Secret of Mana Jumpchain

Version 1.0.0

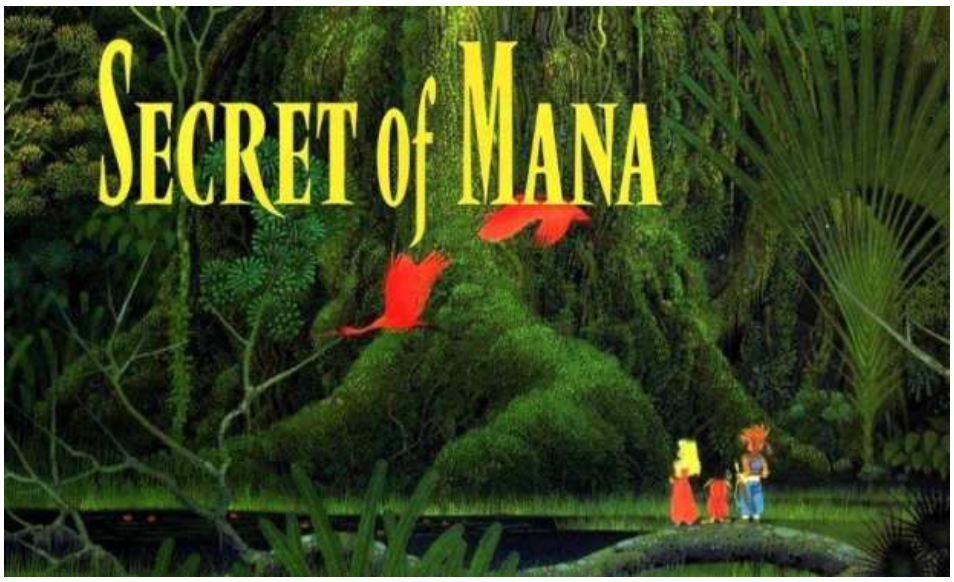
Darkness sweeps the troubled land, as mana's power fades… People await a hero who will wield the sword… Excalibur, Herald, Gigas… The sword has had many names, for it has been celebrated in myths and legends throughout time, but all of these speak to just one weapon: the Sword of Mana.

Long ago a civilization arose which grew great utilizing the power of mana, only to destroy itself after the creation of its ultimate weapon the Mana Fortress. It was a hero with the Sword of Mana who destroyed the fortress, but mana seemed gone from the world for a time. Now, the Vandole Empire seeks to break the seals on the Mana Fortress, and use it to take control of the world. Now history seems poised to repeat itself.

You will be arriving earlier in the day before a young orphan named Randi will fall and find himself needing to draw forth a rusted sword to cut through the undergrowth and defeat minor monsters known as rabites, starting himself on a journey towards becoming the new heroic wielder of the Mana Sword, and ensuring history fully repeats itself and that the world is not destroyed.

Maybe your presence will change the flow of the river of time. To help you take a role in this world, take this:

+1000 CP



Age and Gender:

You may choose any age or gender which you feel fits your role in the world.

Background:

As this world is largely defined by the conflict between the heroes, supported by the free people of the world, and the Vandole Empire's military leadership, your role is also related to that conflict. You may choose to forgo a background in this world, along with the connections and memories provided, and enter this world as a drop-in.

Either way select one of the backgrounds below which will give you a 50% discount on the first purchase of each Perk and Item associated with that background (100 CP perks and items discounted in this way get their first purchase free).

Hero: You are one of the good guys of the story. You are a person who has been a minor player thus far, but you are now in a position which will push you forward, with the potential to grow into a grand hero.

Ally: You are one of the established good guys of the story. One way or another you are positioned to be one of the allies of the trio of protagonists which would save the world. Maybe you tend one of the Palaces which protect the Mana Seeds, or are a knight of the Republic of Tasnica, or a smith able to reforge the mana sword to restore its power, or even one of the elemental spirits of mana itself.

Imperial: You are one of the elite agents of the Vandole Empire. You might not be an equal to one of Vandole's four generals, but you are a presumably loyal servant of Emperor Vandole, trusted with dark powers, and dangerous resources.

Freelancer: Or maybe you don't have a side in this fight. Like Santa Claus, many merchants, or the Scorpion Army you are a free agent doing as you please in this precariously balanced world.

Location:

You can start at any location which fits your background (such as Potos Village, Gaea's Navel, or Pandora if you're a hero, the Empire if you're Imperial, one of the temples or Tasnica if you're an Ally, or really any settlement if you're a Free Agent) for free. If you want you may roll your location at random to receive +50 extra CP, but doing so induces a risk of a dangerous starting location.

1. Kingdom of Pandora: People have been acting strange, and disappearing to the old ruins nearby
2. Gaea's Navel: Goblins have recently taken over much of the caves, forcing the dwarves to seal themselves away.
3. The Forest of Seasons: A giant bird has recently attacked the sprite village driving them out and killing most of its inhabitants, and monsters have recently driven the Moogles from their homes.
4. Kakkara Desert: You arrive in the middle of the desert. Hopefully you brought enough water, as it is a trackless waste and finding the oasis village might be difficult. There is a republic sandship which patrols the area, but its commander is not a great person.
5. The Crystal Forest: You arrive in the frigid northlands. It shouldn't be hard to find human habitation, or Santa Claus's house (though he's noticeably absent worrying Rudolph), if you can survive the cold and the monsters which wander the forest.
6. Imperial Northtown: Capital of the Vandole Empire. Freedoms and liberties have been drastically curtailed of late, and newcomers may be regarded with suspicion.
7. The Grand Palace: Magically sealed on the Sunken Continent and kept underwater by the seal supported by all 8 Mana Seeds. The Mana Fortress is down here somewhere, but so are some of the most dangerous monsters in the world, and without something powerful from out of jump you're not getting out of here until the villains break the seals.
8. The Pure Lands: Home of the Mana Tree, and hidden by a thick magical cloud that prevents people from entering. It has truly end game tier monsters wandering about, and no civilization. Hopefully you can survive, or find a way to pass through its cloud. Of course once the Mana Fortress is revived it will drain mana to such an extent the cloud fades away.



THE LAND OF MANA™

Study this map well, young heroes. It is your key to unlocking the mysteries of our world and unearthing its wonders. You will be traversing every inch of the land as you struggle to find the Energy Orbs and Mana Seeds. Move quickly and surely from town to town—let no monsters or other terrors prevent you from fulfilling your quest.

1. POTOS VILLAGE
2. KIPPO VILLAGE
3. KINGDOM OF PANDORA
4. GAIA'S NAVEL
5. NEKO'S
6. WATER PALACE
7. WITCH'S CASTLE
8. UPPER LAND
9. MATANGO
10. WIND PALACE
11. CASTLE OF TASNICA
12. MANDALA
13. KAKKARA
14. MOON PALACE
15. ICE COUNTRY
16. THE EMPIRE
17. NORTHTOWN
18. SOUTHTOWN
19. GOLD CITY
20. LOST CONTINENT
21. TREE PALACE

SQUARESOFT™

SUPER NINTENDO ENTERTAINMENT SYSTEM

SQUARE SOFT, INC.
Nintendo

Perks:

General Perks

No discounts.

OST (Free/50 CP): There was some lovely music in the game, and it'd not be the full *Secret of Mana* experience without it. As such you gain the game's OST for free, you may cause it to play where only you and your companions can hear it at any time, playing the song most appropriate to your current location at any time.

If you want more you can pay 50 CP to have it add additional songs appropriate to locations you visit. These songs will be in the same general style as *Secret of Mana*'s OST, or at least as if composed by the same team, but based on the new locations that you visit. If the location already has a video game theme associated with it, it's possible you'll get a cover.

Chest Drops (50 CP): Rarely when you defeat an enemy they will drop a chest. When opened this chest will provide you with a small amount of currency or a minor item fit for the world. Here this would mean a small amount of gold, or a Candy, Chocolate, or Remedy, or maybe even a better healing item or a piece of armor. In a jump based on a mundane world like the real world this might mean a small amount of cash, a wristwatch, empty flashdrive, or energy drink, while in one based on a world like Marvel comics it might drop a small amount of cash, refills for your webshooters, or a minor gadget.

Dwarf (50 CP): Like the natives of the dwarf village at Gaia's Navel you are a dwarf. Shorter than a human, and heavily bearded, you are stronger and healthier than one. This increase to your constitution and physique is slight but noticeable, putting your endurance, physical strength, and ability to take blows above what it would be as a human. Post jump this becomes an alt-form. Incompatible with Sprite.

Mana Spirit Link (50+ CP): The magic used by the heroes of the setting requires them to summon elemental spirits of mana to perform their spells for them. It'd not be much fun to leave that behind when you left this world. For every 50 CP you pay you may select one of the canon spirits (Undine, Salamando, Gnome, Sylph, Luna, Lumina, Shade, and/or Dryad), and gain the ability to perform their spells as if you summoned them. This still requires you to use your own magical reserves to perform the spell (just like it would if you were summoning them). When you purchase a spirit you only gain either its recovery and defense magic (Primm's) or its battle magic (Popoi's); Lumina and Shade each only have one type of magic in the game, though with this you may select the hypothetical mirror if you wanted. If the jumper buys this each of their companions can also use these spells, but if a companion buys them only that companion gets access.

As magic - at least that obtained by the heroes of this world - was limited by their skill and number of mana seeds linked to from which to draw power for the elemental spirits each Mana Spirit Link bought this way counts as a permanent link with their corresponding mana seed for determining how powerful your magic channeled from them can become in this world and future ones.

If you buy 4 Mana Spirit Links (200 CP) you get the 5th one for free, allowing you to get 6 for 250 CP, 7 for 300 CP, or all 8 for 350 CP (or 300 CP and the Spirited perk).



He Brought Me Flowers and Would Always Ask About My Day (100 CP) : You know how to actually be a good boyfriend/girlfriend, wife/husband, or significant other. You are able to get a general idea of the needs and wants of your significant other, and as long as you want to you can always muster enough empathy to actually care about their wants and needs and act to do something to make their life just a little bit better.

Sprite (100 CP): Creatures of mana, the sprites are relatively small - as short as dwarves, but without their muscle mass - but magically quite powerful. Weaker and frailer than a human would be, they are in touch with the powers of mana and their minds talented in its use, while being naturally adept at shaping magical energies, increasing magical potential in this world by a large amount, and giving you a mind adept at the use of other forms of magic as well. Post jump this sprite form becomes an alt-form, but the talent for magic remains a part of your mind regardless of alt-form.

Would You Like to Save Your Game? (1200 CP): You now possess 3 save slots. Normally this would not really exist in the world, being more of a game mechanic, but it is one you carry with you, albeit in a somewhat limited fashion. When in a place of peace and security, you may save your game to one of these slots. At any point thereafter you may load one of these save files. When you do so the world and everything in it is reset to the point where you saved the game; you do not retain skills you learned, improvements to your capabilities, or equipment you've obtained, reality is reset to the point of your loaded save. Of course, loading with absolutely nothing from the future would be useless, so you will retain memories, and only memories, of the deleted timeline.

You may only load the game from each save slot once per jump (so 3 reloads per jump), and if you try to load the game from a save slot from a previous jump it will fail to do so. If you fail your chain or jump your game will automatically load from your most recent save file in the same jump.

Hero Perks:

Discounted to Heroes, 100 CP Perk free.

True Courage (100 CP): You are able to find the courage inside of yourself not merely to face a threat which could kill you, but should you consider the stakes to be worth it, to make the ultimate sacrifice of yourself. You could kill yourself before letting a dark sorcerer have your body, or slay a monster even knowing it would mean you would fade into another world never to interact with the material again. This doesn't force such acts upon you, but should you find the need you could strike even knowing success would end you, or your best friend as long as failure is worse.

Inventory (200 CP): It'd not be a JRPG without an inventory. You now have your own pocket dimensional space to carry up to 8 weapons, 11 pieces of body armor, 11 pieces of headgear, 11 worn accessories, and 11 non-weapon/non-armor items of your choosing that can be carried in hand. You are able to stack up to 12 identical non-weapon/non-armor items into a single slot. You can reach into this pocket space with ease to store or withdraw a desired item and can even share it with your Companions. If a companion buys this only they gain access to this inventory space.

Spirited (400 CP): Select either Battle Magic (traditional JRPG Black Magic) or Recovery and Defense Magic (traditional JRPG White Magic) when you select this perk (you may buy it a second time, discounted if it is not already to select the other option); you are naturally talented at performing magic of that type. Battle/black magic would make you good at the spells gained by Popoi, or more generally offensive magic, and spells you would use directly against enemies. Recovery and Defense/white magic would make you good at the spells gained by Primm or more generally protective and curative magic, and spells you would use to improve your allies. While this alone won't grant you any ability to cast spells on your own, after all most beings in this world need to channel either the power of the underworld or that of other elemental beings, you will have a talent for such magic of this world, and others, and be particularly skilled in the use of magic which involves channeling magical boons from other beings. This won't inherently allow you to continue to channel these powers from them once you change jumps, so to facilitate obtaining such magic you will find you are particularly skilled and lucky at convincing such beings to aid you in your causes as long as your desires align.

Each purchase of this ability gives you one Mana Spirit Link for free. If you purchased this perk twice you get both white and black magic spells from any Mana Spirit Link you purchase.

Weapon Charge System (600 CP): You are naturally talented with weapons, able to pick up and master them in a relatively short period, especially medieval weapons. While this will make you soon learn to be a powerful warrior, more important is the way that you can learn special techniques with them. These techniques require you to charge for longer periods based on the power of these techniques. While you will learn these techniques based on the type of weapon you wield (learning sword techniques or ax techniques) you will find that you will not always be able to perform all these techniques with any weapon of the type in question. The more powerful the technique the more powerful a weapon you need to unleash it. Even the most powerful weapons of this world can only release up to a 9th stage charged technique, but if you were able to find more powerful weapons you might be able to go beyond this limit. Additionally you will find that you are able to consistently improve your weapon skills through combat no matter how basic, hitting enough rabites would eventually see you reach your absolute limit of skill.



Ally Perks:

Discounted to Allies, 100 CP Perk free.

You Did Well I'll Pull You Up (100 CP): Can't be an ally to the heroes if you never meet them. You'll find that fate and happenstance seem to want you to meet important people in the world. This is only guaranteed to bring you into such contact once per jump, but you'll always have at least some chance to meet a major character who you would be aligned with given the chance in a position where you will be helpful to them and can potentially begin a longer term relationship. This might just be helping give them directions, but it will give you a chance to get your foot in the door.

Sage (200 CP): You are connected to the flow of mana in the world, or at least you can gain information from it. By communing with natural elements, such as the flow of water, or the wind, you can gain information about the world at large. This lets you get a sense for the condition of the natural world, as well as events taking place across it. This won't make you all-knowing by any means, but will always be able to provide accurate information on the state of world affairs.

In addition when you take this perk choose an age. You no longer physically age past that point.

Watts Smithing (400 CP): You are a master blacksmith, armorer, and most importantly weaponsmith. Your skills as a weaponsmith are such that, given the proper forge and materials, you could reforge even a legendary weapon to be something stronger than it was before. The more powerful the weapon the rarer and more powerful resources you will need to improve it, and the more demanding in time and skill, but there seems to be no limit to how powerful a weapon you could eventually learn to forge this way, beyond what resources you have to forge it from.



Elemental Spirit of Mana (600 CP): You are no mere mortal, you are one of the elemental spirits of this world. Great magical power is yours to wield, though you still draw from the mana of this world, and can still be beaten or sealed by several entities in this world. Still you may design an alt-form to represent your elemental nature. Something on the level of a mermaid, gnome, or floating animal head. In addition choose an element and you gain a handful of offensive and defensive/curative spells (2 of each) related to that element and a means to imbue weapons with elemental power related to it; canon elements include water (which also has ice effects), earth, wind (which also has fire), light, darkness, moon (which has polymorph and mana drain), and wood/nature/life (Dryad is unclear, has a magic reflection powers). You may choose a canon element (either replacing or being in addition to the canon elemental) or a set of powers with similar scope and scale. You also have some movement abilities related to it such as gnome being able to burrow through the earth, or sylph to ride the winds.

You may bestow others with the power to channel your magical might, allowing them to cast either your offensive spells or defensive/curative spells; whichever is granted they also gain your weapon augmentation spell. This will require some mana from the user, as well as yourself, and they will be able to learn and build power with these spells though without mana seed links they will be somewhat limited. You are not all powerful, so granting too many people this ability will see you drained severely to the point of being unable to aid those who call you, so it might be best to lend your strength out responsibly.

This perk also counts as a Mana Seed link for the purposes of determining the maximum power of your spells. Still you are not wholly limited to the 5 spells that you grant, able to use mana to manipulate other aspects connected with your element, but expect it not to be in combat effective ways; Lumina can turn rocks into gold, but it costs more mana than it’s worth, she can’t transmute enemies that way, and the local lord was still able to seal her.

Imperial Perks:

Discounted to Imperials, 100 CP Perk free.

I'm Jumper of the Vandole Empire (100 CP): What sort of villain would you be without stage presence? You have the dramatics necessary to be a top class villain, able to command a room with your presence, time your entrances for effect, and bring and end to cheer with your menacing look and words. In addition to giving you a natural talent for dramatics, and making yourself look intimidating, this helps make the more ridiculous aspects of villainy work for you aesthetically; you look good in a cape, and spiky armor doesn't look dumb on you but impressive, and when you ham it up recounting your evil plan it will be properly intimidating (even if your opponents can still use it against you to stop you).

Life Draining Necromancer (200 CP): You have the ability to drain the life force from those who cannot act to resist you. You can use this drained life force as magical energy which can be used to refill your personal reserves, store for later, or fuel magitech devices. Beyond this when you drain a being of their life force they become highly receptive to your will. While they will lack much in the way of volition, force of will, or agency, acting more like willess zombies than anything else, you could easily tell someone who was fully drained to be your sacrifice and they'd cooperate. Of course some wills may prove too strong to drain their life force even if they are your captive, and some that you can drain may prove too strong to drain fully. In addition your hold on people is fairly easy to break, an impassioned plea from a friend, and a slap to the face can be more than enough to shatter this hold.

The Emperor Said He Changed His Mind (400 CP): And the Resistance walked straight into the trap. Now you too will find that your opponents tend to be a little… let's say naive… when it comes to trusting you, or taking proper precautions against betrayal. If you are telling them something they want to believe, they will be much more likely to believe you without evidence, and to trust your word if you claim to have changed, or to have come to desire peace. This won't help you convince them of something they don't want to have be true, but if it's something they are fighting for and hoping for they will be much more likely to ignore that voice in their head that says it's too good to be true or that you are certain to be lying. Abuse this too often with the same group and they will wise up, but it should let you fake at least one or two total changes of heart.

This also makes them much more likely to trust you in obviously foolish ways. Claim to want peace talks, and instead of asking to meet at neutral territory, they might march

directly into your heavily fortified castle to have them. Let the fools come to their doom like lemmings.

Pact with the Underworld (600 CP): You have made a pact with the underworld for its power. Or in your case with Jump-Chan, though if your potential allies discover this they may grow jealous or distrusting. Normally you'd be giving up your soul in some ill-defined way, but Jump-chan is nicer than that (or already has your soul). Either way you gain a demonic alt-form of your design; canon examples are a giant mouth in the middle of a round body on two long legs, a snake-woman, and a demonic skeletal dark lich.

In your case this alt-form can serve as a combination of any and all other alt-forms you possess, incorporating aspects of them into itself, though it will remain visually distinctively non-human while doing so. It will also prove more powerful than your base form, increasing your combat capabilities to a significant degree, and increasing the power of your magic and similar supernatural powers to a noticeable degree. At minimum this alt-form will have a power level approximately that of the Pet Monster item's power, and will have access to various combat spells and magical effects. Even outside of this form you will possess some minor magical abilities, and more than human physical capabilities.

If you also have the Life Draining Necromancer perk you may use drained life force for more ritual magical effects, like placing powerful seals on the powers of others, or possessing the bodies of those you have drained of their life-force and will. This will, however, take time and practice, and a body that is too weak to contain your power may find itself torn apart by your sheer power.

During this jump, the monsters of the world will recognize you as being a fellow force of darkness and naturally defer to you until you overtly act against them and their interests.



Freelancer Perks:

Discounted to Freelancers, 100 CP Perk free.

You'll Weep, You'll Cry, You Might Even Shed Tears (100 CP): You are, quite frankly, a conman. Or at least you have the skills of a charlatan and a huckster. You can weave tails, lies, create fake sideshow exhibits, and find ways to tug at the heartstrings of others all to separate people from their money. This is not a supernatural ability, but you are a highly proficient conman, carnival huckster, scammer, and capable liar and actor. Maybe you could put this talent to work on more legitimate mercantile activities.

Light Hearted Moment (200 CP): Whether the Scorpion Army with its incompetent attempts at evil, and light gag nature, Neko the feline merchant, or Santa Claus trying to steal a mana seed to grow a mana Christmas tree, the more freelance elements of this world had a tendency to serve as a light hearted moment to lift the tone from the apocalyptic threat the Vandole Empire represented. Now you too carry a sort of air of child-like whimsy and light-heartedness with you. Your sheer presence makes things feel less serious, and more cheerful, and if you truly embrace this element of your nature you could become a beacon of hope and good-will that brings smiles to the faces of children the world over.

Scorpion Science (400 CP): For all their comedic nature the Scorpion Army is actually rather impressive. Like the Ancients they have learned to construct devices blending technology and magic, and while their robots don't always work as well as intended, they are still impressive. Now you too have the mind and abilities of a magitech engineer, able to create technology that functions off of magical principles and/or magical energy. You are especially skilled in robotics involved in this. It may take some trial and error and effort, but you could make something like Killroy II - though I'd advise a less intense power source - or a furnace that uses the spirit of fire to warm a town to a tropic paradise in the middle of the Snow Lands, and given sufficient time and resources you might eventually be able to recreate the achievements of the ancients, even building your own Mana Fortress. And incorporating magic or technology of other worlds could see you going far beyond that.

Feline Merchant (600 CP): Like Neko the cat you are a master merchant. First off, you are able to, almost at a glance, tell how much money you can get out of someone for your goods, and possess impeccable haggling skills letting you get the most profit from most any item. Secondly, as long as you are neutral in a conflict, willing to sell (and/or buy) from both sides, and not acting specifically to benefit one side or another, you will find that you have almost a sort of diplomatic immunity, able to get into what should normally be rather secure locations without being stopped and to do business with both sides of a conflict without anyone objecting as long as you are actually willing to do business with both sides evenly. Even relatively unintelligent and vicious monsters will leave you alone as long as you have no intention other than selling your goods. Should you have intention to take a direct hand in the conflict or offer services to only one side this protection vanishes. Third, a good merchant has to have good sources, and you are adept and skilled at developing and maintaining sources for goods. This goes so far that you can - somehow - manage to obtain goods from past jumps. This will never include any unique, or overly specific, objects, but you can obtain materials, natural products, and mass produced goods from other jumps. They will be expensive to obtain, more so the rarer or more powerful they are. But you can somehow make such contacts and keep them. Fourth, should the power level of the world you are in suddenly change, you may find your sources are able to provide you with new items more fitting to the increased power level; much like how when the Mana Fortress rises Neko suddenly begins to stock more powerful items. Fifth, a merchant must be able to carry their goods, and you are no exception, you gain access to an inventory space that can access your warehouse or any personal pocket universe you have for storage. You can access this through a sack, but only to take out or put in objects. Finally you gain the alt-form of an anthropomorphic cat should you desire it, or another form of animal if you'd prefer, though this will only grant cosmetic benefits.



General Items:

Similar items can be imported into any similar item. You may buy items multiple times. 1st copy of a free item is free. No discounts on general items.

Armor Set (50 CP): The best that money can buy. You get a Vest Guard, Needle Helm, and Gauntlet set. These are the best armors which can be bought in this world, and normally couldn't be bought before the Mana Fortress awakens. While nothing altogether special, these aren't legendary items or any such, they are ample defense for even endgame encounters in this world. As you're paying CP for this, this armor will repair itself the next day if destroyed or damaged.

Barrel (50 CP): This miniature barrel, when used, will cover you and your companions in barrels which last for about one minute, before these barrels and the one used to summon them will disappear. While wearing these barrels enemies seem unable to see you or harm you, but you will also be unable to harm them or use any magic or supernatural powers.

If you buy this item a second time you instead get 4 barrels, and +4 barrels for each additional purchase past the 2nd. Each day you will replenish any used barrels.

Crystal Orbs and Barriers (50 CP): You possess a set of 4 crystal orbs, each of which can be attuned to one type of elemental energy. Each of these crystal orbs creates a barrier of some sort, either a solid wall or a terrain feature that restricts movement such as lava or deep water, chosen at the start of each jump. At the start of a jump you may place these crystal orbs and their barriers in properties you possess (either via background or purchases in other jumps). The crystal orb can be deactivated by damaging it with the attuned type of elemental energy. You can reactivate the orb yourself with a short magical ritual.

Sea Hare's Tail (50 CP): This tail of a ~~sea slug~~ magical creature can be used to refill a dried out oasis, well, or underground reservoir of water once per jump, causing water to return to a dried out land.

Hero Items:

Discounted to Heroes, 1st 100 CP Item free.

Recovery Set (100 CP): This is a collection of the healing items available to heroes in this world. You get 4 each of: Candy which provides a small amount of healing; Chocolate which provides a moderate amount of healing; Royal Honey which will fully heal the consumer assuming they were not dead or knocked unconscious; Fairy Walnuts which restore your magical energy; and Medicinal Herbs which heal common status effects. Candies restock daily, chocolate and medicinal herbs weekly, and royal honey and fairy walnuts restock monthly.

Heroic Tools Set (200 CP): These items are a bit more unique than those in the Recovery Set, each providing a repeated benefit you can gain with each use of them as an item. You now possess:

- A Magic Rope which when used will instantly return you to the entrance of a building or cave you use it in.
- The Midge Mallet which when used will shrink you or a nearby ally significantly in size, or return one to normal size again. When used this pygmyized status will override any other size altering magic affecting the target, allowing a 2nd use to return them to their normal size.
- The Moogle Belt which when used will instantly turn you or a nearby ally into a moogle until you use it again. When used this will override any other magic which has transformed their species allowing the second use to return them to their normal species.
- The Flammie Drum which is a small pellet drum. By playing this drum and thinking about a mount, steed, or automated or follower operated vehicle you possess you may call that mount, steed, or vehicle to arrive at your location within a matter of moments.

Orphaned Dragon (400 CP): This four winged baby dragon was orphaned by a monster. It has since imprinted upon you, and developed to a size where it can transport you, and two others, potentially more though it gets hard to seat them all, flying you at high speeds to wherever you wish to go. It's not particularly good in combat, yet, but it can still mature and grow into an adult dragon with time. Even once it has it will remain loyal to you, and generally obedient, willing to transport you or fight for you as you see fit. By default it is a white dragon, and can be Flammie if desired.

+**Mana Beast (600 CP; undiscounted)**: Or maybe you want something more powerful. The mana beast would normally be the ultimate weapon of the world itself, a fusion of all the Beasts of Mana in the world as well as all the mana remaining in the world after the destruction of the Mana Tree, deployed apocalyptically against the Mana Fortress. This beast is powerful enough to destroy the Mana Fortress in a battle that would destroy the world. Yours is not driven into a mad berserker fury due to the lack of mana, and even when not gathering the mana of the world into itself will remain a powerful threat. As a special benefit no matter how physically powerful you become it will always be noticeably stronger and physically durable than you, and its breath will always be noticeably more powerful than your energy projection capabilities. It does not scale to your other abilities and capabilities however.

Mana Weapon Set (600 CP): This set of 8 weapons are each rather unimpressive on their own. They begin as little more than a rusty sword, a wooden spear, or a light weight boomerang, but they have the potential to grow. In this world each can grow a maximum of 8 times, becoming weapons of legend, but as you travel other worlds, you will find that sometimes when you face foes of truly tremendous might they will drop an orb of power after their defeat which can be used to unleash a higher level of power from these weapons. What they will evolve into if you travel long enough who can say.

By default these weapons are a sword, a spear, an ax, a pair of combat gloves/gauntlets, a boomerang, a whip, a bow and arrows, and a javelin. You may choose other weapons if you desire, though unless you're importing the form it must be of similar technological sophistication, or choose to merge all these weapons into 1 which can transform between these forms. You may import a separate weapon into each option.

If you take the default weapons you may have them be copies of the originals, or the originals themselves at your discretion.



Ally Items:

Discounted to Allies, 1st 100 CP Item free.

Palace (100 CP): This is a large stone structure. It has a few smaller side rooms, and a large central room with a podium for placing a Mana Seed on, and a series of large braziers with thematically appropriately colored flames. It does not come with any notable defenses or furniture, you'll have to add those yourself. In future jumps it will appear at a place thematically aligned with an element of your choice (chosen when you gained this item) if possible, otherwise simply appearing at a semi-isolated place somewhere in the world.

Gaia's Forge (200 CP): This room is intended to serve as a forge. Either appearing as a stone room, or as a natural cavern that has been worked into a room, it possesses all the basic tools necessary to act as a blacksmith's (or weaponsmith's) forge, including its own controllable flow of magma. Beyond merely serving as a place which possesses tools, you will find it easier to imbue tools you make in this forge with magical energy, and that those objects you make here are somewhat stronger than they otherwise should be. Post jump this becomes a warehouse attachment, part of another property you possess, or a cave somewhere in future jumps at your decision (which can be changed at the start of any jump).

The Resistance (400 CP): Luka and Gemma would only have been of limited help to the heroes alone. There was also this… the Resistance, a network of spies, informants, and guerillas working against the Vandole Empire from within. Now you are a high ranking member of the Resistance, with connections to the Republic of Tasnica, and the ability to call on the resources of the Resistance for your purposes. In future jumps you will find that there is a Resistance against one government of your choosing in each jump, with bases in its sewer system, and spread across its territory, and that - should you choose - you are a member of it in your background, or able to quickly join it.

Mana Seed (600 CP): You possess a 9th mana seed. This seed is part of the natural flow of mana in the world, and a powerful source of it. You may allow it to attune to objects, to imbue them with a portion of its power from any distance, but it can be used for other purposes as well. One mana seed was used to power a killer robot (though proved too powerful for that purpose), and another transformed Santa Claus - due to his greedy desire to bring back the love of Christmas to the world - into a powerful ice giant. Besides being a potent magical power source even as a seed, with the proper care, attention, and ages of time, this seed is rumored to be able to be grown into a mana tree in its own right, serving as a source of magical power for an entire world.



Imperial Items:

Discounted to Imperials, 1st 100 CP Item free.

Teleportation Circles (100 CP): You have a linked set of 8 teleportation circles. These can appear as classic magical circles or as gemstones. Whenever someone walks into one of these circles they are teleported to a preset other circle. With a little work and effort, you (and only you) may change which circle is linked to which, though all will always be the end point and start point of exactly 1, either forming linked pairs, or a circuit where the circles can lead one from the first to the last one at a time. These circles have a range of 1/4th a mile, and if part of a circuit is removed from this range it will become de-active and skipped over by the rest of the circuit (if you put 4 in a circuit so that 1 lead to 2 which lead to 3 which lead to 4, which lead to 1, and then moved 3 out of range 2 would now lead to 4), and you may place them in any property you own at the start of each jump whether via background or out of jump properties.

Flying Bike (200 CP): This bike is similar to the one used by Geshtar, the Mech Riderm, in his three incarnations. It is highly maneuverable, able to fly at low altitude while moving at high speeds, can hover, and can maintain higher altitudes for short periods. In addition it possesses a supply of homing missiles it can launch in pairs out of its back, capable of dealing substantial damage.

Pet Monster (400 CP): By taking this purchase you have some 'boss' monster that serves you as a loyal pet. You can select a single boss from the game save Killroy II/Kettle Kin, the Mechrider, Aegagropilon, Hexas, Thanatos, the Mana Beast, or the shadow incarnations of the protagonists. As many of these bosses have at least one recolor (stronger or weaker), your personal pet is a recolor as well, roughly as powerful as Blue Spike, Lime Slime, or Gorgon Bull; fit to be fought after obtaining Flammie but before clearing the Mana Temple. As a recolor you may choose their elemental affinity and nature, and they will have some special attacks and abilities related to that element.

In other terms this will be a powerful creature which would be a severe threat to most teams of armed combatants in this world, and requiring powerful weapons and magic to bring down. Should you vastly outclass this Pet Monster in power you will find them growing so that they remain relevant to you in battle, though this will always leave them significantly outclassed by you and no more than a fraction of your combat prowess. Though this won't reduce them from their baseline start, only taking effect if they are so vastly weaker than you as to realistically be not a threat to anything that could fight against you, and they will scale only to your general combat strength (things such as

strength, durability, and the sheer offensive power of your magic) not to any specific abilities or ‘hax’ that you possess.

If you also bought Teleportation Circles you may choose to have these circles disabled when in the presence of this Pet Monster until it has been defeated in battle/rendered incapable of fighting. If you also bought the Pact with the Underworld perk you possess the magical ability to summon this Pet Monster to your side.

Mana Fortress (600 CP): This is almost cheating. This is the most powerful weapon ever built in the setting. This floating fortress is fueled by the world’s mana, providing it with immense weaponry and power. It’s even strong enough to completely destroy the Mana Tree. It is crewed by a large number of monsters and magitech robots, and possesses powerful shields to keep people from approaching - or damaging - it at least as long as it possesses the power to fuel them. Unfortunately it’s a bit of an energy guzzler, and will drain a world of the magical energy needed to maintain nature and life if allowed to function continuously, and will begin to lose some functionality as the mana in the world decreases beginning with its shield. So unless you find another way to power it you probably don’t want to use it long term.



Freelancer Items:

Discounted to Freelancers, 1st 100 CP Item free.

Cannon Network (100 CP): You are now a proud sponsor of the Cannon Brothers and their cannon travel network. In each jump you visit you will find them starting their travel business, beginning with only a few relatively nearby locations but expanding it over the course of the jump until it eventually covers the world. These cannons will still have limited range on their transport - so may take multiple trips - and definitely can't launch you between planets, but will provide fast transportation between populated locations… at least once the network has extended enough to reach them.

Also as their sponsor allowing them to reach into other worlds and realities you will receive a discount on using their services. You'll still have to pay, but it'll be less than other people do.

Inn (200 CP): You are now the proud proprietor of an inn, Jumper. This inn will be located in a settlement of your choice each jump and have a follower staff that runs it without need for your direct oversight. Besides providing you with a small income, this inn also has a special property. Anyone who sleeps here overnight finds all their wounds and injuries fully healed in the morning. Now isn't that convenient?

Underground Ship (400 CP): This fair sized landship is capable of burrowing through the ground, rising up to the surface and traveling across relatively smooth surfaces at greatly increased speed, or burrowing its way through uneven ground, and can even travel across water as a decent sized iron-clad ship. It possesses armor and weaponry you would expect from a WWI era warship, capable of dominating the area around it.



Slice of Paradise (600 CP): When you purchase this item choose whether it is a small village or a luxury resort. Either way it will gain the same benefits. Like your very own little slice of heaven regardless of the weather or conditions outside of this little paradise the weather will always be perfectly pleasant. It might still get rain, or clouds, but it could be a frozen wasteland outside and it would be warm and habitable in this area. In addition random trouble will not find this place; unless they are specifically looking for this region or someone within it, enemies will never come to it unless they are led to it or actively pursuing someone in it, and natural disasters will never strike it. It's even immune to being collateral damage unless the entire planet it's on is destroyed. You could survive in this place even as the rest of the world died due to lack of mana, poisonous atmospheres, or rampaging hordes of monsters.

At the start of each jump you may choose where in the jump to have this slice of paradise appear. It will always be somewhat secluded, either a rural town, a remote resort, or an island of its own.



Companions:

No discounts.

Import/Create Companions (50+ CP): For 50 CP you can import or create 1 companion with 600 CP with a background of their choice. For 100 CP you can import (or create) 3 companions in this manner instead. For 200 CP you can import (or create) up to 8 companions. 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.

Canon Companion (50+ CP): For every 50 CP you pay you may recruit 1 non-Mana Spirit character who appeared in the game even if they died during the events of the game (or the jump).

Mana Spirit(s) (50 CP/200 CP): For 50 CP you can recruit 1 elemental spirit of mana you bought a Mana Spirit Link for, having it accompany you more than just as a channel of their magic. For 200 CP you can recruit all elemental spirits of mana you bought a Mana Spirit Link for sharing a single companion slot. Any magical abilities they gain will find their elemental aspects split between them based on their original elements (so a water magic perk would go to Undyne completely and not give Salamando water magic).

Santa Claus (50 CP): You can recruit Santa. He gets special mention as if you recruit him Rudolph comes along as his follower/pet for free, and he gains the ability to turn into his Frost Gigas form without needing the power of the mana seed.

Scorpion Army (100 CP): You may recruit the entire (three person team) of the Scorpion Army in a single companion slot as a group companion.

The Heroic Trio (200 CP): Randi, Primm, and Popoi. All three of the playable characters take up only a single companion slot, but you will find that they retain their balance of abilities; Randi always being the most physically capable as a warrior, Primm the best with white magic, and Popoi the best with offensive magic, powers in the others' specialties being weakened when obtained by one of the other two.

If you used the Self-Insert Toggle to replace a member of the Heroic Trio you may take the other two at a discount, either in a shared character slot as above, or each in their own slot.

Taking this companion does not immediately give them full access to all mana spirits and full mana seed links, but post jump they will have full access to all spells that character would have obtained in the game (Popoi and Primm will both have Undine, Gnome, Sylph, Salamando, Luna, and Dryad, though only Popoi will have Shade, and only Primm will have Lumina), and able to obtain the maximum level available in the game. They will also have their initial weapon (Sword for Randi, Boomerang for Popoi, Gauntlet for Primm) in its stage 9 form, even if it did not reach that stage during the jump.

Imperial Generals (400 CP, Discount Pact with the Underworld): Emperor Vandole and his 4 Generals Geshtar, Sheex, Falna, and Thanatos. These five made pacts with the underworld for dark power, becoming powerful enough that a generation ago they killed the last wielder of the legendary mana sword, and now are threatening to take over the world. And now they will come with you, if you want them. They will each retain their ambitions and desires, which may prove problematic given the backstabbing that is shown in the group, and will share a companion slot. If you do not want one, or more, of them you may choose not to recruit them; in case you want to be the Emperor yourself, or maybe just don't want Thanatos following you around.



Drawbacks:

In case 1000 CP wasn't enough for you, you may take some additional complications to make your journey more difficult in exchange for additional CP. All drawbacks fade at the end of the jump.

*You may gain up to **+1000 CP** from drawbacks.*

Remake? (Toggle): The remake isn't that different from the original, though some dialogue was changed/expanded from the SNES translation (which encountered horrible space issues) and little skits were added, but there were tweaks and you can choose whether to be in the original, or the remake.

Restored Version (Toggle): So a lot of content was cut from the game when it was decided that Nintendo's cd-rom expansion for the SNES was not going to happen. Exactly what all was cut is unknown and unclear at least to me, but there's a reason the game events seem rushed after Flammie. By taking this toggle you will enter an uncut version of the world, what will greet you is hard to say, but expect more plot, more quests, and more gradual increases to armor and enemy quality.

Self-Insert (Toggle): Take the place of any character who you have the race/background/perks/items to replace.

Short Stay (Toggle): Don't want to stay 10 years to deal with a plot that covers… weeks? Months? How long does it take Flammie to grow? Fine you can leave at the resolution of the game's plot.

A Few Attitude Problems (+100 CP): Like (especially amnesiac) Popoi you are prone to being greedy, loud mouthed, arrogant, and rather rude. This is not an insurmountable level in any of them, but from time to time you will show these elements when it is not to your benefit to do so.

Arranged Marriage (+100 CP): You have been placed in an arranged marriage against your will. Your spouse to be is undesirable as a marriage candidate, and you will find that they can bring a fair bit of social pressure towards forcing you to comply with the marriage, and living out a good, dutiful life at their side without adventures. They won't have global reach, but expect this to be a problem which plagues you throughout the jump.

Banished from the Village (+100 CP): Well while you might not have been banished you certainly can't go home again. Either before the start of the jump, or soon after the start of

the jump you will find yourself banished from your home and unable to bring yourself to return, or you will find your home village destroyed with you among the last survivors. Not available for drop-ins.

Crazy In Love (+100 CP): You are in love, very deeply. This can be with a companion, or someone else, but the important part here is that you are very vocal about it, often trailing off into long tirades about how wonderful and perfect the person is, often with little to no provocation. This is bound to be annoying to those around you, but at least you're in love.

Curses! It Was a Trap (+100 CP): You have a bit of an idiot ball, you will find yourself falling into *painfully* obvious traps, like walking into an enemy's main base for 'peace talks' instead of meeting them somewhere relatively neutral, or walking straight onto a switch that opens a pit trap.

Rats Have Eaten All the Food in the Galley (+100 CP): Any out of jump sources of food you possess have become inaccessible, and you will find any food stores you acquire tend to be eaten by gluttonous allies, rats, or something else within a week of acquiring them. You can still obtain food, just don't expect to have a well-stocked larder, and expect to have to do so daily.

Washed Away (+100/200 CP): For 100 CP all your out-of-jump memories of *Secret of Mana* or the setting of its world have been washed away. If you took Creature of Mana or Protagonist Replacement you will remember the pertinent parts of them (you can't let mana fade/you have to save the world respectively).

For 200 CP you are a total amnesiac. Your in-jump memories can - and probably will - be restored to you at some point during the jump, and it's possible for your out of jump memories not about *Secret of Mana* to be restored to you, but it will take time, effort, and come in pieces.

Yeah Sure I Guess That Works (+100 CP): Isn't it odd Randi gets to name both his companions? Well you seem to have made the wrong choice in who you let name you. During this jump you will have an embarrassing and inappropriate name and **everyone** will always call you by it.

Brainwashed Friends (+200 CP): Your friends and companions keep getting brainwashed and turned against you. Not always to the point of being willing to fight you and can be snapped out of it with a few good hits, but it's bound to be annoying.

Creature of Mana (+200 CP): Normally even if you were an elemental or a sprite, when mana faded from the world you would just be left in a separate world unable to meet those in this one. Now such a fate will end your chain. This would be less of a problem except in the canonical ending of the game the mana tree is destroyed and the mana beast as well, leading to mana fading from the world until the mana tree can regrow. So… better do something about that.

Cut Content (+200 CP): There were development issues in the game, and you might notice places where the plot practically seems to skip around, or where the story seems to almost fast forward through bits, but now this has gotten worse. Large leaps in enemy power level, points where people just assume you've been informed on the game plot or even daily events, bits of useful information just missing. This will affect your daily life in this setting, and will have the side effect of changing the plot beats and story elements to make meta-knowledge memories no longer a map to victory (though still potentially useful). Expect the world to be randomly more dangerous, and to make less sense and be less satisfying than it otherwise would have been.

Dancing Merchant (+200 CP): You are compelled to dance. Whenever you are not sleeping, or absolutely too exhausted to stand and dance, you will either want to be dancing, or be dancing at least a little. Even your movements in combat tend to flow with a music that only you can hear, and if there is actual music expect this to be much harder.

Face Yourself (+200 CP): You must learn true courage, and to do that you must face your own darkness. Your inner darkness, and that of your companions, has taken form somewhere in this world, and before the end of your jump here, at a time that you will not be aware of until the time for the confrontation comes, you and your companions will have to face these shadows. They have shadowy duplicates of your (main) gear, and your powers, fighting like you and your companions. However, while you will fight them in neutral territory without time to prepare, they are still just shadows of yourself and your companions, and will be somewhat less than you each one on one, much less if you work together as a proper team. They will still be a threat, and have a chance to kill you (unless you literally can't kill yourself… at which point you will be unable to kill them in the same fashion and locked in eternal combat), but they will not be quite your equals.

Magic Will Never Be Yours to Master (+200 CP): For the duration of the jump you are unable to use magic, chi, chakra, psionics, or similar mystical/supernatural powers whether from this jump or others. You can still use magical items, but anything that relies on internal stores of energy even in the least bit will fail you.

Protagonist Replacement (+200 CP): By taking this drawback you enter into a version of this world where Randi, Primm, and Popoi have either died or never existed in the first place. It is up to you to save the world, at least as well as they did (you know with mana being wiped out for the foreseeable future and leaving it uncertain if any of the current nations will survive), or else you will fail this jump. You may Import/Create up to 2 companions as if with the Import/Create Companion option for free (this does not provide the price cuts, but are in addition to however many you would normally buy)

Dylucky (+300 CP): There's just something about you that makes you a prime target for those who are seeking mind controlled servants. Any immunity you have to mind control or possession will fail to function, and even resistances will be massively weakened. You will also find yourself being targeted by beings capable of mind control, including the witch Elinee, the dark lich Thanatos, as well as others who didn't even show up in the game.

My Body is Withering (+300 CP): You have to find and possess a singular perfect vessel or die before the end of jump. This individual will be hard to find, resisting magical scrying to at least some extent, and then will require time to break their spirit before you can possess them. Even then powerful allies will come to try and rescue them, before you can firmly and permanently take control. And from the point this jump begins until you have fully possessed them, both your own and your companions' powers will be weakening as your soul decays only reversing once they are wholly possessed.

Shame It Got So Rusty (+300 CP): You, and your companions, find your powers (even those from this jump) reduced to those of an untrained youth, and your items as well will be reduced substantially in power to the equivalent of mundane weapons and the like that you might find in this world. You can regain your full powers, and those of your companions' and items, through various quests, adventures, and conflicts, but it will take time and effort and you will have to slowly ascend back to full power. Something like the main quest of the game would restore all in jump powers even before it was finished, and a fair deal of out of jump ones, but if you're substantially more powerful than the villains of this world it may require more than that to fully return to your height of power.

Outro:

The final choice has come once again. Whether mana has gone away from the world once more, or that disaster was somehow averted, your time in this jump is at an end and you must make a choice.

Go Home: You're tired of jumping? You can go home, your chain ending, and returning to your old life the moment you had left it… with some new goodies.

Stay Here: Your jump in this world is over, but your time in it is not. You may choose to stay in this world, leaving your chain behind and (hopefully) enjoying playing out the rest of your life here.

Continue Jumping: The third option. The one most taken. You continue on your chain moving to another jump and continuing your adventure.



Notes:

Jump by Fafnir's Foe.

Magic above Level 8: If you buy 8 Mana Spirits and either of a Mana Seed, or Elemental Spirit of Mana you can get your spells from this world to Level 9 or Level 10. This will make them more powerful but not in any way beyond leveling them in game would. The fact that there are in jump means to reach level 9 or above is not meant as an indication that you can't find other ways.

Weapons above Level 8: So Level 9 weapons exist in game, you can obtain them. The sword requires a glitch or a spell that works to level it from 8 to 9, and the others can drop as random enemy drops in the Mana Fortress. Except for the sword they gain only minor value. Still either the Mana Weapons set or Watts Smithing would allow you to increase their levels to 9 or higher, unlocking new forms potentially with new special abilities. The Mana Weapons set is guaranteed to be able to get orb drops from powerful enemies allowing for simple increases to those specific weapons, Watts Smithing you will have to spend time, learn skills, and find resources to serve instead of orbs but is much more freeform in what it can be applied to (and cheaper). Which you pursue is up to you.

Spirited post Jump: I decided that since Spirited gives you a general boost to potency with white/black magic and some magic that follows post jump it did not also need to give you permanent abilities to channel powers from magical beings of future jumps, but because (at least hero character) magic in *Secret of Mana* was a form of channeling it needed to address that, hence it makes you better at forming such pacts and using that magic. Now it synergizes very well with perks that let you continue to channel the power of entities post jump (either specific to that jump as is fairly common and includes Spirited itself, or in general as is sometimes found) without obsoleting the jump-specific ones (which wouldn't be bad on its own, but felt out of place as a 400 CP perk for this setting).

Elemental Spirit of Mana: You're intended to be roughly equal to one of the mana spirits, their exact powers are vague except that they help maintain and guide mana related to their element. Lumina can use it to turn rocks into gold though they will eventually turn back, and it requires her to use environmental magical power. You are similar, and much of your power will be dependent upon ley lines and natural magical energy outside of yourself. It can be assumed that some exist even in mundane worlds, but your access isn't infinite.

Elemental Spirit of Mana vs Pact with the Underworld: Elemental Spirit of Mana is intended to give more out of combat versatility and power, but less in combat power. Undine was sealed by an early game boss, Gnome needed help against the basic Gigas.

The Recovery Set does not include Cups of Wishes because I was not touching whether ghosted characters were dead or just unconscious with a 10-ft pole. Staying at an inn heals them so I'd be inclined to question them being dead (especially since plot deaths are in universe irreversible) but they see the reaper and follow you as a ghost so… Not touching that.

The Mana Beast is rather OP in jump, that's why it costs 800 CP with a discount. It's based on the fact that even the characters note that it looks like Flammie and Flammie is a beast of mana, and the Mana Beast seems to be the dragons that could be seen flying in the background in some areas into one super beast. In video game terms the mana beast scales only based off of your raw stats, not special abilities or external factors/limited use abilities; so being conceptually immortal wouldn't make it more durable, and being able to kill anyone by writing their name in a notebook wouldn't give it infinite hitting strength. In Dragon Ball terms they'd scale off of mastered super saiyan state (which can be maintained long term) but not Kaioken or Super Saiyan 3 (both of which represents a massive resource expenditure), and while they'd scale off of your general ki level and power level, possessing - for example - hakai wouldn't make them automatically able to destroy things' souls like hakai could. In D&D terms they'd scale off of your general level, but not fully buffed by spells and magic items.

Can the Mana Seed actually be used to grow a Mana Tree: You do you. Santa Claus was following an in-game rumor that it could, but the Mana Tree says that the Mana Tree is made from a maiden of the Mana Tribe. I'd guess that Santa Claus was just working on bad info, but, whether you disagree and think it could work or just feel that the CP backed version should be able to grow into a tree/would be better for your story if it did, it's intended to be possible if you choose for it to be possible. Even if you don't, the seed continues to function as it did in this jump, serving as a source of mana capable of influencing the world's flow of it, and otherwise acting as a powerful power source.

Set of Teleportation Circles: Yeah the limits are a little shoe-horned. They were never used to make dead ends in the game so I wanted to avoid letting them be used that way as an item, especially a 100 CP item. I also wanted to give something more interesting than 'oh you get a villainous wardrobe' as the 100 CP item and since Thanatos had a love of them, and the Witch used them I felt teleporters were appropriate.

Pet Monster is supposed to be roughly equal whatever pet you choose. The scaling is again based off of your raw stats, and not external factors/limited use abilities. In Dragon Ball terms they'd scale off of mastered super saiyan state (which can be maintained long term) but not Kaioken or Super Saiyan 3 (both of which represents a massive resource expenditure), and while they'd scale off of your general ki level and power level, possessing - for example - hakai wouldn't make them automatically able to destroy things' souls like hakai could. They'd even be much like Tien, always able to put up enough of a fight that enemies notice him and he can theoretically hurt them and threaten them but he wouldn't be able to beat them. In D&D terms they'd scale off of your general level, but not fully buffed by spells and magic items. In 3.5 terms they'd be roughly CR 8 below your character level, enough that their presence is impactful to a combat, but not likely to be a decisive factor on its own.

Cannon Network and how fast it grows: You do you. Intent is that by the end of a decade you'd be able to get most anywhere on the planet in jumps that take place in a single planet, but that especially early on it will be limited. But speed will probably vary from jump to jump, and how connected regions in a jump already are.

Slice of Paradise is based on Potos Village, the resort that the Scorpion Army tries to start, and to a lesser extent Turtle Shell Island. But Mandela Village probably counts too. Some out of the way place that's safe from the main plot, pleasant to live in despite what's around it, and generally safe.

Group Companions and perks: Outside where it's mentioned that they retain relative balances shown in the game (heroic trio/elementals splitting magic) it's up to you whether they split things completely evenly so that if there's 3 of them they get 33% of each perk, or each perk goes to someone in specific, or if they each get some reduced level but where it equals up to more than 100% or… well I won't list all the ways it can be done. Do what fits your story and the power scaling you want best.

Changelog:

Version 1.0.0: Posted jump.