jax Asturias' semblance "Mind Control" to secretly enslave people with powerful Semblances to acquire an unstoppable army.

Their goal is to instill the twins Jax Asturias and Gillian Asturias as Vacuo's monarchy forsaking modern technology and dust as they claim it makes them weak.

Normally these events take place after the Fall of Beacon though those events may not take place.

To complete this scenario you must destroy the crown and free those under it's control.

Reward:

+400 CP

Synchronised Mind Control - Free

This Perk allows you to dominate the minds of others by making physical contact with them to create a telepathic bond which allows you to influence their minds in the form of pushing a subconscious suggestion to them. You can use this perk on multiple people at a time, with its effects lasting for a near limitless period of time. This perk is also able to sync up with other mind control perks or powers to make them both stronger than they would be separately. By itself it's effectiveness is proportional to the strength of will of your target and if aware they are of your intentions.

Arrowfell:

A short time before the Atlas council elections a number of mysterious orbs will start to appear on the outskirts of Atlas.

These orbs seem to increase the attention and aggression of the Grimm but who is distributing these orbs and is a bigger conspiracy at hand?

To complete this scenario you must prevent those responsible from doing any more harm.

Reward:

+200 CP

Fort Arrowfell - Free

This large military base is normally in the tundra of Solitas but can be stored in a pocket dimension within your wearhouse.

You will have full access to the base which is made up of hallways and labs with bronze coloring known to have been used in the past when Mantle was still the capital of the Kingdom.

At the deepest section of the base has a lab with light blue coloring where much of the technology was originally developed in.

The fort also contains research and technical documentation on every project Atlas's military has ever worked on including a number of functional prototypes and mothballed projects.

Grimmon:

You will awaken one day and the world will be as it always has been but was it always that way yesterday? Regardless you are now a Grimmon Hunter, your mission is to catch Grimmon and become the Grimmon League Champion battling against the academy leaders and team Salem until you have enough badges to challenge the Grimmon champion Ozma.

Once you have escaped one way or the other you will have completed this scenario.

Reward:

+200 CP

Gotta Dust them All

You can now create GrimmBalls or their local equivalent to potentially capture and tame any form of entity into a domesticated subordinate with a Mandatory loyalty to you.

Drawbacks:

Replacement +100 CP

Select 1 named character and replace them within the continuity of RWBY gaining their appearance and history. Be warned depending on who you pick this may have side effects.

Once Upon A Time +100 CP

Instead of starting at the beginning of the RWBY show you will instead arrive as a child a minimum of 15 years before the events begin and must start the series within the age range required to be a part of the same first year of Beacon Academy as team RWBY.

Grasping Thorns +100 CP

Whenever you enter into the nightmare of another, the Grimm thorns will go out of their way to reach out for you in an attempt to infect you.

Where did I go wrong +100 CP
You can't tell the difference between confidence and arrogance.

Yes let's make friends +200 CP
You will find it impossible to interact with the main cast as even if you speak to them every day for a year of them they will only remember you as that guy who spoke to me a lot.

There's a test already +200 CP
You forget everything you know about RWBY including the content of this Jumpchain.

Just shut up and watch +200 CP
It seems that no matter what you do or how effective you are, everyone will see you as a failure and treat you like a joke.

I have no idea what matters to you +200 CP
You can't read people, you can not understand people's emotions and often misconstrued what they mean causing you to be oblivious to the intentions of others.

I'm going to take a walk +300 CP
You seem to be a walking magnet for issues as every time you go for a simple walk you will be pulled into the middle of some kind of event.

Lost or Found +400 CP
It seems that your possessions keep winding up in the hands of the worst person to have them, let's hope it's not world shattering.

Dream within the Dream +400 CP
Whenever you enter into the dreamscape of others you are guaranteed to get stuck within your own nightmares within their nightmare.

Nightmares for everyone +400 CP
It seems that every member of a named first year team has been infected by a nightmare Grimm and will require you to journey into their minds in order to rescue them.

A nightmare of your own +600 CP
It seems you have been infected with a nightmare Grimm requiring you to be saved from it by your companions and friends.

Full Moon +600 CP

It seems the Grimm are not the only thing the people of remnant need to fear as in this world the moon was never broken and the brother of darkness created more evil things to stalk this world including Jabberwalker's and Cruel Cats.

Ending:

Go Home

Your chain ends, your drawbacks are lifted, and you and your companions are returned to your homeworld.

Stay Here

Your chain ends, your drawbacks are lifted, and this world becomes your new home.

Move On

Your drawbacks are lifted and your chain continues