Legend of Legaia Jump

v0.8

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Welcome to the mist filled world of Legaia. Seru, a symbiotic race of great variety, a gift from the God of this world to humans have been made wild and malevolent due to the unnatural mist. They return to normal outside of it, however they will not intentionally leave the mist on their own. In the mist a Seru attached to human also drives said human mad, however as long as they are not killed their age and bodily needs are suspended to a degree. This to my knowledge, only applies in the mist. Humanity stands on the edge of extinction yet hope remains. The mist engulfs the majority of the land but is occasionally moved around by the wind, briefly opening up spaces to allow hunters of the few safe locations out to hunt. Those who can fly will find themselves at a great advantage due to the nature of the Mist. A few things to keep in mind: The thicker the mist the more dangerous and more powerful the Seru get.

Beware the Sim-Seru, they tend to have the ability to teleport, thrive in the mist, have an evil personality, are long-range telepaths, can corrupt/control their hosts, create forcefields for protection, and can morph the bodies of their hosts(often drastically so) into powerful monsters.

You arrive shortly before the great wall of Rim Elm falls signifying the beginning of the canon plot. Will you help save humanity, or aid in its destruction? Or perhaps you are just here to enjoy the sights? Whatever the case, hopefully you will enjoy your ten years here.

Gain **1000 CP**.

Starting Location: Roll a d10 to determine where you start. Alternatively pay **50 CP** to choose your Starting Location.

- **1. Rim Elm:** A small, rural village in Drake Kingdom. On the southern tip of the continent, due to its wall and location ensures that neither the Mist nor Seru enter the village when the mist actually reaches it on occasion. Vahn lives here and is the main Protag. Potentially the best location to start due to the fact that in canon the Genesis tree that resides here is the first to be revived. Genesis trees once revived will repel the mist a great distance.

- **2. Biron Monastery:** Ah the Head monastery of the Biron religion, a religion that seems to focus on martial arts and not relying on the power of the Seru to get things done. (The game does not go into real depth about this religion Fanwank responsibly.) It is nestled between two mountains on the east side of the river. Originally women were not allowed on the grounds. The Mist's presence changed that rule. Gala and Songi reside here. There are two Genesis Trees nearby however it is likely that one of them is already dead.

- **3. Vidna:** In the center of the Sebucus Islands, Vidna is protected from the Mist due to its geothermal powered windmills which blows it away. It will not remain safe forever. It is however a popular tourist spot or rather was. There are no Genesis Trees nearby to revive to protect the town once the windmills fail.

- **4. Octam:** The underground haven for the citizens of Octam. It is built far below the original town as a means to avoid the Mist that the residents of Octam were warned about due to Hari the prophet who resides with them. Outside of the underground town there are areas filled with monsters and the occasional Seru that managed to make it down. No Genesis Tree here. Mist does lightly fill some of the caverns outside the town.

- **5. Sol Tower:** A massive and technologically advanced city in the shape of a tower. The mist fills the lower floors of this city but is incapable of reaching past the middle floor to endanger the remaining citizens of Sol. The lower floors can be mildly to very dangerous to those who dare tread them. The Genesis Tree here is a sapling in the Biron Temple on the top of the tower.

- **6. Usha Research Center:** A quickly built research facility built atop a massive tower allowing those within safety from the mist. Dr. Usha a great scientist with knowledge of the Ra-Seru resides here. Technically the safest location as it is not to my knowledge at all considered to be a valid target to those that control and caused the Mist to come into existence. Ra-Seru are Seru that are to a degree impervious to the Mist based off how powerful they currently are. They tend to act as Guardian Angels to their wielders.

- **7. Soren Camp:** A camp residing atop the flattened tops of mountains, only accessible by flight. Incredibly safe so long as you don't leave. That said, unless you are a member of their kind they will be at best neutral to you. This is due to a rule of not interacting/interfering with landwalkers with one exception.

- **8. Zora's Floating Castle:** A mobile flying Castle powered by a Mist Generator. Home to Lord Zora it is filled to the brim with tough Seru. Recommended location for evil jumpers or at least powerful Jumpers else it is a death trap. This thing stays up way too high for methods other than flight to allow embarking or disembarking safely.

- **9. Jette's Absolute Fortress:** How the heck did you end up here? This place is absolutely enshrouded in the mist with it being engulfed due to being home to the largest of the Mist Generators. Extreme Danger waits for you here. This place is nearly impossible to get into with only methods available in jump.

- **10. Free Choice:** You may select any viable location in this world. However Bio Castle is not an acceptable choice due to it not existing when you arrive. You may not pick locations only available in the past.

Choose your age, sex, and gender.

Origin

- **Drop In [Free] -** No one knows of you or your capabilities. No new pesky memories.

- **Biron Monk[100] -** You are trained in the martial arts of the Biron Warrior Monks and may choose to start in Rim Elm, Biron Monastery, or Sol Tower for free. You are aware of the dangers of the Mist however you are likely capable of being able to hold off a Seru or two on your own. Whether you will win or not is another story.

- **Adventurer[100]-** You have some combat training but are most certainly fit. You may start in Rim Elm, Biron Monastery, or Vidna.You are well aware of the potential dangers of the Mist but have managed to mitigate the danger to yourself.

- **Soren[200]-** You are a Soren and start with Seru Wings, a type of Seru that grants you flight. Beware the mist lest you fall and die. Or worse become some kind of berserk flying monster. This is the only source of natural flight available in jump.

Perks

One 100 CP Perk is free for each Origin. All Perks are discounted to half price for their respective Origin.

General Perks

- **Tactical Arts System [Free] -** By attacking targeted areas of the opponent in certain combos you can unleash slightly more powerful moves without expanding up much more effort . (Physical and potentially spiritual based moves but not magical.)

- **Source of Life [Free] -** By simply wandering around while not engaged in battle you will slowly recover any spent MP. Resting will see your HP and Mp fully restored.

Drop In

- **Martial Proficiency [Free, exclusive to Drop In]-** If you are not already skilled at a type of martial arts, you are now. Pick a style that fits you. If you already are, all this does is let you pick up other styles with the ease of a child prodigy.

- **Force of Will [100 CP] -** You will never have to deal with being railroaded into doing something you don't want… No this is not protection from brainwashing, confusion, or possession. It is more along the lines of people accepting that no means no from you as long as you truly mean it.

- **Innate Accrual [200 CP] -** Capture, assimilation, or absorption based abilities are far more efficient for you, either being twice as fast as they would normally be, having a far

higher chance of success or both if both apply.

- **The 'Arts' [400 CP] -** You can easily teach others non-unique combat moves that you have managed to learn. As long as the individual you are teaching meets the requirements of the move they will will be able to replicate your capacity with the move within a week or two.

- **Blessing of the Genesis Tree[600 CP] -** Your power and presence repulse any force that would corrupt or Warp you. However, this ability can be overpowered with sufficient force. Do not rely on this if you are entering a place filled with nothing but such forces. If you are powerful enough you could enter into such a place and stay unaffected as long as your strength remains.

Biron Monk

- **Teachings of Biron [Free, exclusive Biron Monk] -** You are physically fit, well trained in the martial arts of Biron and are capable of great focus should you need to.

- **Durability Training[100 CP] -** You know how to take a hit, mitigating damage that you take. This won't prevent you from being injured outright however.

- **Concentrated Effort [200 CP] -** Your efforts in any kind of combat or martial arts training will grant twice the expected benefit.

- **Will of Biron[400 CP] -** Any special or super move you have will be twice as effective and about a quarter as draining.

- **Miracle Art [600 CP] -** Grants you the ability to turn any would-be extended combo into a miracle art which allows you to briefly spam special and super moves you know as long as you don't repeat any. While it does cause you to become winded afterwards it will not cause you to overextend and knock yourself out or worse from simply spamming these costly moves. (Draws on your stamina)

Adventurer

- **Life of Adventure[Free, exclusive Adventurer] -** You are combat capable, however you are far more adept at sneaking around unnoticed.

- **Looter of Opportunity [100 CP] -** In derelicts, ruin, and abandoned locales you are far more likely to locate some truly valuable things that have been left behind by chance.

- **Foreboding Feeling [200 CP] -** You can instinctively tell just what you need to do in order to avoid danger in an area. This does not help you evade those already aware of you. This might help you avoid being hit by an attack in combat but it is not a guarantee.

- **Sharp Ears [400 CP] -** Your capability of overhearing others intentionally is sharply

amplified. You will be able to clearly hear even whispered words as long as you are within 15 meters of whom you which to overhear. You will be far less likely to be noticed while overhearing others.

- **Valor of an Adventurer [600 CP] -** If you choose to, you may quite easily avoid combat in areas that are not specifically looking for you. To be specific as long as no one raises an alarm and informs others of your description, only those you attack and notice you will engage in combat with you. This tends to be very useful in going unharrassed in monster filled areas.

Soren

- **Flight Master [Free, exclusive Inhabitant] -** You start with Seru Wings a Seru that grants you the ability to fly. Its life force is tied to your own and will not perish as long as you do not. (Will revive with you if you are revived.) Post Jump it becomes impervious to outside efforts to corrupt it. You are an expert at flying with these Wings.

- **Mountainous and Flight Adaptation [100 CP] -** You do not have to worry about your body becoming messed up due just rapid adjustments in elevations. No more worries about the Bends for you!

- **Unerring Destination [200 CP] -** You will always know which direction you need to move to reach your destination, regardless of whether or not you can discern up from down.

- **All Day Flights[400 CP] -** While flying, as long as you are not injured, you will be capable of flying for days before needing to rest.

- **Blessing of the Winds[600 CP] -** While in the air you often find the wind aiding you, whether it is by granting you safe passage through storms, boosting your movements with tailwinds, or even pushing you or a projectile (Whichever is more effective) out of the way… the Wind is your friend.

Items

All Items may be bought repeatedly. One 100 CP Item is free for each Origin. All Items are discounted to half price for their respective Origin.

General

- **Starting Currency[Free]** You start with 5k G which is the Currency for the setting.

Drop In

- **Packet of Doors[100 CP] -** You gain a bag that restocks itself once a month with three Doors of Light and three Doors of Wind. Doors of Light allow you to instantly escape a 'dungeon' by teleporting you to the outside entrance. Doors of Wind allow you to teleport to any visited town in the setting.

- **Tieg's Knowledge[400 CP] -** When used in conjunction with the Great Genesis Tree this allows you to recreate the various Seru and Ra-Seru in this setting. Without it you could use this knowledge to enhance biological creatures somewhat.

- **Great Genesis Tree [1000 CP] -** A perfect copy of the original allowing you to freely support and perhaps eventually create your own Seru and Ra-Seru. This will be added to your Warehouse. On its own it repels forces of corruption an absolute massive distance however it could be overpowered.

Biron Monk

- **Monk Outfit and Club [100 CP] -** Proper starter gear for a Monk.

- **Mettle Goblet [400 CP] -** As long as this is equipped your stamina will not drain or drop.

- **Biron Training Area [600 CP] -** A fully functioning training area that includes a Biron statue for praying. This statue does nothing to my knowledge. As for the training area the walls, floor, and ceiling are indestructible, the interior space expands to ensure there is enough space for one sparring match to be going on while still having enough room for any others inside to be able to either train or spectate without being in the way. Provides basic training gear and outfits. Keeps modifications upon repair should the interior be damaged. This will be added to your Warehouse.

Adventurer

- **Light Armor and a Combat Knife [100 CP] -** Proper starter gear for an Adventurer.

- **Astral Sword [400 CP] -** A perfect copy of the original with the added benefit that you will find that you require nearly no effort at all to wield this huge and thick blade.

- **Sol Tower [800 CP] -** This copy of Sol Tower is pristine however mostly empty. At the bottom a pristine Genesis Tree resides and it is in a vibrant state. At the very top is an

ordinary Biron Temple. Other than that, you can decide if you want some of the rooms in the original to appear in yours or leave them empty for future innovations. This will keep any modifications to the inside should it be destroyed. This will reside connected to your warehouse when you decide not to let it spawn in a jump. In this Jump this version is indeed already added to your warehouse.

Soren

- **Flight Gear[100 CP] -** This shall keep you warm in the air but not overheat either. It shall also provide some protection from combat.

- **Spirit Talisman[400 CP] -** As long as this is equipped magical based abilities/powers are 50% less draining.

- **Soren Camp [600 CP] -** In future jumps you will find that an out of the way and hidden camp. The residents of which will possess the ability to fly in some form and will be predisposed to aid you in your endeavors. These followers will only last for this jump but any powers, abilities, perks, or gear you grant them will show up in the next crop. The camp will keep any modifications you personally add. You can rely on this camp being unknown to those in the jump at least at the start, however it may end up being located eventually.

Companions

- **Single Import/ Companion Creation [50 CP] -** Import or create one Companion. They get 600 CP to spend on the options presented.

- **Group Import/ Companion Creation [300 CP] -** Import or create up to eight Companions. They get 600 CP to spend on the options presented.

- **Recruitment [Free] -** Choose one character that exists in the setting. This character may voluntarily choose to accompany you along your Jumpchain, meaning they become a companion. May not be used on characters significantly stronger than the median of all named characters. No that does not mean you may brainwash, reality warp, kidnap, black mail, or coerce them.

- **Get your own Ra-Seru! [200 or 300 CP]-** For 300 CP you may select one of the canon Ra-Seru for you to start with. Just note that it means one of the canon characters may be going without…(Protags or Songi would be going without.) Or you can spend 200 CP to Create your own. Note however that you will have no control over its personality. Either way this Ra-Seru shall be bound to your life-force just like the Seru Wings.

Ra-Seru Creation:

Ra-Seru are divine enhanced Seru that have a number of features that are unique to

them. They bind to an arm and as such can affect that arm due to the extra weight upon it.

- Element Selection: Fire, Wind, Thunder, Light, Dark, Earth, or Water.
- Which arm does this Ra-Seru reside on?
- How bulky is it, what color is it, and what shape does it take?
- Telepathic Communication
- Can Kill other Ra-Seru
- Multiplies the base attributes of base-line humans to near demigod status. (Will be a boost regardless but how much so?)
- They can heal wounds.
- They can transfer souls.
- Greatly enhances one attribute over the others.
- Can detect Genesis Trees and revive them via prayer of their wielder and others nearby.
- Can absorb Seru and then use them as magic spells. (Spell learning is permanent and the Seru becomes a permanent part of the Ra-Seru.)
- Grows in size and strength with each Genesis Tree it revives. May change shape to become more weapon-like. After a certain point it can summon itself in a monster-like form to do high elemental damage.
- Unique abilities at least somewhat related to whatever element it is.
- Impervious to Mist but when lower leveled this imperviousness can be overcome.
- Their ability to heal wounds is limited they can not stop death nor can they revive a Genesis Tree that is too damaged. Damage trump revival abilities if damage is severe enough.

Drawbacks

- **Locked Powers [300 CP] -** You cannot use any Perks, Powers or other abilities from outside the Jump.

- **Locked Equipment [300 CP] -** You cannot use any Items or Properties from outside the Jump.

- **Evil Clone [300 CP] -** An evil person sharing the abilities and equipment you purchased with CP for this Jump now exists within the setting and will directly act against your interests.

    - **Nega-Jumper [300 CP] -** The evil person instead has all the abilities and equipment you purchased with CP, in this Jump and others.

- **Sim-Seru Awareness [400 CP] -** The Sim-Seru are aware of you and your powers. They will be taking what counter-measures they can against you.

- **Railroad Plot [400 CP] -** Even with your intervention the happenings during your Jump will inevitably come back to resemble the original plot of the stories told about the

setting. Plot points and scenes might be happening on different days and, if possible, in a different order, characters might be replaced by others, but the end effect will closely resemble the original outcome.

Final Choices

After ten years in this mist filled world:

- **Time to go home:** Hmm not sure why anyone would pick this but okay.

- **Time to rebuild humanity:** Staying? Well good luck fixing up this mess of a world.

- **Time for the next step on my Journey:** May you continue to live in interesting times.

Glossary:

- Seru: Symbiotic sapient creatures that for the most part seem unable to communicate via language yet react to their wielder's desires to a notable degree.

- Mist: Low hanging mist that drives Seru in it to be wild, malevolent, and berserk. In the Mist they become twisted mockeries of themselves, driving their wielders mad and slightly transforms them into monsters like turning teeth into fangs, blood-red eyes, sharpening finger-nails, and toughening skin. Different Seru have different functions and effects both under Mist and out of it. You may want to try to add in some form of Corruption protection in your own should you make them.

- Ra-Seru: Divinely enhanced Seru that are capable of telepathic communication, they also have their own language. Seru not in the Mist will listen to them. Those in the Mist may pause but they will attack anyways.

- Sim-Seru: Evil Artificial Seru that can speak out loud, teleport, control and influence their host, transform their host drastically, telepathically communicate over a long distance, are immune to the Mist's corruptive effects but get stronger in it.

- Genesis Tree: Often holds either a Ra-Seru or Ra-Seru Egg (Any you buy don't) They can repel corruptive forces as long as they are not overpowered. Larger versions are more powerful and can repel it further.

Notes:

- Seru are shown to be sapient to a degree but seem to be unable to communicate with

other species unlike Ra-Seru.

- To make Ra-Seru you would likely need God-like power.

- Sim-Seru, artificial and evil Seru created by humans. You could with Great Genesis Tree and Tieg's Knowledge make these yourself… but why?

- Seru are symbiotic creatures that can merge with humans to provide what are essentially limited super powers related to some sort of task.

- Biron Monks are part of a religion that seems to focus nearly solely around their martial arts style.

- This document is not supposed to be your source for all things Legaia, look up the Wiki, watch a few videos to help fill out your journey through Legaia.

Changelog:

- V0.1 Turned Generic Jump into this waiting constructive criticism to fix this up and make it a worthy addition to the already available jumps

- V0.2 Notes expansion on Seru and Biron Monks.

- V0.3 Removed that bit about discounting 2 600 CP priced perks/items. Added a clarification to volunteering.

- V0.4 Added more text to various descriptions to help reduce confusion. Added a clarification about Sim-Seru in the notes. Clarified the level of danger in the jump.

- V0.5 Added Glossary, some more clarification done.

- V0.6 Added Free Perk: Source of Life.

- V0.8 Formating changes and some grammar changes.