Saint Seiya : Lost Canvas

by u/onyx0117

Earth, your home as you know it… almost.
In this world there is an energy permeating the universe called “cosmo”, harnessed by varying users, from mild superhumans warriors, to the very real and mighty gods they follow. Known to exist up to now are the Greek Pantheon, with its 12 rulers and the many minor gods beneath them, as well as the Asgardian Pantheon ruled by Odin.
Long ago however, Poseidon saw evil in humanity and with his most trusted followers, the “Marinas”, attempted to drown the Earth beneath the oceans to purge it and begin humanity anew. In response, Athena and her own order, the “Knights” or “Saints”, defended humanity. The conflict eventually led to Athena’s costly victory, and seeing either a threat or a dangerous influence in humanity, most gods left Earth to its own Fate, marking the end of the “Age of myth”. A few of them however stayed, either resentful of humanity, wanting to punish Athena, or simply wanting Earth for their own.
Reincarnating into humans each time to protect their real, divine bodies, the gods since then opposed. Athena and her Saints, based in Greece in the hidden Sanctuary, battled those remaining gods, following a cycle of war and conflict for the sake of Earth, today unbeknownst to most of humanity who forgot all of this into legends.
You arrive in the 18th century, in 1740 to be precise. A new Holy War is drawing near, between Sasha that awakened as Athena and was taken to Sanctuary two years ago, and Alone that became host of Hades half a year ago. You have, unless you mix things up, one year before Dohko meets Tenma and takes him in for Saint training, and then three years before the Holy War properly begins.
Danger already roams however as Hades’ warriors, the 108 Spectre, slowly wake from their slumber and search for Athena or fight already with hunting tactics against the Saints, while the Saints themself roam the world to protect it from threats, Specters among others. You should spend these **1000 Cosmo Points** wisely.

Origin

- **Saint -** A warrior of peace and justice, a saint either protects sanctuary, roams the world to defeat the evil they locate, or trains its next generation. The strength of their cosmo comes from their affinity with one of the 88 constellations and, should one be deemed worthy by the Pope, can wear the corresponding Cloth in battle, though in rare cases in the past the cloth decided itself. You have a heavy burden and duty toward the world, jumper. For Athena and the world…

- **Specter -** Hades likewise has his warriors and heralds : among the endless souls in the underworld, some humans are chosen and placed under the sign of the 108 evil star, resurrected and given "eternal life" as a Specter to combat the saints and destroy humanity in its whole, though they are far from stupid and won't do so mindlesly. You have, as opposed to saints, a far looser code but a hierarchy marked by power, and insubordination or lack of loyalty to at least Hades and its highest ranked Specters is quickly punished. Now… what will you do with this power ?

- **Neutral (optional drop in) -** Though rare since the Age of Myth ended, unaffiliated cosmo-sensitive humans still are a thing. You can forfeit your affiliation to either side with this origin, but also forfeit the powerful allies and resources they had, and the Holy War, having life on Earth as stake, is likely to still drag you in anyway. Later during the jump you could help one faction, though you'd forfeit your neutrality and will have to earn their trust as opposed to the other two origins. The world is yours to explore… while it still stands.

You roll 1d8+14 for your age and keep your previous gender, unless you pay 50 CP then you can choose either or both. If you are a Specter, this is more a question of appearance than facts since… you know, you're dead.

Starting Location

The world is a wide place. You can start anywhere not especially guarded in the civilized world of 1740. Alternatively, you may try your luck and roll a d6 to determine where you start among six more special places, or switch to the default starting location of your faction for free if you have one. You may pay 50 CP to choose another one among the six.

- **1. Sanctuary, Greece (free Saint)** The gathering ground of all saints from across the world and their stronghold, currently led by Athena and the Pope. The place is large, with several buildings like a Coliseum and acolytes to guard it beyond the 88 saints, while the mountain flank it faces is home to a road of twelve temples and its guards, the Gold Saints, shielding the way to their goddess. Despite all that the place is pretty discrete, only really known of its members and the Rodorio village below. Better leave if you're not supposed to be here though, they’re protective of the place.
- **2. Rodorio Village, Greece (free Saint)** A remote place, not really known either. A small community that sufice itself in resources, and even shares the rest with the Sanctuary upper on the mountain in exchange for the protection they'd lack due to their isolation. A calm retreat on civilisation… so far. War spares nothing on its path.
- **3. Heinstein Family Castle, Germany (free specter)** Well, more of a manor than a castle, but not the point. Home of this era's Pandora, it now mainly serves as a hide for dark forces. Atop of a steep hill, its halls host her and the Twin Gods, gathering specters here and waiting for their lord, Hades, to wake up. The place also has a special barrier weakening intruders to a tenth of their strength, among other things. You've been warned.
- **4. Forest of death, ????? (free specter)** A forest located between Sanctuary and the Heinstein Castle, shaped in a five branched star. It is unnatural, plagued by the power of one of the Twins : Thanatos, the God of Death. It also probably already hosts a Specter who has his blessing and trust, but even then nature itself here might try to kill you if you're not on Hades' side.
- **5. Tenma's Village, Italy (Free Drop-In)** The place is both lovely and yet uninteresting, irregular only for its church and orphanage. And yet… it's there it all started. Sasha, Alone, and Tenma all grew up together there. Fate has its own strange way to disturb and resolve, I tell you. Alone already was implanted with Hades' soul unknowingly, and Tenma still has to discover his potential. A happy ignorance… unless you want to change it.
- **6. Yomotsu Hirasaka** How… How did you even get here ? Because this is as close as it gets to Hell. One could even say it's its entrance. Now don't worry : unless you jump into the pit over there where all the other souls are going, or stay too long and start becoming a wraith, you'll be fine and not actually die. There is only one place to exit this dimension, and you'd better pray not to be found on its way, because no matter your allegiance, both the patrolling Specters and the Cancer Gold Saint Manigoldo are gonna have a lot of questions for you.

Perks

Perks under an origin perk tree are discounted for the corresponding origin. Only two of the 100 CP perks are free, the third is only discounted to 50 CP.
Neutral origins can only have two freebies, two 200, 400, 600 and one 800 perks to be discounted, but in exchange can distribute them among both perk trees. They cannot discount a general perk.

General Perks

- **Basic training [Free] -** Either self-taught or trained for it, you have basic training with you armor, cosmo, martial and intellectual skills, special techniques and perks, whatever their level is. In addition, your sixth sense, a strange mix of supernatural sharp instinct and basic cosmo awareness, has been honed alongside your training.
  In practice this counts as 2-3 year of dedicated training and a handful of real situation encounters prior to your jump start.

- **Cosmo [Free] -** The Big Bang gave birth to everything, every bit of energy and every grain of matter, everywhere in the universe. As a being made of it, it is legitimate to think of yourself as a little universe, able to recreate this miracle on your own scale… That is the philosophy behind Cosmo : "little universe", something inside you that, when "burned", recreates that energy and allows extraordinary things to happen. You have a beginner cosmo, alike to that of a Bronze Saint. Burning your cosmo alone or with your armor will see you do things like move at Mach 1, pulverise boulders barehanded, or punch 100 times in a second. It is only the beginning however, for there is no end for those who cultivate this gift…

    - **7th Sense [300 CP, requires Cosmo] -** Sometimes called "Miraculosity", and for good reasons. A sense or an awareness in a more esoteric way (not unlike Buddhist teaching), it is "true" cosmoenergy, able to realize "miracles", acts unseen in nature. Rare even among Cosmo users, one who attained and mastered it could move to the speed of light, freeze something to absolute zero, or rip space-time open. Your cosmo now equals that of the legendary Gold Saints or the elite of Specters, and it is no exaggeration to say that anyone without his own 7th sense awoken is almost guaranteed to lose against you.

- **8th Sense [200 CP, requires 7th Sense] -** "Arayashiki" is, primarily, the sense which allows the dead to keep their consciousness and identity as souls. It is linked to reincarnation, and the first steps of godhood (so much that the ones who even just approach it are often referred to as "closest men to the gods"). Naturally, this sense would only awaken after death, and even then incredibly rarely, however it is possible to achieve the eighth sense while alive through much, much training of the mind and cosmo, or an epiphany… which you apparently did. Additionally, such early awakening of the arayashiki gives even greater reserves and power to one's cosmoenergy, surpassing even "normal" Gold Saints entirely and not so far behind the Gods themself.
  Such a gift however is hard to hide, especially from the few aware of its existence, earning you one stack of the "Unwanted Attention" drawback without gaining CP, with either Gold Saint Virgo Ashmita, or the equally strong Specter Atavaka of the Earthly Chief Star.

- **9th Sense Spark [requires 8th Sense and Ichor] -** My my… and they said Ashmita was the man the closest to the Gods. Your soul and cosmo, through luck or contemplation, resonated with the Ichor and made it your own, a glimpse of what lies beyond : the 9th sense, Godhood, the "supreme virtue". You gain a soft “immortality” by agelessness, and can choose one theme or domain, like “fire” or “stars” or even “dreams”. Within this domain , using your cosmo will not only magnify your power tremendously, but whereas the 7th sense bruteforce results, the 9th allows you to outright ignore normal limitations of physics and reality, putting that saved energy to better use and casually bringing forth litteral impossibles to life.
  Right now, with a Gold or God cloth, your domain’s power could equal minor Gods like Morpheus, or even intermediate ones like Hypnos and Thanatos with great efforts, although in every other aspect you are still as “weak” as a mortal, and giants like the 12 Olympians are still way above you with just this. It will take time, far more than this jump has to offer, to completely open yourself to the true 9th, offering wonders like planetary reach, true immortality, or physics breaking outside of your Domain. But time is something you have plenty of…

- **Jamirian Ascendancy [300 CP] -** Once a pseudo-human race on the lost continent of Mu, Jamirian alchemists were allies to Athena and the creators of the 88 Cloths. In the Age of Myth however they nearly went extinct, and the survivors relocated to Jamir, a remote place near Tibet. With time and cross-breeding with humans, they now are only recognizable for the two red dots on their forehead. You are one of such people, gifted with an affinity with "Psychokinesis" (a general term for more esoteric uses of cosmo like telekinesis, teleportation, telepathy, sekishiki, and so on…), as well as taught the art of repairing Cloths. With training and experiment however, you may one day restore this later tradition to its former glory, able to forge entirely new Cloths of your own.

- **Ichor [600 CP, capstone booster] -** The blood of Gods. One that now flows inside you as well… partially at least. Given to you by a God, you survived the pain and adaptation time it took to fully take its power, providing a massive boost to your body and cosmo. The only two others like you have yet to receive such blessing, and to give you a reference, Radamanthys (after days of continuous and excruciating pain) went from an equal of Gold Saint Scorpio Cardia to obliterate Leo Regulus, the strongest Leo Gold Saint to ever exist so far.

Saints

- **Unicorn's luck [100 CP] -** The fate of the unicorn Saint may not be to shine on the front stage, but is no less important : to simply be there with the others is sometimes all they need to turn the tide. You share this trait, able to seemingly join any location just at the right time, as long as the delay or distance is not outright unfair given your capabilities. You'll make it there and be there to help them.

- **Wolf's Bond [100 CP] -** Not every Saint is a giant one man army. Bronze and Silver tie close bonds and work together efficiently, a strength of their own you now develop naturally : any comrades you have that do not already hate you will work along, growing rapidly into a well oiled machine that runs on friendship and brotherhood. The pack is tight and all the stronger for it.

- **Pegasus' Promises [100 CP] -** Making promises you probably can't keep is one of Tenma's flaws, but no one can ever blame him for not trying to with all he has. As well as you : any promise you make, to yourself or others, you find yourself constantly working toward it, even if just in a minor or indirect way. It'd take constant mental effort not to keep your word, or just renouncing entirely. But what's Saint who doesn't hold up his word ?

- **Crane's Cool [200 CP] -** In front of evil, it is normal to be afraid. To fear is to be human, to rise above it like you is a feat. You always keep your head cool in most situations, not to say every, able to think clearly even in the heat of combat. Unless your entire family is murdered in front of you or someone medle with your mind, you'll never make a mistake because of the heat of the action.

- **Hound's Instinct [200 CP] -** The hounds loyalty toward his master is unbreakable, so to find the right master is as important. While not a mindreader like the Hound Saint, you still have a knack for that, able to truly see the light and darkness of one's heart, both at the moment your read it and for the sum of his life, though you have neither details on what or why, nor if he regrets or embraces it. It also works on yourself, and is always objective.

- **Altar's Guidance [200 CP] -** To better oneself is a perfectly valid goal, but yours lies in the accomplishment of others. You are a great mentor figure and teacher, always able to bring someone closer to their unexplored potential and to give them a lesson they might need. Hope isn't in victory, but in the tales those victors and survivors will tell so that their mistakes never happen again.

- **Sagitarius' Last Stand [400 CP] -** Are you letting them down ? Leaving the weaker behind you to their demise ? Not as long as you breath ! During a climatic battle against foes equal or stronger than you, when the stakes are too high, you can go on where many would have backed away, given up or died, ignoring pain and injuries as long as your soul shines and your cosmo burns. This doesn't help you once it is over, and you may very well die for good once you beat him, but unless he literally pulverizes you, you won't go down first.

- **Gemini's Return [400 CP] -** A fool is someone acting the same twice and expecting different results, and to you they are all fools. Unless they really went overboard and left nothing of you, your enemies tend to leave you for dead without actually checking, giving you an opportunity to leave and recover. Be careful however, as it is merely an opportunity that can fail, and doesn't help you to recover (it might not even be possible). As fewer chances to work each time on the same opponent.

- **Aries' Connection [400 CP] -** Sacred armors, especially Cloths here, have memories and sometimes a will of their own, going as far as to be "semi-sentient". If anyone can build an affinity with his Cloth with time, you can do more than that : you can commune with any Cloth, Surplice, Scale or equivalent in proximity, able to see and/or experience memories of their current or past users, to the point of learning techniques on the spot that way. You can control when to trigger this, but even knowing what to look for, you can't totally control what you'll see. Works on any intelligent or similar magic item in future jump.

- **Lion's Eyes [600 CP] -** Observe, understand, apply. That is how humans learn and how they survived so long. You however take the first two to the limit, able to perceive and understand even the strangest phenomenon for what it really is. This gift however truly shines in combat, able to fully understand your opponent's techniques with but a glance, to better use that knowledge to your advantage.

    - **Lion's Roar [Capstone boost] -** Well, it seems you got the "apply" part covered too. Not only can you absorb all its understanding like a sponge, but anything you witness or understand, you can instantly use yourself or improve too so long as you aren't inherently incapable of it, and even then can get it to work to a degree. The only genius equal to you when it comes to combat now is young Leo Regulus, the one who used a 3-Saint technique alone better than the original, or combined every move of the 12 Gold Saints' signature moves in one… at the age of 14.

- **Virgo's Soul [600 CP] -** Your peers may rend space open or freeze acres of land in a blink, but your strength isn't in show offs or your cosmo's intensity. Rather, you have an impeccable sense, understanding and control over every spark of it, one so subtle and graceful, your techniques and moves are pieces of art compared to others. While this naturally makes every illusions, mind effects, or likewise subtle uses much more potent, it also makes you very cost-efficient. Affects cosmo, but also any esoteric energy you may possess, the like of magic, chakra, and so on.

    - **Enlightenment [Capstone boost] -** Your grasp over cosmo is so great that manipulating that of others, even in their attack, is not that hard for you, a wave of your hand enough to dissipate a hellish torrent of flame thrown at you. You also partly translate your efficiency and control in your physical skills as well, flowing with grace and precision while never wasting a movement.

- **Scorpio's Flame [600 CP] -** The closer you are to dying, the less you have to lose, so… why hold back ? The longer you clash against the same enemy in one fight and the more you are hurt, the greater your strength will be. A short encounter where you scratch each other will yield a negligible difference, but a fight to the death that lasts for hours already might see your bodys and cosmo's strength double or triple at times. It does nothing to help you recover though, and keep in mind you still have limits.

    - **Antares [Capstone boost] -** When it comes to this level of stakes or desperation, you might as well give it all for it. You have the very special ability to empower one and only one of your attacks tremendously, so much so that when at the climax of a tiring battle it will have the strength of your prime, while at your prime it would let you surpass anything you've ever done. It however comes at the great cost of most of your life energy, a tiring process which, given the situation you'd have to be to rely on this… probably mean all you have left. For peace and victory, are you ready to give your life ?

- **Pope's Mind [800 CP] -** Either as his student or once as a prolonged replacement, you have the qualities required to be the Pope of Sanctuary. Managing allies and threats on micro and macro scales, or recognizing one's potential and ideal role, are all qualities of yours. Such trust and proximity to the Pope also comes with benefits, such as access to otherwise forbidden places, forgotten lore or secret technique like the dreaded "Demon Emperor Fist". You gain a similar role and sum of knowledge in future jumps.

    - **Wisdom from Age [Capstone boost] -** Saints are known to have longer lifespan, especially the strong ones, but you are breaking records here. You're so old you could very well have been around in the previous Holy War 260 years or so ago, like Hakurei and Sage. It didn't diminish you at all, as you gained so much in knowledge, experience, wisdom, mastery and respect from your peers, the few old bones you are starting to get barely hinders you. In future jumps you likewise gain a literal lifetime worth of knowledge and experience related to the jump and perk you gained there, either actually lived or as memories retroactively gained that doesn't affect your age, at your discretion. Show those kids how it's done.

Specters

- **Underworld Rule [free, exclusive and mandatory to Specters] -** All specters are in essence dead humans chosen for their act while living by their Evil Star and brought back to “life” by Hades. You are a special case though, due to jumpchain rules. During this jump only, you can go to the underworld without dying trying to, and if you are “killed” it doesn’t necessarily count as a loss condition : if, like any specter, Hades resurrect you willingly and on purpose before the end of the 10 years, you may continue on. However if your soul becomes sealed by something powerful enough to normally last at least your remaining time, like the 108 Beads Rosary or the Box, it does count as a loss condition. Likewise, although rare and costly for them, Saints like Virgo Ashmita or Athena herself can use “True Death” on you by removing your 8th sense, forcing you out of Hades’ grasp and back into the universe’s wheel of reincarnation. Lastly, if Hades dies, the next time you die is for the next 260y, which means loss condition once again.

- **Golem’s Role [100 CP] -** What role, you may ask ? The Golem Specter didn’t even have a minor role, and that’s the point. Much like him, as long as it doesn't concern you specifically, it doesn’t at all. Allies and enemies will leave you to your thing most of the time unless they have a good reason to still do. As an example, you’ll get a free pass from being dragged into that taskforce they’re making, but if Pandora was to order ALL Specters a full assault you’d have to go there.

- **Harpy’s Rank [100 CP] -** The hierarchy of Specters is… well, there is Pandora, then the Three Judges, then the rest, so authority inside the “rest” is sometimes a pain and counterproductive. Not you though. Not only do you always have some form of authority or respect if you have greater power than those in front of you, your superiors tend to notice your true abilities and “promote” you accordingly, much like Happy Valentine belong to the four elites of Radamanthys because he equal Gold Saints and is loyal to the death.

- **Sphinx's Curse [100 CP] -** A cunning and wicked creature, one you share a trait with now. At will, you can emit an aura around you that slightly weakens everyone but you in a 10m or so (at first), enough to give you an edge in a tie. It however affects everyone, ally or enemy, and those with a pure heart (either 100% good or 100% evil) are immune.

- **Nasu’s Graveyard [200 CP] -** The dead stay dead. So is the rule of the underworld. But even dead, they may be useful to some. You can, if given a corpse and providing its soul is in the underworld and no more powerful than that of a normal human, chain the said soul to your will and call it back to its physical shell to animate it. It will then be a puppet to you, as long as you have the energy to maintain control. The soul may be able to speak for itself, but the body will not be able to resist your command.

- **Behemoth's Resilience [200 CP] -** To better serve Hades and the three Judges, some nurture their mind, while others refine their technique. You however took a more… straightforward way. You trained your body again and again, enough so that when confronted with someone in your league, you can reasonably expect to be more resilient and stronger physically than him.

- **Deadly Beetle's Ground [200 CP] -** This war has seen a lot of attackers, but you didn't forget that to do so they have to put faith in the defenders behind them, and faith in you they have. Gates, passages, prisoners, wherever or whoever you are tasked to protect, you have the skills and luck so that any invader will find itself unable to go past you physically, not without a solid plan, overwhelming number, or esoteric methods like teleportation.

- **Benu's Hate [400 CP] -** Emotions can be a strong motivation and fuel, both in and out of combat. For you though, it is almost literal. Hate, despair, envy, vengeance, or otherwise negative emotion you truly feel, makes you stronger, faster, and determined. The stronger the emotion, the greater the effect, although it can only do so much.

- **Balron's Judgement [400 CP] -** Every human sins, and you know that better than anyone. Upon seeing someone (or his soul if he is dead), you instantly know any moment of his life when he sinned, according to the "local" moral or theology. Better, you can relive them in detail through the perspective of your choice, or all the same resurface it in their mind. If you're subtle and time right, they may not even know you are doing it and mindgame them. It doesn't intrinsically protect you from what you see, though.

- **Mephistopheles' Plotting [400 CP] -** Patience, planification, psychology… you have a mind able to plot and arrange the unfolding of the whole Holy War in detail to your liking, even with time travelers or reality warper Gods thrown into the equation, so harmoniously it is a theater script to you. Knowing and planning is however all this perk helps you to, and for a reference, the above example required 20 years of careful manipulation of both factions for it to happen, neither was the plan ready in a day.

- **Wyvern's Loyalty [600 CP] -** Loyalty is a life drive not so exclusive to the good guys. In fact, the most exemplary are found on both sides. And true loyalty is always rewarded in the end. All blessing and power given/entrusted/offered from someone you are truly loyal to, whether it is a superior, subordinate or equal, is perfectly absorbed, even normally fatal ones like Hades' Ichor. The time and struggle to assimilate it, if any, is however unchanged, but you are sure to eventually succeed and survive. A partial or half-hearted loyalty removes the death protection or the concerned powers immediately.

    - **For my Lord [Capstone boost] -** You want to do even more for them, and so you will. Dedication and training now work on the power received through this perk and improve them even if they normally don't, unless they are already absolute in power and control. Moreover, absorbed power becomes your own : even if taken or given back, you always retain at least a spark of it to train from again, though it may take time.

- **Garuda's dominion [600 CP] -** Specter like you, with quite a lot of subordinates to handle, have to maintain order. With you however, order maintains itself. Why ? Fear. Any you largely overpower or inspire fear for any reason will be far more receptive to you, eventually to the point obedience. The closer they are to you in power or the less they fear you, the less it affects them.

    - **Die for Me [Capstone boost] -** Well, that's a twisted form of charisma you have there. Your fear and demonstrations of authority are so effective, your minions are in practice closer to "brainwashed" than obedient, preferring death in a suicidal charge than by your cruel hands, or too fearful to even flee. Unless your equal in power and complete moral opposite shows up to give them doubts, they are yours.

- **Griffin's Pawns [600 CP] -** The Three Judges of the Underworld are generals of the 108 Specters for a good reason, and now you'd have one too. You are neither a one man army nor a twisted front figure, but an actual general. You have what it takes to handle an expeditionary force from top to bottom, calculating match-ups, loss, acceptable risks and whatever you need to crush the enemy, able to make the best of what you have thanks to your many centuries of experience in many Wars.

    - **Watch them Scream [Capstone boost] -** Rather than an aspirant, you could now confidently say to equal Minos in warfare, even sharing his talent and favorite : psychological warfare. You have a knack for demoralization tactics, torture, pressing a group's buttons, all it takes to make them vulnerable or careless… or just for the fun of watching humans suffer if it's your thing.

- **Pandora's Favors [800 CP] -** There is something about you, something the Divine can't help but not ignore. When working for or following the code of a God, you will find that they are much more likely to take notice of your dedication and reward it than with others, though you will rarely get more than what you rightly deserve. The reward can come in many forms : role attributed among their organizations, blessing, special permissions, and so on. In future jumps it works on Gods or similarly "higher powers" : they always seem to favor you over others if you follow their doctrine.

    - **God's Right Hand [Capstone boost] -** Well, "liking" you may be far stretched as they are Gods, but you surely have their trust. Much like Pandora for Hades, if you earn and work for it, you can become akin to a god's right hand, embodying their full authority and role in their absence among any religious or politically affiliated organization. Any follower or warrior will take your order as if it came from their gods, because as far as they are concerned, it is the case. Be careful of your conduct or policy however : what has been given can be taken back, and Gods are not as patient and forgiving as humans…

Items

Only 100 and 200 items may be bought repeatedly. You can choose any 2 items to discount once, and any 100 CP item discounted that way becomes free once. You can import other items or properties for free into a relevant option, giving them or enhancing the purchased special qualities. This doesn't work on the **Orichalcum** item, as it is a renewable consumable/material.

- **Soul Rosary [100 CP] -** A 108 bead rosary, made of an unknown material. Other than slightly boosting your cosmo when used as a focus, it has the special property of trapping the soul of people as they die. At the beginning of each jump, you choose either if it affects those you personally kill, or any member of a specific group or organization. The more numerous or powerfull the soul inside, the shorter their captivity will be.

- **Flower Bracelets [100 CP] -** 3 bracelets of tressed flowers, as well as the knowledge on to make more. You see, these are special : all those that are emotionally close and wearing one will always know the others' general state and in which direction or dimension they are. With enough effort, it may even allow one to share or channel one power to them for a limited time, though it will be very watered down in the process.

- **Flying Ship [200 CP] -** Of hope or despair, it is yours to choose what it will spread. This is a sturdy wooden ship about as large as a galleon. What makes it special is that it is capable of flying and toughens through the cosmo of its pilot or owner, you in the latter case. It has no weapon on its own, but is large enough for the 70-80 persons (and their equipment) it can fit to fulfill that role.

- **Mysterious Helmet [200 CP] -** As mysterious as what is under it. Either part of your armor (see further down) or a separate item, this helmet and its optional face mask always perfectly hide your identity, even against supernatural means, and block scrying against you specifically while you wear it even if they know who you are, though they can still find you indirectly if they are smart.

- **Peaceful Village [400 CP] -** A quiet and humble place, for the XVIII century that is. Close to your faction's base or in a remote corner of the world, it is a good retreat for calm and rest, unless no less than war directly comes at its door. It adapts to the setting of future jump, and can serve as a gathering ground for other properties or for inactive companions to stay and live.

- **Temple [400 CP] -** Your own temple on your respective bastion, as well as your duty to protect it for this jump. Sturdy enough to withstand a battle between Gold-tier opponents without major damage, it prevents nearly any form of teleportation from and to the place it guards, forcing invaders and allies to pass through them no matter what. It follows you in future jumps, to be placed as a checkpoint to another property of yours, and keep the warding against teleportation.

- **Orichalcum [600 CP] -** A rare mythical material, once used with gamainum and stardust sand to make the 88 Cloths, today nearly impossible to find on Earth. This one chunk, the size of your fist, has rested in a place sacred to your god, forgotten for centuries during which it slowly imbued with its divine power like a sponge. It can be used as a magnifier, power source or material, and if used or destroyed it respawns after 10 year or in the next jump, whichever applies first. To illustrate its power, a similar artifact was canonically worth sending 2 gold saints to die for, and brought back to life a flying ship in addition to make it able to cross dimensions or sail on the Acheron.

Armor Customization

Since time immemorial, nearly every cosmo user makes use of mystical armors to complement their cosmo both to be more powerful and resistant, as weaponry becomes either unable to handle the strain of the fights, or frighteningly powerful and hard to make as to be restricted to rare chosen ones. The making of these armor, their names, their associations or themes, their efficiency or toughness are as various their makers, but all fill at least that purpose : amplify the energy and results of any cosmo you burn while wearing it.

Most known are :

- Kamuis, the first to come and unequaled garments of the Gods. Athena's Kamui, the God Cloth, was able to turn the tide of entire Holy Wars by itself in the past.

- Cloths, sacred armors of the Saints of Athena, made from orichalcum, gammanium and stardust sand by the alchemist of the Continent of Mu when it still stood. First attempt to imitate Kamuis by and for mortals, their invention revolutionized the battlefields at the end of the Age of Myths. They are numbered 88, one for each constellation up in the sky : 12 Gold, 24 Silver, 48 Bronze. (There are also Black Cloth, (often) crude replicas sometimes made by renegades Saints)

- Scales, worn by Poseidon's seven generals : the Marinas. Created by the God of the Seas himself from Orichalcum as response when Cloths were created, each is named and themed after a marine monster : Kraken, Scylla, Chrysaor, Lymnades, Siren, Mermaid, Seahorse and Sea Dragon. All are powerful as a result of their origin and lower number, each a match for a Gold Cloth.

- Surplice, worn by Hades' Specters. There are 108 of them, all themed after a monster or evil creature symbolized by an "evil star". Unique as crafted with unspecified material "only found in the Underworld their warriors come from", they are separated as Terrestrial Stars, Celestial Stars and the three special ones of the Three Judges of the Underworld. However their power and toughness are unknown or categorized inconsistently, in practice often waved around to focus on the strength of the Specter in question and its opponents instead.

While the section will mention "Cloth" for the sake of writing, you will receive an armor of the type you wish, though if it doesn't match your faction's you will certainly attract attention for a time.

Grade

The overall quality and power of your Cloth. Higher graded Cloths are exponentially more powerful each time, but so are their requirements : if your cosmo doesn't burn at least at the minimum intensity for the Cloth to work, it'll simply be inert and weigh you down. Keep it in mind.

- **Bronze Grade Cloth [free] -** Lightest and most fragile armors, mostly worn by the weaker cosmo users, though any normal human would still find its effect amazing. They cover the feet, forelegs, hands, forearms, shoulders, head bands, waist, and some vitals like the heart, but still don't cover all the body. Anyone awakened to cosmo could use one, making such a user able to shatter stone, move and fight at mach1, and take equally powerful hits. Some have thematic items to supplement them, such as Andromeda's chains or Dragon's shield.

    - **Silver Grade Cloth [100 CP, require Bronze] -** Better, more covering armors than Bronze, with true helmets and propper upper chestplate. Tougher as well, pushing their users up to mach5 for the fastest, but the toll in cosmo makes it available only to the elite of humans that didn't awaken their 7th sense. They can also have, more often than Bronze it seems, special qualities or items like a Medusa's petrifying shield or Cerberus' flail bolas thingys.

        - **Gold Grade Cloth [200 CP, requires Silver] -** The best a mortal could normally hope to wield or make. Covering the whole body short of some spots or articulations, they require no less than a mastered 7th sense to operate. Should you have it and such a Cloth both however, you will be clad in an armor unbroken by any mortal since their creation, able to fight at the speed of light and shatter mountains barehanded, reaching heights where, more often than not, matchup, technique and wit is more important than your now ridiculous raw power. Beside the Gods and their Kamuis, few surpass a Gold warrior except another one.

Attunement

A Cloth is almost always made after something. A creature, a constellation, a star…
First consequence is that the pieces will be designed so that when the Cloth is not worn, they assemble themselves into "object mode", a statue-like form at the effigy of its theme.
Second is that if the source of inspiration had notable associations or properties, it can be translated into minor features. Perhaps it has an affinity or association with fire techniques, a weapon or shield tied to itself, or a favored type of enemies. A Cloth can only have up to 2 of those however, and they may not be overly advantageous given the grade of your Cloth, merely thematic. Cancer's affinity to Yomotsu (Gold), Libra's 12 golden weapons (Gold), Andromeda's chains (Bronze), Centaurus' fire (Silver) are all examples of what you could reasonably do.

Two paths are possible :

- Choose a cannon constellation/evil star/creature appropriate to your tier. You either create a new original Cloth with the same attunement, gain a copy of the original, or gain the original itself and replace its previous owner, with their respective implied consequences.
  You nonetheless gain the cannon emblematic techniques as starting moveset, as per the Basic Training perk.

- Alternatively, you can create your own unique theme for your Cloth, based on an asterix, other star or even an otherworldly inspiration from another jump setting you visited. Its affinities, if any, are left up to you.
  You gain an original moveset whose strength is adapted to its tier and whose nature is adapted to its source.

Special

Options rarely or never seen here.

- **Armor Import [100 CP] -** Choose an armor you already own (either a classical or power armor). It now gains you Cloth's level of durability if it didn't already have, and most importantly the ability to amplify the cosmo you burn while wearing it, to the same extent of the Cloth's grade. Either the Cloth's appearance becomes an atl-form of the armor, or you gain a free redesign of the mix to incorporate elements of it. In either case, your armor gains the Object Form discussed earlier and an associated pandora box to store and carry it. It is mandatory during this jump and prevents any other method of storage or miniaturization across all its alt-forms, but can be ignored freely after your time here.

- **God Cloth Potential [300, free with either Ichor or Orichalcum] -** By absorbing the blood of it's patron God or proximity with one of his divine artefact, a Cloth can evolve into a God Cloth version of itself, rivaling even the original Kamui and amplifying your cosmo to the point of harming and damaging said Gods and Kamui. It however is a temporary state and comes only in situations of great stress and need, in canon when someone as strong as a gold saint with his 8th sense awoken would burn his cosmos to its very limits. This perk only makes the potential for the transformation permanent, not the transformation itself.

- **Evolutive [200 CP, free with Jamirian Ascendancy] -** Now that is special. You can, through a complex and blurry process, permanently evolve or attune your Cloth to other supernatural energies from other jumps. These energies will be amplified if channeled while wearing your armor, like it does for Cosmo, but will also now require a minimum mastery and intensity to be boosted.
  A new energy starts with a grade equivalent to Bronze, with said process also able to upgrade the grade of your armor, with all the implied consequences. Grades are separate for each energy type you attuned to, and the process affects only one energy at a time. It is lengthy, will need rarer and rarer materials, and has a chance to fail and consume material for nothing, but the armor itself is fiat to never be damaged in that case. The successful transformations and upgrades are permanent.

Note : God Cloth Potential gains a similar effect for each energy you add with Evolutive, temporarily raising the Cloth's grade for this energy by "1" under extreme uses and needs. As an example for cosmo, if you one day make the God Cloth form permanent, God Cloth Potential will likewise be able to push the grade yet once more in extreme conditions, whatever you fanwank that Grade to be.

Companions

- **Fellow Crusaders [50-300 CP] -** Import or create one Companion for 50 CP each or 300 CP per 8. They get 600 CP to spend, a free faction and the associated freebies and discount.

- **Recruitment [Free] -** Choose any one character that is not a Deity. Should you become friends and convince him to, this character may voluntarily choose to accompany you along your Jumpchain, becoming a companion. You may not attempt to take more than 4 people this way.

Drawbacks

- **Survivors get to go on [+0 CP] -** The war canonical comes only 4 year in the jump and lasts half a year tops. Should you stay alive and the War, scenarios, or other major event you'd trigger, end before your ten years, you can leave at any point before your time would normally run out. This ends all drawbacks too.

- **Unwanted Attention [+100 CP per, max +300 CP] -** Choose one "named" character of relative importance in any faction. Unbeknownst to you, he now has suspicion about something about you, rightfully or not, gaining his interest. Maybe they suspect you hold more power than you show others, or that you are the key to some of their plans… In any case, an ally will always keep an eye on you and investigate if his trust is well placed, while an enemy would spy on you and focus on you if they can during the War, becoming a nemesis of sorts. Both are ready to come to arms if they see it fit with what they discover or precisely don't. Good faith or wit can solve this problem, although it will take time.

- **Pilgrimage [+100 CP] -** To earn a Cloth often requires more than mere training, as many are hidden across the world, in places of natural challenge themed with said Cloth and training. Your own Cloth was similarly hidden somewhere, unresponsive to any recall or localization perk or power, even the Warehouse functions. All you have is a map's piece of a region unknown to you and an enigma to start your quest for earning it back. If you don't slack off, you'll have it back before any major force starts making a move in the war.

- **Which side are you on ? [+200 CP] -** They'll never ask it, of course, but they'll certainly act as if they think it. Everyone in your faction beside some of its leading figures and your companions don't trust you, each for their own reasons, and try to push you out of major affairs "in case of" or pressure their superior to do the same, even when it's obviously better to send you. Hope you'll prove yourself before War comes at your door, because they'll otherwise be too preoccupied by you to fight at their best. Prevent to take Unwanted Attention on allies in your faction. If you are neutral, people just don't trust you when you first arrive.

- **Gemini's curse [+200 CP] -** Choose one :
    - You have a twin with goals and personality opposing yours. He has a "Cloth" and powers equivalent to what you bought here in CP, and will not hesitate to manipulate the War or join your opposite faction in an attempt to eliminate you. He will try to keep it personal, but is not above targeting friends and compagnons either. If you keep him alive and somehow manage to redeem/corrupt him before the end of the jump, a quite improbable exploit, you can keep him and make him a companion.
    - You have a second personality inside your head that you'll never be able to get rid of. He has goals and personality opposing yours, and has a willpower equaling yours. For your ten years he will comment on your actions or try to take your body over, often at important times but never when it would kill you (and therefore him). If he succeeds, it will be your turn to try and take over your body back, before your ten years are up, while he goes on with his own agenda.

- **Training Arc [+300 CP] -** You have no power or items from other jumps. Other Saint Seiya settings are fair game, but that's about it. Keep in mind that while most mortals here rarely rise above the "average" of Gold Saints and not that much above, even a minor God has his 9th sense awakened and is basically a reality warper on its own right, with major Gods like Hades able to manipulate planets, concepts, and outright break or ignore physics at will. Good luck, you'll need it.

- **White Knight [+300 CP] -** Soon before the start of the war, Athena will become near-powerless like in the last arc of the manga. Now she won't intrinsically be more in danger with just that, nor will you be alone in protecting her, and you may even try to train her to use cosmo or fight the human way, but her now total lack of divine power is gonna render the war even more unbalanced, not to say impossible to win. Oh, and if she dies, you die. This curse last ten years.
  If you are specter, Hades/Alone is affected instead, and loses almost all power, having just enough to paint the lost canvas and support the specter's resurrections once in a while with great effort.
  If you are neutral, you instead must protect someone else you either met recently or hold dear. He or she can be at most a Bronze Grade cosmo-sensitive human (at day one at least), and will strangely attract danger to him/herself regularly. It can be a companion, who then has its perks and powers nerfed at the start of the jumps to respect the above point, although he/she still has the potential to train them back. He regains them at the end of the jump.

Scenarios

All scenarios are optional and mutually exclusive, so you can only take one. Losing your scenario doesn't necessarily mean you lose the chain. If you take one, this overrides the normal ten year limit, meaning you can take more than ten year to complete them. If you did outpass the limit, you'll have a week or so after completion to recover and say your goodbyes.
CP completion rewards are spendable **AFTER** completion, and any leftover CP from before can add to it. Once you leave the jump, leftover CP are lost for good this time.

For Peace and Justice (Saint exclusive)

A war is coming, and this time it is inevitable. Not only is the incarnation and survival of Hades in Alone inevitable, it will happen at a much faster rate, so much so that Tenma, sensing his friend changing before becoming a Saint, will die as Hades awakens before his eyes. It will truly be the lord of the underworld, not a darkened Alone able to play the comedy and offer delay to the Saints. With both of them gone, Sanctuary has almost no chance of stopping the dark forces, and the Holy War will be a short one.

Not all is lost however, for there is one last hope : you. You now have to take Pegasus Tenma's destiny of leading sanctuary to victory in order to save the world from Hades and his Specters. You have exactly one year from jumpstart, one year to solve whatever quest or minor drawback you are able to, as well as prepare Sanctuary the best you can. Past that, the entirety of the Specters will be gathered, with each having the strength of their canon counterparts in their prime, all stationed inside the now revealed skyroad of the Planetary Temples, their force topped by an Ichor infused Wyvern Radamanthys, as well as the Twin Gods Hypnos and Thanatos and their servants.

All are ready and unexpectedly on the defensive, as Hades will begin his magnum opus : the Lost Canvas. Should he complete it and paint every soul on Earth, the whole world will die at once, marking its end. You have to lead the Saints to victory before it happens, about 1 months from start to end, to discover the location of the Skyroad, find a mean to get up there, and defeat all the specters on your way to stop one of the 12 major Olypians, killing him either for the next 260 years or permanently, by yourself if you have to.

Find a way, or you fail the scenario… and probably die too, either from the Lost Canvas itself or the new masters of Earth afterward. If you took the White Knight drawback, it is still in effect, and Athena has no power left to resist Hades, meaning losing this scenario also becomes a chain loss condition.

Reward : The world and its guardian will never thank you enough for what you did : bringing peace and justice back on this land.

As a reward, you gain 300 CP to spend again in this jump, as well as Sanctuary itself and its order of Saints (minus Athena and her Kamui), placed in a remote mountain in future jumps. It includes its training ground, the twelve Zodiac Temple, the Pope Chamber and Athena Chamber at the top, its secret library, the Star Hill and the original 88 Cloth. The order will seamlessly insert itself in futur jumps and will take its new member from there, including a majority of the 88 Saints or candidates for it, all effectively counting as Followers. The order will be at your command, but they are able to manage themself well enough if you don't, protecting the world they are in from many of its dangers. Sanctuary and its Zodiac Temples can be its own mountain fortress, or be a difficult road to guard another property you'd choose to place at its top

Salvation (Specter exclusive)

A war is coming, and this time it is inevitable. Not only are the Saints of Athena preparing for it, they are doing so at a fast pace, so much so that Tenma is already in training and the saints recovering many artefacts and weapons of old to help in their endeavor. All you can do is grunt and watch, while your own forces gather and Hades' soul matures inside Alone. It will truly be the lord of the underworld, not a darkened Alone able to play the comedy and offer delay to the Saints. With all of them Saint already so active, the forces of the Underworld will soon have almost no chance of stopping them should they come into an all out assault, despite all the underestimating remarks of your fellow Specters.

Not all is lost however, for there still is one trump card in Hades' army : you. You now have to ensure all is in your favor one way or another, both preparing defenses and protecting the still oblivious Alone. You have exactly one year from jumpstart, one year to solve whatever quest or minor drawback you are able to, as well as prepare the Specters the best you can. Past that, Hades will awake, rise the Skyroad of Planetary Temples, and begin to work on the Lost Canvas under your protection. Whether you hold the Saint off or attack them on their own ground to sabotage their attack on you, you have to succeed in keeping Hades alive for about a month.

It won't be an easy task, as by then the Saints will be ready, with each having the strength of their canon counterparts in their prime, their force lead by the Ichor infused Gold Saint Libra Dohko, Pegasus Tenma with his God Cloth still dormant but ready to awake in case of danger, as well as Pope Sage and Hakurei, both survivors of the previous war, wittfull and resourceful enough to seal the Twin Gods in the cannon timeline. Athena herself will come with her Kamui awakened, her sole presence boosting and inspiring her troops to give it their best.

The Lost Canvas itself can be destroyed and begun again as many time as needed, but should they defeat Hades for good before he finishes it, you fail the scenario… and probably die too, either unable to maintain yourself on Earth because of Hades' disappearance or hunted and killed by the surviving Saints afterward. If you took the White Knight drawback, it is still in effect, and Hades has no power left to resist even a Bronze Saint should he pass through, meaning losing this scenario also become a chain loss condition.

Reward : It is done. After so many centuries, the world now belongs to the underworld, every human soul now in possession of Lord Hades, in a twisted but still true salvation.

As a reward, you gain 300 CP to spend again in this jump, as well as the Skyroad and the 108 Surplice to follow you in future jumps, with new worthy members from the local setting each time taking their place. You command it as Pandora would have, each at your undying service. Note that since they are not backed by Hades anymore, future specters won't be intrinsically immortal or able to visit the local underworld. They may even not be evil should you choose it. The Skyroad and its 9 Planetary Temples can be its own fortress in the sky, or be a difficult road to guard another property you'd choose to place at its top.

Jumper's Canvas

The Holy war between Athena and Hades, to their follower's dismay, have come under a truce. They indeed have found a common enemy… you. They somehow became aware of your nature and feared your power and potential, each for their own reasons, agreeing to make you a higher priority than each-others.

You start your jump in a random location, your faction's leader having already declared you enemy of them (if relevant), and the new alliance will start the "Jumper War".
Both sides will fight you with all their might, with a real truce in mind, not one with backstabs and double games. Saints, specters, the Four Dream Gods, Twin Gods, and Athena herself will all be there and at the peak they reached in the story, ready to wage war on you to their death, while Hades, hidden in a pocket dimension with only one access on top of their now fused strongholds, will paint a very special canvas : yours.

Should you let him complete it, you will die regardless of any perk, power, item or chain thereof preventing it, and if you have any one-ups they will all consume at once, only buying you little time before he adjusts the final touches to the canvas, killing you for good this time.
You have a month and then some, from the first brush of paint from Hades. You'll need to reach the mighty fortress after countless minions delay you, and once there climb it the old fashion way, the teleportation ward in place even for you, through the now combined 21 guardians, each mighty foe at least on the level of Gold Saints, and the 22nd floor is guarded by no less than 7 gods, assuming one or two weren't send down your way and dealt with before. Only then will you be able to reach Hades, puting the Canvas to a pause but earning all his attention and wrath.

While it certainly would solve things faster, you are not forced to kill anyone by any means should you want to keep the kill-count of the story to a minimum : once you reach Hades' dimension, its perk-warding effect becomes useless inside, so as long as you can make sure Hades can't ever finish the Canvas with power negation, true destruction of the Canvas' concept or anything like that, you can win this scenario without killing him too. Each will however try to fight to their death, so a good KO, imprisoning or restraining method is a no brainer.

If you took "Pilgrimage", then unless you reveal yourself in an obvious fashion, you have a one year grace period to find your cloth before they find about you by themselves, and taking your armor instantly trigger the beginning of this scenario, starting the machinery quickly enough for you not to meddle with it.
If you took "White Knight", you instead got the "neutral" version of the drawback, though the enemy doesn't know the bond that unites you or who is affected at first. Even then, most Saints won't lower themself to murdering him/her to distract you, but specters certainly will if they learn about it.

Reward : Impressive ! Where even Fate would have predicted your defeat, you now stand tall and victorious against two Olympians. Such a feat won't stay unrewarded.

You are rewarded with 400 CP and a combination of the two other above special rewards : the mighty stronghold you went through, fusion of Sanctuary and Skyroad, will follow you in future jumps as either a sky or mountain based property, home to a single order made of wielders of the 88 Cloths and 108 Surplices, selected among the local setting's cosmo users, entirely loyal to you.

Final Choices

- **Go home. They miss you.** A man can only fight so much for his home before having to see it again.
- **Stay. There is always evil.** Your dedication is admirable, and this world, though oblivious to your fights, can only thank you for it.
- **The Journey is not over...** There are always more worlds to be saved, awaiting a hero like you..

Notes:

- If you have constructive criticism or Ideas you think might fit this document, consider dropping by the Google-Doc and leaving a comment.

- If it isn't clear, you don't lose energy types with Evolutive when adding new ones.

- I tried to make the explanations for notions like cosmo, psychokinesis, 6th, 7th, 8th and 9th sense both informative, condensed and inserted in their lore. If you still find it confusing, I recommend you to check this page, with most important elements in a 1-2 clicks reach.

- As noted by a reader, much of the content of the "Chronichles" mangas is missing beside a mention of Shion's gift and of Atavaka. This is because I didn't have the time to either read them or find complete enough documentation at the time of writing this jump. I went on anyway, as the base manga without these side-stories had enough content to offer a full jump. If I ever got time to read them in the future, I'll make a 2.0 of this document.

- In setting, to challenge a minor or intermediate God is doable by a very powerful Gold Saint, yet still preferably in groups and with a plan. Mandatory as well as is a god-blessed weapon like the Golden Dagger or the blessed arrow Sysiphus used against the Dream Gods. That is because in the end only a God or God-like power can permanently kill another. The 9th Sense Spark could allow you to slay gods permanently, but a godly nature or a power able to hurt gods from other jumps should be fair game as well.
  Against major Gods like Athena or Hades however, even a combo like 9th Sense spark+ichor+Wisdom of the Age+a god cloth (either bought or unlocked with in jump means) will only make it not unilateral, as even *should* your raw power become in the same league, their cosmo fundamentally are able of better effects and outside of their “domains” as well, with milenina to cultivate it. Without out-of-jump help, you likely won’t battle one directly by yourself and come out alive, much less victorious.

- On cosmos and senses : Take them as stages of awareness of the universe (or beyond) and how to interact with it in new ways through what unifies it all : cosmo. Not unlike the budhist teaching it is inspired from.

- Few beside the gods themselves know that godhood is tied to the next sense (9th), meaning they once were all humans long ago in the age of myth. It however was a golden age, a time where any human has his 7th sense naturally, so you could say back then they were as rare as a true 8th sense user like Ashmita or Shaka are today. You could, after eons of training or contemplation, reach this 9th sense yourself even without the headstart of the 9th Sense Spark, or even beyond if you can fanwank it, and open your cosmo to new powers, but just to give you a taste of scale and difficulty : since the age of myth ended (and with the gods probably making sure as few new ones as possible awakes, way before that end), only one human fully reached the 9th sense : Ludwig (aka “Mars” in Saint Seiya Omega)... in 20XX.

- In future jumps you will be able to awake the potential for cosmo in those you choose with touch and a few minute’s concentration, and the setting will gain a few innate users if you wish it so, from just enough not to invalidate the Scenario rewards, to as “common” as they are in this universe. Those you personally awaken will still require to train extensively to reach the potential you gave them, likely under your guidance. Obviously, you cannot give more potential strength than you yourself have.

Changelog:

v0.1:

- First draft

V1.0

- First complete version
- Added the 800CP perks
- Added Armor Customization
- Added scenarios

V1.1

- Spellchecking
- Page formatting, mainly spacing for lisibility
- Edit the final end-jump choice's wording
- Made Tenma's Village starting location free for Drop In origin.
- Included Sixth Sense and a quick description of it to the Basic Training perk.
- Added 9th Sense Spark perk
- Clarified the Evolutive armor perk.
- Edited the Note section to reflect the changes and questions