

Epic Battle Flash
By Cthulhu Fartagn

Yes, I know the name doesn't match the image. Just roll with it, not much actually makes sense here. Anyways, welcome to the world of Epic Battle Fantasy - or maybe I should say, the world before? After all, before the Epic Fantasy, there was an Epic Flash. And while there are bits of the Fantasy here, this place is mostly made of the era before, the era of the Flash. To be less poetic, the more famous adventures of this world - and the so called 'heroes' Matt and Natalie - have yet to happen. Consider this a prequel of sorts to those games.

It's a strange world to be sure. It's origins like in World A and the land of Cornelia, home to the four Warriors of Light. However, as it is set after the death of Chaos and the breaking of the time loop, it actually gets a chance to mature into something more interesting. In the coming years you'll find people from other worlds popping into visit - Natalie, who I previously mentioned, owns a Pichu, while Matt took some lessons from Canti on how to pull a guitar out of his forehead, as well as a ludicrously overpowered man by the name of Goku mucking about.

Of course, not all history is borrowed, as the rise of the Cat Kingdom will show, a precursor like civilization full of cats. Mind you, about halfway through the jump they'll collapse as cats everywhere lose their arms and legs for no discernable reason. Speaking of halfway, you will be spending ten years here, starting shortly after Chaos's defeat, and ending with what should be Lance's defeat. Though, if you choose to intervene on his behalf he just might conquer the world in the name of peace after all. On the other hand, maybe you'd be more interested in preventing Goku from wrecking the atmosphere in the first place?

Regardless of what path you take, to help navigate this confusion and the next ten years go ahead and have these.

+1000 cp

Age, Gender, Location, and Discount Rules

Now, normally I would describe the kinds of people in this world, and ask you which one you resemble most. Probably even a few locations. But to be honest, this place is all over the place. Attempting to categorize like that would be futile at best.

Your location is anywhere in the world of Cornelia, or the so far unnamed world that the Cat Kingdom resides in.

Your gender is the same as it was last jump, and your age is perhaps early 20's to early 30's. You may pay 50 cp to change either of these freely.

You do not have an origin as would be standard, so instead you may choose one perk and item of each rank to discount. 100's discount to free, and the rest to half off.

Perks

100 cp Perks

Dealing With Crazy

Look, a lot of stuff goes down - Is going down? Will go down? - in this place. And very little of it makes any sort of sense whatsoever. With that in mind, you're a little bit better with rolling with the flow of the crazy. Seeing someone suddenly pull a gun the size of a house out of nowhere about to shoot you won't leave you brain dead from sheer confusion, nor would giant cats coming from beneath the sea to drive off godzilla. Just roll with it, and react before considering the how and why.

Actual Artwork

In ye olden days, differences in character models were minimal at best. Something that's been turned to your advantage, it seems. You see, recently, the author of the world has been creating characters with actually decent appearances. Now, background characters are still lesser, which is why you share some of your appearance with the main characters, Matt and Natz. In other words, you get an boost to your looks, though it's your choice how that actually manifests.

Kame… Hame… Handsigns!

The black mages who menaced Cornelia, for all appearances, used the Kamehameha pose to fire off their magic spells. I don't know if that's something they do because it's cool, or magic is just that way normally. With that in mind, you can now pick a particular pose or handsign to replace the normal casting animation with. Maybe you too want to Kamehameha, or maybe you'd rather do finger guns? Or how about some sort of not praying pose?

"Teamwork!"

Yes, I know. The heroes of the next era are a bunch of bumbling idiots, as well as liars and thieves. The heroes of Cornelia aren't much better, barely being able to stand each other. And yet, they form an effective team. You are able to put aside emotions and petty grudges - even if he just accidentally killed your father because he was bored - in order to fight alongside your supposed allies and save the day. Better yet? So can they, which is probably the real miracle here.

Samurai Pirate Knight

Haven't you ever heard not to cross the streams? Two things not meant to meet, and that really bad things happen when you do? Like everything that you're currently wearing? No? Guess you don't need to worry about it then. Much like the anachronism stew that is the world, you can apparently get away with some rather odd fashion statements. Dress like a pirate, fight like a bandit, and call your attacks like a samurai? Sure, why not. Mix and match styles all you want, you'll manage to look good instead of a horrible mishmash.

200 cp Perks

Wooden Engineering

The cat kingdom… Quite frankly, I don't know how a race of creatures with no legs and no arms manages to build much of anything at all. But they did it. Somehow. But more to the point, you now share their affinity for… Wood. And a bit of stone, and scrap metal. You are now perfectly capable of building a decent, if shitty, vehicle out of nothing but what you might find in a forest. Again, no idea how it doesn't just fall apart, but it works. This also comes with a weak telekinesis, as a reflection of how the cats managed to build their tech with neither legs nor hands.

Fire, Ice, Lightning!

Ah, the most basic trio of Conelian magic. And yes, this is in fact more proof of the Final Fantasys influence on the world, though that old story will fade away if you give it a bit more time. Sadly, you really only know those three spells. Well, those are the only black magic spells you know, at least. For white magic you also know Cure/Heal, as well as Barrier - and yes, I know one of those is vastly more powerful than the other. You learned it, somehow.

Bushido

Why bother learning magic when you could just own a magic weapon? You now have a limited amount of talent at drawing out latent magic and techniques from weapons. A fire elemental sword might grant you the fireball spell, while an earthen one might summon rocks to drop on top of your enemies. There are as many possibilities as weapons. This is a bit more expensive than using the magic normally, but it would allow a complete idiot to use a wide variety of magic… assuming he had a wide variety of weaponry. Using a sword as an oversized wand only works if you're actually holding it after all.

Burning Soul

Your soul burns with the flames of justice, boosting the power of fire attacks (40%) and rendering you minorly resistant (10%) to fire and ice damage! Or not! But no matter which way you look at it, you've now got a decent boost to one particular elements, as well as resistance to both it and its opposite element. Or if you prefer, it could be a weaker boost to three elements, such as Natalie's Elementalist (20% boost to fire, ice, and lightning). Or maybe you want to boost magic drawn from the stars instead of an actual element, such as Lucky Star, Pulsar, and Flare? Not that you know those as of yet.

Deep Pockets

I don't know how you're pulling this off, but you somehow managed to perfect the art of carrying a few dozen weapons on your person, while only seeming to carry one. And most of those swords are as big as you are. Call it an inventory of sorts, it's not like this place doesn't run on that kind of logic anyways. Keep in mind though, that while you can hold a decent amount, this is only good for carrying one kind of thing - swords, for example. Or staves. Or guns, or maybe a more general healing item collection.

400 cp Perks

Defender

Can you see coming? Your doom, a flash of golden light? You'd better brace for impact, because it's going to be a big one. When you take the time to actually steel yourself from the coming blow, you can shave off a full half of the damage it would normally deal. Or, if you prefer, you can cut that down to a quarter in exchange for also restoring a quarter of your mana.

Hyperviolent Heroes

Look, while you might do good deeds every now and then, maybe often, maybe by accident, you really aren't one. And yet, people keep treating you as if you weren't a horrible person? Hmmm. How odd. As long as you're moving in the direction of heroism - as in, against a big bad kind of guy - people tend to forgive you for many things they probably shouldn't. If you somehow managed to save the world form some alien menace, it might be a few months before anyone realizes that murder is illegal, even for such a great hero as you.

Attack Phase

What exactly is going on right now? Why is everyone standing around grinning at each other? Oh dear, thats why. You seem to have acquired some sort of turn based system. There are a few different ways this could manifest, maybe pure turn based, maybe something actively timed. Regardless, this allows you decent chunk of time between 'rounds' with which to strategize and plan out your next moves. And as a bonus, your opponent can't take advantage of that time. As far as they're concerned, those five minutes passed in five seconds. Sadly you can't heal or regen your magic over this time, as that's technically a 'turn'.

What Reich Are We On?

Well it's not like the cat kingdom is on earth, so I really don't know. Either way, you're now more than competent at most forms of modern weaponry. Don't expect any great feats of skill, but using them should be a snap. But, that's not why you came here. See, you aren't really a fighter, but an inventor. Those modern weapons? Where did you think they came from? This is a fantasy land after all. You are now a one man army of crafting, able to produce high tech gear, weapons, and vehicles by your lonesome and on subpar materials, as well as programing you doom legion. Now, bring out the Killsat!

Lucky Star

Do you feel lucky? Well if you want to learn this skill, then I suppose you must! See, the lucky star skill is… Random. And more often than not, it's kinda weak and pathetic. But, I want you to imagine this - every buff at maximum, every equipment bonus possible, and your strongest attack. That is the theoretical upper limit to lucky star - but, you'd have to be extremely lucky to actually pull that off. Most of the time it's only on par with the elemental trio spells, if not weaker. And if you're unlucky? It might end up being a weak nose flick. 1 damage. But, if you are lucky, then you can dish out some massive damage for way less effort that it should have cost.

600 cp Perks

Receive Hax

Ask yourself this. When you start losing, what do you do? Buckle down and train? Grind up to a new level? Acquire a new weapon? Hell no, we ain't got time for that. We gonna cheat. Once per year for up to half an hour you can completely and utterly tell the rules to screw themselves. During that time you can use and cast any technique, spell, power, skill, or other method of fighting you know at no cost. Mana isn't expended, power isn't drained, and recoil damage doesn't occur. Yes it's unfair to whoever you're fighting, that's the point.

Super Dead

Let's talk about Goku. Who is he? Where did he come from? Why won't he stay dead? And why is his hair glowing? To be honest, I have no clue. But, I've arranged for you to have something similar. Once per jump, you can now return yourself from death, as Goku does. However, it doesn't end there. Whenever you die and come back, much like Goku, you gain the equivalent of six months of hard training in whatever area you feel like. Did you spend your time in the afterlife meditating practicing your magic? Or polishing your sword skills? I leave that entirely up to you.

Nine Nine Nine Nine

Something worth nothing about this era as compared to later years is that growth never seems to happen. Those who fight often start off at a level I can only refer to as the level cap, with several nines representing their Hp and Mp. Presumably this carries over to their stats as well, not that we ever see them. This is something akin to that. Your health and mana now grow in tandem. When one reaches 'maximum', so does the other. Of course, 'maximum' is relative, especially when there might not be one. However, I leave you with something else - one of those so called maximums is ten times that of the other, though you may decide if that is your Hp or your Mp.

Dimension Shift

Specifically, from 2d to 3d. Or perhaps from 2d to top down, or maybe sidescroller. I dunno, Adventure Story was weird. Especially compared to the other eras. Anyways, also not the point. See, it marked the shift between Matt being a murderous hobo of an adventurer to being vaguely heroic. Vaguely. Mostly cause his partner got kidnapped. Regardless, you now have a limited ability to change the genre of the worlds you find yourself in. Perhaps you wish for a certain series of events to be seen as romantic, the hero rescuing the girl. Or maybe there is no romance involved, a man simply reacquiring a valuable resource. Or maybe you set the whole thing up in order to force some character development upon him?

The Evils of Humanity

The villains of the Flash era were, for the most part, entirely human. Though the humanity of the black mages is debatable. In the coming years, it will be eldritch entities, sealed gods, cosmic deities. Towards the end of the Flash era, the unknown alien, Goku, was a villain, and while he is human-ish, he is not actually human. But, in his wake came mankinds last true villain, the man who sought to save the world - by force if necessary. Lance. Like him, people will forgive you your sins. Simply give a half decent reason for your murders and destruction, and people will simply forget and walk away.

Items

100 cp Items

Kitten Game

A small minigame revolving around the brutal murder of armless and legless cats. They jump into the air, you cut them to pieces! If you ever wanted to kill cats, this is your chance. If you prefer, this can be another animal instead - ferrets, perhaps? It goes without saying that actually buying this makes you a horrible person, but hey, mindless violence! And maybe even a good chance to brush up on your various hurting people skills?

Origin Outfits

Many of the clothes and weapons you will find in this world… do nothing at all. But, but, once the era of Flash ends, they become the prototype for arms and armor of great power. You now possess a pile of clothing, containing quite frankly every outfit seen in the Flash's and first two Fantasy games. They don't do anything, but they do look nice. ...Alright, fine. You can also choose an iconic outfit of your own, and assign it a small buff of some kind, like an elemental resistance, or a small chance to heal you every few minutes.

Adventuring Basics

Not much in this pack, but it should keep you on your feet for a while. What am I talking about? Money! What else? An (almost) literal pile of gold. The exact value tends to change between worlds, but at the bare minimum it's enough to buy a decent set of armor and a weapon, maybe some potions and other useful items, and a decent room at the local inn. It really won't stretch very far, but it's always enough to get you the basics.

Disk Four

I'm not entirely sure what exactly this is. It looks kinda like a final fantasy game, but it doesn't match up with any of the ones I know of. In fact, this might just be the next one, that isn't out yet? No, that's not it. A copy of your adventures in previous jumps, as told through the medium of a final fantasy videogame? I bet that's going to look odd in places without any of the staples like crystal and airships and all that. Gives you a new not-ff game at the start of each jump. Optionally can be a real game in the current world, if they've got the infrastructure to actually support videogames even existing.

Small Fluffy Creature

Congrats, you have an animal companion! Much like the Mog of FF Battle, and Nolegs of Epic Battle Fantasy, this small creature has a unique talent for sniffing out and finding small treasures. Let it roam around on it's own long enough, and when it comes back it'll have a small pile of weak healing items and other similar things to show for it's wanderings. No I don't know how or where it finds them. As a bonus, it's capable of using the items it finds on your behalf, allowing it to heal you mid-battle. I wouldn't make it a cornerstone of your strategy, but it's useful nonetheless.

200 cp Items

The Shop

A wandering adventurer with a surplus of potions just seems to show up every few days with no real rhyme or reason to his movements. It's not even the same person most of the time. Regardless, they'll show up and offer to sell you some of said potions, ranging from healing and mana potions, to damage boost potions, to seemingly sentient miniature icebergs that freeze whoever you throw them at. And yes, I know that last one isn't a potion.

Battle Royale

Do you just sometimes need to test yourself against others? A burning need to know you're the strongest? Or maybe you just want to brutally murder something other than small animals for a change? Either way, this arena is randomly filled with a dozen or so past allies and adversaries. You can face off with them at your content, with the bonus of dying here not ending your chain. However, growth is impossible. No matter how much you fight, you won't earn a single exp point.

Prototype Weapons

Similar to the origin outfits item above, but for swords, hammers, axes - weapons, basically. Again, this collection, while expertly crafted and actually decent weapons, lack any form of speciality or magical effect. Bar one, of course. Perhaps you wish for the Thunder Spear, that you might use it as a staff to increase your thunder magics? ...Wait, hang on. Staff? You know what, I don't care, it's not like anything else makes much sense.

The Graveyard

Oh, Spooky! Well, maybe not, but it's a graveyard, you know? Of course it's going to be spooky. Anyways, this place has a small problem with zombies. Zombie cats, to be precise. Thankfully, the Cat Kingdom has the zombies well in hand. Where you come in is that you can earn a decent chunk of cash by doing the zombie slaying for them. Every Cat Knight enjoys a day off to go to the cafe and laze about, you know? Trust me, the pay is pretty good.

Heart and Orb Badges

Okay, here we go. Something from Adventure Story, finally. The Hp Badges look like hearts with a yellow plus sign, while the Mp badges are a green orb with a yellow plus sign. They offer a slight increase to your maximum Hp and Mp capacity once collected. You do start out with one of each, but in order to get any appreciable boost you'll need to scour the land for the remaining two dozen of each. Once fully collected, they'll double your Hp and Mp respectively. You can hand them off to someone else, but they scale to the user, not to you.

400 cp Items

Box of Robot Parts

A literal ton of robot parts, everything you would need to build your own praetorian class robot. Parts include, but are not limited to, a main body, legs/and or floatation devices, arms, shields, swords, and guns of various make, shoulder mounted weaponry, and a jetpack device and/or even more guns. All in total, it comes with three main cores, allowing for three distinct robots to to be created.

Pokeball

A small white and red ball, meant to contain creatures of unimaginable power. Golems of living metal, commanding light itself as a weapon. Or perhaps… A baby electric mouse? Huh. Anyways, this ball is actually useless for containing creatures, as it's already very full. When tossed, it will randomly select one non-legendary/mythic pokemon, who will then launch a single attack, or maybe buff you or debuff your opponent. You may have six of these at any one time, and they resupply one per week.

Animal Kingdom

For some reason, cats have their own kingdom, having been a world power at one point in time. No, having been the world power. How they managed this with no arms or legs is a mystery. Regardless, you will now find a similar land in future jumps. A small kingdom or country of some sort, populated primarily by your choice of animal. Said kingdom will most likely treat you as a national hero, which may or may not involve them trying to get you to do all sorts of silly sidequests.

Sword Animal

I don't know how you pulled this off, but here we have a very unusual animal. A cat with legs. And arms. And a giant sword. No the sword isn't the strange bit, it's the legs. Seriously, no cat in the world has legs but this one. Anyways, while it might not be the strange bit, the sword is actually the useful bit. See, much like the Small Fluffy Creature, this fellow will occasionally interrupt your battle. Unlike them, he attacks the enemy with a sword almost as big as he is, which promptly swells to dozens of times the size before launching his attack. Just be careful, as he has rather poor aim.

600 cp Items

Eye In The Sky

...You know I was joking when I told you to bring out the Killsat, right? Right? Well, I guess not, if you want this. See, this is the previously mentioned Killsat. Well, actually it's a bit more than that. See, it's also the Valkyrie tank, and the Omega Lazers. Everything that made Lance, a supposedly normal human, into the man who almost conquered the world. Nothing made after that attempt, sadly. Perhaps you actually built something similar to this yourself. Even if you didn't, you now have access to what is basically his entire arsenal. And no, the fake nazi style isn't mandatory.

Black Mage Swarm

Wait. Waitwaitwait. You what now? Oh come on, these guys were buried in the distant past for a reason! Urg, fine. You are now the commanding officer to a dozen or so black mages. They're kind of dumb, all kinds of cruel, love slaughter - even of each other - and get bored easily. Their magic extends to lv8 stuff, or just below what you'd probably know as a limit break. Oh, and if any are killed, you get a new one the next day. Go and be a blight upon this land, it's not like they're good for much else.

Glowy White Spot

Something else from Adventure Story. This glowing white spot on the ground is basically a teleportation spot. Entering it and thinking really hard about where you want to go will throw you up to a hundred miles in that direction, and usually pretty close to another glowy white spot. How many are there? Well, a lot. It's not exactly worldwide coverage, but there's enough to cover a small country. Only you, and those granted access by you, can use them. Or see them, for that matter, since they otherwise just look like a normal patch of dirt without the aura.

Peta Flare Cannon

A ridiculously large gun – as in, almost as big as you. Maybe it would be better to call it a rocket launcher? But it doesn't shoot rockets, it shoots Peta Flares. For those of you unfamiliar in Final Fantasy magic, a prefix or suffix is often used to denote level, such as cure, cura, curaga. Or, in this case, Flare, Mega Flare, Giga Flare, Terra Flare, and Peta Flare. Yeah, they took a spell one step short of a limit break, souped it up four more levels, and then turned it into a gun. The only problem is that it's blast radius far exceeds the range – you fire this, and you kill not only whatever you aimed at, but probably yourself as well.

Companions

100 cp

Looking for Group

What, you didn't think I'd make you go it alone did you? Nobody does that these days - or at least, not if they can help it. Well, regardless. You can now import one companion into the jump for free. For 100 cp, you can have three more, and for 200 cp total you can have eight in total. They cannot take drawbacks, or more companions. Each one gets the same discounts as you do, and 600 cp to play with.

Warriors of Something

Or maybe you'd rather take than bring? That's a perfectly valid idea as well. You can now select a single character to take with you per purchase of this option. Only limitation is that they be human or a small/normal creature. Something abnormal, like a dragon or a boss of some kind is 200. Final Bosses and Superbosses are banned.

Drawbacks
Maximum of +600

+100 cp Drawbacks

Blood Everywhere
It would seem someone forgot to turn on the graphics filter. Or maybe they didn't add on? Either way, the world is a bit… Messier than it would normally be. Under normal circumstances, there would be a bit of blood and then most of it - and the body - would fade away in a burst of red light. Now? Now there's blood everywhere and it's not fading away soon. You'll probably manage to douse yourself in a gallon or two if you gave someone a papercut, let alone got into an actual fight.

Horribly Animated
Right so, the original black mage attack flash was… not the best quality. And two and three were just horrible. Sadly, that's life for you now. You're a cylinder… thing. With hands that aren't attached, and a flat face. And so is everyone else. It's not going to compromise your fighting ability at all, but it just looks god awful.

What Just Happened?
Godzilla cats rose from the deep to menace the world once more, that's what happened. Yes, I know it doesn't make much sense, if any. That's not the point. The point is that you really, really, can't handle all the strange shit that goes down here. It gest a bit more serious as time goes on, but for most of the jump you're going to be trying to wrap your mind around the fact that ebay just airdropped your opponent a fuckhuge lazer cannon. Overrides 'Dealing with Crazy'.

Two Dimensional World
Well, not exactly, but close enough. See, you now have an utterly horrible time dodging much of anything. You can dodge up and down - mostly - but left and right? Sorry, those don't exist any more. Hell, you'll find yourself bumping into people on a regular basis as you try and fail to walk past them. And don't expect to throw something and have it bounce away from you - it's coming right back, so you'd better catch it.

Black Waltz
Hmm. It would appear that your character data has corrupted slightly. See, you're not you anymore. Well, you are, but you don't really look like it. See, you look like a black mage for some reason. Blue robe, black cloak, yellow hat, and those beady soulless eyes. Don't expect to make many friends, people still remember the attack of the black mages, and they don't have a great reputation these days.

+200 cp Drawbacks

Urge To Kill Rising

You, uh. You have needs, jumper. And that need is bloody gratuitous violence. Lets see… You're going to need to kill at least one person - or maybe a few hundred monsters - each week. Thankfully, healing and resurrection both exist in all variations of this world, or this would be a major problem instead of an annoying personality trait. Won't win you any friends, but it also won't get you killed yourself. Unless you kill your healers dad. Don't do that.

You Attacked Too Soon!

Uh. This is very much not turn based. Hell, this is what, a quick time event? No, hang on, that'd be too hard to implement. Instead, you can never attack first. In any given fight or situation, you go second. The enemy always gets a free hit. However, that isn't mandated or anything, as you're free to attack before them. The problem is that if you do go first, you'll end up inflicting massive damage to yourself as punishment recoil. Have fun with that?

Fog Of War

In the wake of Goku's attempt at destroying the earth, and the fallout of his death, life in general went very poorly. Ash across much of the sky, unknown radiation mutating plants and wildlife, and all the while food became scarce and the people scared. This is the world now. And untrusting, harsh place, full of monsters and mayhem. And a man attempting to conquer the world, wreaking havoc in the name of peace.

+300 cp Drawbacks

Attack of the Black Mages

They're back, and unlike the item available above, they aren't on your side. A seemingly unending swarm of these monstrous humans, naught but dark emotions, black robes, and a swanky hat. But be warned, despite their flimsy appearance and somewhat fragile constitution, they are masters of their black arts. As in, each and every one of them can cast flare, a lv9 spell, while most people here are stuck at lv6. Some can even do so with ease. So. A roving horde of murderous, thieving, and overpowered mages. And while they don't always care, they always know where you are. If taken with Black Waltz, then you get a slightly modified character model, and the eternal enmity of black mages everywhere.

A Boss Not Meant To Be Fought

Once upon a time, a brilliant scientist sent his youngest child into space in order to escape the destruction of their world. The name of the child? Goku. And let me tell you, this version of him is kind of a dick. He keeps showing up, killing almost everybody, only to be killed himself. But he doesn't even have the decency to stay dead! He just keeps coming back stronger and with glowy-er hair. It's such a pain. Thankfully he seems to have stayed dead after the third death. Unfortunately, that's no longer true. See, he has the benefits of a massively souped up version of Super Dead, and will be coming back a minimum of four more times, hellbent on getting revenge. On you, because he blames you for Matt's success in killing him. No clue why.

+0 cp Drawbacks

End of an Era

I told you, didn't I? After this Era of the Epic Flash comes the Epic Fantasy. I don't know the details of how you actually do your jumping, but if you so wish you may pass go and move directly to the Epic Battle Fantasy jumpchain. It's simply a continuation of this one, after all.

Shared World

It should come as no surprise that this world has many references to World A, given that it is the basis for this worlds very existence. However, one may be surprised by the presence of Goku, or the Regi-trio. In the Era of the Fantasy, you would see a man who pierced the heavens, and many many other references, some batant and some not so much. You may now choose to have as many or as few of these other stories happen, either in the now, or as history, alongside the tale of the Warriors of Light.

END

Congrats for surviving the full ten years in this strange, strange land. Drawbacks are revoked and all that jazz.

Main Menu

Wait, you want to stay? Well, I won't stop you.

Continue

Head on to the next jump, wherever that may be

Quit

Or maybe you're just done? Call it a day and head home.

Notes

End of an Era assumes the existence of an Epic Battle Fantasy Jump, which at the time of writing this, has not actually been completed.

Companions cannot buy more companions or take drawbacks.

List of covered media
-Attack of the black mages 1-5
-No Name
-FF Battle
-One More Final Battle
-Mecha Dress Up
-Brawl Royale
-Kitten Game(s)
-Epic Battle Fantasy
-Adventure Story
-Epic Battle Fantasy 2