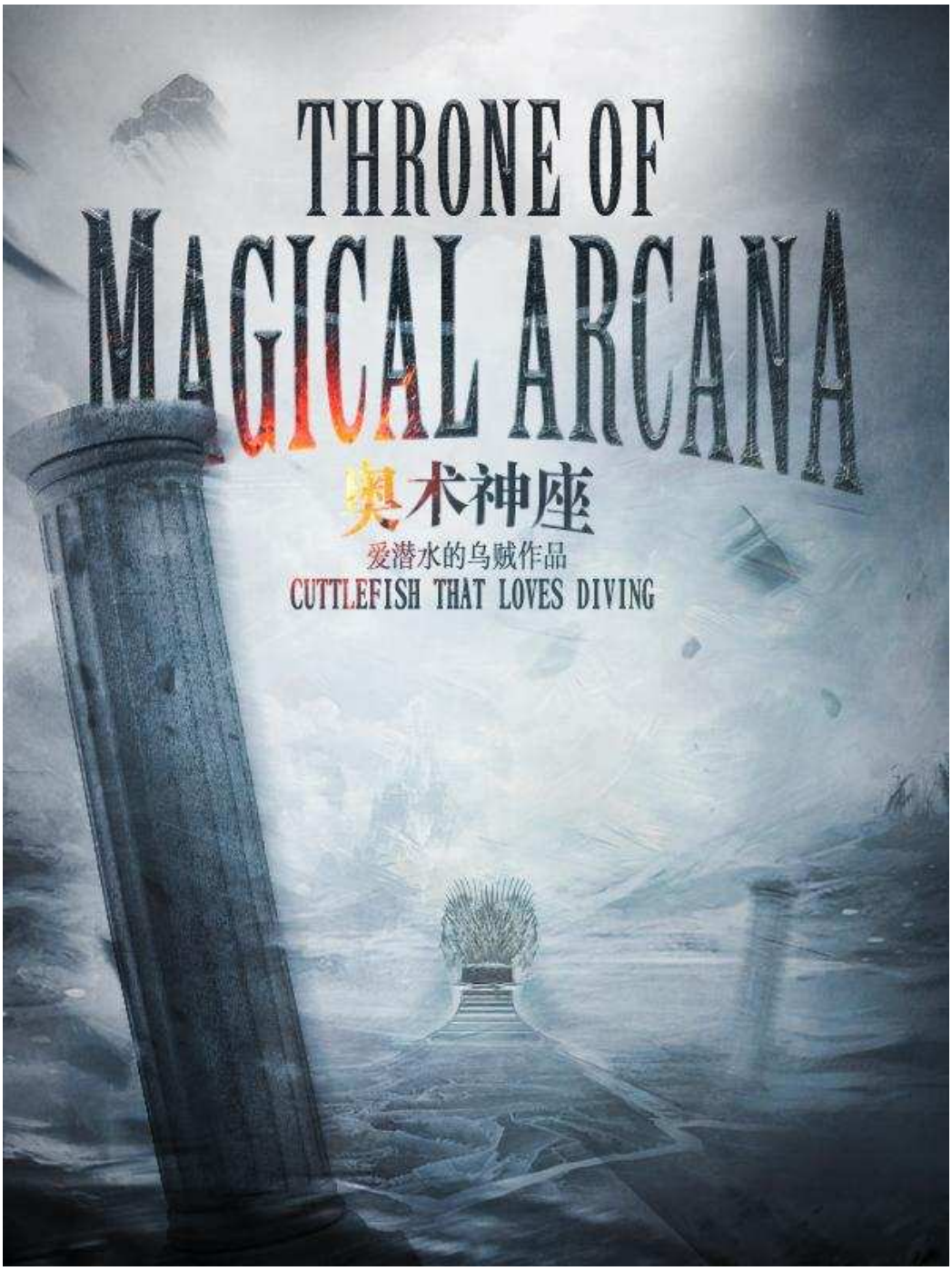
Throne of Magical Arcana

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Version 1.1



Setting

Welcome, Jumper, to a new world.

At first glance, this setting is set in what seems to be the middle ages of Earth's history. In truth, it is both that and *more*.

There is magic in this world, an ability to alter reality through the use of spiritual power which can be *learned* and *taught*. And this magic is based on *science*.

This is the story of Lucien Evans, formerly Xiafeng, university student in a modern Earth. He died and woke up in his new life, extremely confused. Quickly realizing the particularity of this world, and the native's seeming hate for abnormalities like him, he set out to hide the secret of his reincarnation and learn magic, to become powerful and untouchable, to discover the truths of this world, to understand what happened to him.

He comes to discover that the knowledge he learned in his past life is not only applicable here as well, it also offers him a distinct advantage when it comes to learning and using magic. On top of that, along with his soul came a special power that made developing and utilizing his knowledge *far* easier.

As should be clear, this is the story of Lucien Evans, newcomer in a fantastical world, his travels, and his path of Magic.

But before all, this is a story with two sides, that of a man who became *great*.

Lucien starts as a poor commoner. He becomes a musician of great renown through his use of his past life's music sheets. He invents instrument, after tool, after gadget. He is charming, kind, talented, friendly, honorable, loving, and plenty more wonderful things besides.

Lucien starts as a poor commoner. He secretly learns magic, supported by his past life's knowledge of science. He invents spells, after technique, after magical theories. He is knowledgeable, powerful, gifted, daring, courageous, great, and plenty more *grand* things besides.

This is the story of Lucien Evans, the student, the musician, the knight, the Professor, the sorcerer, the Arcanist, the Legend, the *God*.

And you, Jumper, will be watching it in person.

You will stay here for 10 years, and gain **+1000CP** to prepare for this magical world.

Background

Origins

Choose only one.

Commoner

You begin as our protagonist does, a commoner. You have nearly nothing in this world, Jumper. Family, friends, riches, even a home.

From where you are at, Jumper, the only way is up.

Clergy

You are a man of faith, truly. As a member of the Church of Truth, you are a staunch believer in God, Jumper. You utterly despise sorcerers, witches, and all other demons who dare to flaunt around God's gift of Miracles and parade it as "magic".

Or, at least, it is what is expected of you. Where will *your* Truth take you, Jumper?

Nobility (100)

You were born within nobility, Jumper. Riches, social status, opportunities, of all this you lack nothing. Your family is quite small, but specializes in producing Knights, warriors augmented by spiritual power. You have trained in the art yourself, and, after a long a grueling training, you became a First Rank Knight.

Your life is now your own, and the world calls out to you, Jumper. Charge forward, and reach your greatness.

Sorcerer (300)

You were either born privileged or cursed, Jumper. You have very close ties to a weak sorcerer or an arcanist of the same level. The difference will be explained to you later, but know that you had such a close, constant contact with magic during your childhood that you became a First Circle Sorcerer. Depending on where you live, your life experiences would have been wildly different.

You are now ready to set out on your own path, Jumper. A path of magic.

Age and Sex

It matters very little here. Choose as you wish.

Race

There are humans, elves, dwarves, and cynocephalus (dog-eared people) in this world. You may choose any race to be a member of. Be warned, however, that this world is mostly populated by humans.

Locations

This is a wide world, Jumper. You may arrive anywhere you wish, but here are some examples to start with.

City of Aalto

The city of arts, the city of music. This is where Lucien will find himself upon waking up in his new life. Be warned, the empire within which this city is situated is extremely prejudiced against magic users.

Congress of Magic

The free world of magic, a place for sharing knowledge with peers and living without hiding. You may start anywhere within the cities and countries controlled by the Continental Congress of Magic. A very special person will be arriving here very soon, and start making waves.

Navathe

Navathe is the third floor of hell, also known by sorcerers as the “Burning Metropolis”. This place is outside of the material world, Jumper, and is inhabited by devils. Magnificent as this city made of red hot iron may be, you are in great danger here, Jumper, and there is no easy escape.

Mountain Paradise

The Mountain Paradise is a place within the World of Souls, the only place in there, really. What is the World of Souls? Why, it is this world’s closest thing to an afterlife. It is a place devoid of colors and sounds, a world that feels like home for the dead.

As for the Mountain Paradise, it is a mountain with which the consciousness of the True God Thanos, founder of the Church of Truth, has fused. He is still alive, in there. Unlikely as it sounds, perhaps he would be willing to help you get out?

Perks

Take a 50% discount on your Origin line. Discounted 100CP Perks are free.

General

Sorcery (Variable)

In this world exists an energy known as spiritual power. Spiritual power can be used externally to form spells and alter reality. This is what is known as Sorcery, and it is one of two paths to Godhood.

A sorcerer is one who can cast spells using their spiritual power. You gain the potential to become one in time through your own hard work for free, or you may purchase a rank of your choice using CPs.

Apprentice (100)

Sorcerer Apprentice is the first stage of magic cultivation. The requirements that any would-be Sorcerer would need to possess is a high enough spiritual power in order to cast apprentice spells. The number of Apprentice spells an Apprentice can continuously cast before their spiritual power is depleted determines their rank. You are a **Junior Apprentice**, meaning that you know 5 spells.

Junior-Rank Mage (200) (Free Sorcerer Origin)

You are a Junior-Rank Mage, a **Sorcerer of the First Circle**. This means that you can Use 300 Apprentice Spells. 20 First Circle spells are imprinted in your soul, allowing you to use them whenever you wish without requiring additional materials. You will need to imprint 3 Second Circle spells in order to reach the rank of Second Circle Sorcerer.

Middle-Rank Mage (400)

You are a Middle-Rank Mage, a **Sorcerer of the Third Circle**. This means that you have imprinted a flying spell model of the Third Circle within your soul. To progress to the ranks of Fourth and Fifth Circle Sorcerer, you will require sufficient spiritual power as well as imprinting spells of the same rank within your soul.

Senior-Rank Mage (600)

You are a Middle-Rank Mage, a **Sorcerer of the Sixth Circle**. This means that you have imprinted a spell model of the Sixth Circle within your soul. Additionally, your **cognitive world**, your *mind*, **has begun the process of substantiation**, causing it to start affecting reality, if only slightly. This greatly improves your understanding and perception of the world. To advance in rank from this point on, you will need to continue substantiating your cognitive world until it becomes “real” enough to begin the process of solidification.

Archmage (1000)

You are an Archmage, a **Sorcerer of the Ninth Circle, and the limit of humanity. Your lifespan increases to 300 years. Should you advance any further, you will become something *more***. This rank means that you have solidified your cognitive world halfway, allowing it to cause a *real* impact on reality, as your very thoughts take substance. This not only improves your understanding and perception of the world even further, it also allows you to sometimes develop new spell models spontaneously as your mind and soul interact with the inner workings of reality, and to project your thoughts into the real world. To advance in rank from this point on, you need to continue solidifying your cognitive world, and start creating a personal demi-plane from it, your very own world.

After the rank of Archmage exist the **Legendary Archmage** Rank, the **Demigod** Rank, and the **True God** Rank. These are not ranks you can buy your way into, as they require a deep realization of your own self, granting you a domain personal to you. Just know that you must create a divine kingdom of your own, and may gain thousands of years in lifespan through various means merely at the Legendary Rank.

Knighthood (Variable)

In this world exists an energy known as spiritual power. Spiritual power can be used internally to reinforce one's body and ignore the limits imposed by biology and reality. This is what is known as Knighthood, and it may be another path to Godhood, we're not really clear on that.

A knight is one whose body has surpassed the limit through the use of their spiritual power. You may become one in time through your own hard work, or you may purchase a rank of your choice using CPs.

Keep in mind that Sorcerers have a way of using magic to reach the equivalent Rank in Knighthood to their Rank in sorcery, no training required. This is why everything here is only at half the price as the Ranks in Sorcery. They are simply less valuable.

Knight Squire (Free)

Knight Squire is the first stage of body cultivation. The requirement that any would-be Knight would need to possess is a powerful body. You are a Knight Squire, meaning that you are very strong, tough, and perceptive for your race.

Knight (100) (Free Noble Origin)

You are a true Rank One Knight. This means that your body is stronger, your senses are sharper, your spiritual power is more abundant, and you have awakened a Blessing from your blood. Take a **Blessing for free**. Your lifespan is of at least 100 years.

Grand Knight (200)

You are now a Rank Three Grand Knight. This means that your body is much stronger and tougher than is normal for your race, your spiritual power is far more abundant as well, your Blessing has grown in power. You may progress to Rank Four and Five by training even more.

Radiant Knight (300)

You are now a Rank Six Radiant Knight. Aside from the usual boosts, this means that you have learned to **fly under your own power**, and your lifespan is of at least 200 years. It is unknown what other capabilities you have. You may progress to Rank Seven and Eight by training impossibly harder, both in body and soul.

Gold Knight (500)

You have reached Rank Nine Gold Knight. You are impossibly powerful, and your blessing can reach the level of power an Archmage could bring to bear, if they only had a single spell to use. It is unknown how you can progress any further,

After the rank of Gold Knight exists the **Legendary Knight** Rank. No one knows if there is an equivalent to the Demigod Rank and the True God Rank in the path of body cultivation. A knight at the Legendary Rank gains 500 years of lifespan, and that is all we know.

Blessing (200) (1 Free For [Knight] And Superior [Knighthood] Ranks)

A long time ago, before sorcery became what it is now, and knighthood was still quite weak, magical beasts and creatures ruled this world through their powerful abilities.

As such, humans attempted to recreate these abilities within themselves through various means, leading to the creation of Blessings.

Blessings are powers of the body, a spell found within one's very bloodline. It is entirely instinctive to use, and its power is limited only by the strength of one's body and their available spiritual power.

You may choose a Blessing of your choice, Jumper, **or even multiple of them**. Simply think of any magical ability from any fantastical creature you know of, and make your choice among them all. Perhaps you can turn intangible? Perhaps you are capable of breathing out fire? Perhaps you can manipulate the wind?

The possibilities are nearly endless and, though quite weak and costly at first, will endlessly grow along with you.

Jumper's Transformation (400)

You have the knowledge and skills to perform a particular piece of magic at any time, Jumper. It is a special variant of Baler's Transformation, a magical ritual capable of reinforcing the target's body permanently, to the point that their rank in body cultivation comes to match their rank in magic cultivation.

What this means for you, Jumper, is that you know a ritual capable of instantly making anyone as physically powerful as they are magically or spiritually powerful. This increases their lifespan as a consequence, the results are *permanent*, and it can be used repeatedly should you grow more powerful later.

You may target yourself with this ritual, you may even teach it to others. Your advantage in this is that **this ritual costs *you* nothing**, while it requires rare magical ingredients and a lot of spiritual power for others to perform. Where you can do it alone, others will need dozens of participating sorcerers.

Story Of My Life (600)

You have a great amount of luck relating to opportunities, Jumper. You constantly run into situations where the right move would see you gaining in power, status, allies, riches, and more besides.

However, this luck will not do the work for you, so the responsibility to *catch* these opportunities and take advantage of them is entirely yours. Additionally, you luck answers to your desires, providing you with plenty of adventures and clues that will help you along with your goals as a priority, and helping you survive along the way.

If life was a story, Jumper, it would be yours.

Commoner

Jumper Will Rock You (100)

Ah, music. It is one of the many ways a person can express themselves, and the main form of art practiced in the city of Aalto. Our protagonist, Lucien, became a musician for a while. Though his pieces were shamelessly stolen from his past life, there is no denying that he was *talented*.

You, like Lucien, are surprisingly talented at all musical arts. And although there *is* a lot of that, this is not simply a faster learning speed in using a new instrument, an ear for music, or a talent at writing new musical pieces.

This is an incredible ability to pour all of your emotions in a piece and make them radiate outwards to your audience, rocking their world with your own, with no magic involved.

BFF 4 Ever (100)

This is a wide world, Jumper, and there is much to do. Sometimes, you simply need to move, leaving everything behind, perhaps never to come back. But with so many wonderful people in this world, it would really be a shame to simply end your relationships, just like that.

Which is why you won't have to. For some reason, people's feelings for you do not diminish with time or distance, no matter how little you interact. The only way you have to end a relationship is to clearly cut it off, or to fuck it up.

This is selectively toggleable, if you want someone's feelings for you to slowly fade away for some reason, but you may also apply the same effect to yourself, stopping you from loving or hating anyone any less despite it being years, *decades* since you last saw them.

Tactical Mind (200)

As protagonists often do, Jumper, it is expected that you will get in many fights during your lifetime. And the real problem in most fights, beyond lacking the required skills to stay alive, is that most people either forget what they have at their disposal, or are too stressed to think at all.

Not you, Jumper. Though you can feel emotions, you can think perfectly clearly despite them. On top of that, you will always be aware of your options in a fight, never forgetting any of them.

Magical Mind (200)

You have a truly magical mind, Jumper, literally.

Your head just *works* for magic. You see what you have, and you quickly come up with dozens of things you could do with it within minutes. The more knowledge you have about the workings of your magic, your target, and science in general, the more ideas you will come up with and the more effective they will be.

With a mind like that, a boy used a simple, basic spell that creates oscillating waves to break down an entire building through the phenomenon of resonance, and he was not even a First Circle Sorcerer at the time. Then, he adapted this very same spell into a form of echolocation, giving himself access to one of the most powerful sensory spells of his level, which no one had ever devised a counter for.

With some actual power and hundreds of options, what couldn't you do, Jumper?

Uninvited Guest Of Honor (400)

When Lucien created his identity as The Professor, it was to protect the secret that Lucien Evans is a sorcerer in training. Then, he was actually so good at passing for an official sorcerer that people actually ended up thinking of him as one, respecting him, learning from him, and even inviting him to gatherings as an official sorcerer when he was barely an apprentice himself.

You have been granted a part of this strange power that the professor possesses, Jumper. Notably, you may now freely enter any gathering and infiltrate any meeting without credentials or any right to be there.

So long as you *look* and *act* like you should be there, no one will even think of stopping you. Do keep in mind, however, that the participants will interact with you according to the identity that you are portraying, and you *will* be found out should you fail to keep up the act.

Prove It To Me (400)

It happened before that Lucien had a debate or a competition with someone else, and won. In that case, the opposing party would usually come to respect him for this knowledge and power, and even become an ally during future events.

You, too, have that effect on people, Jumper. Whenever you defeat or tie with someone in a one-on-one and fair fight or competition, they will come to respect you, become your tentative ally, and give some serious, objective, and sincere consideration to your views and opinions.

Spirit Library (600)

Soon after Lucien found himself in this world, he discovered something special in the depths of his mind, or perhaps his soul? Regardless, *this* is that thing, Jumper, and you too now have it.

The Spirit Library is a mental library that contains *all* of the educational books *of all fields* of knowledge from modern Earth. Arts, science, history, physics, math, medicine, it has everything. You can review these books within your mind at any time, though some of the books are actually locked until you learn the knowledge required to understand their content.

Your Spirit Library may acquire new books from the real world by reading them, though **only the pages which you have seen will be present** within the new projection. You need not read it all, merely to have *seen* the pages as a whole at some point, as if you were taking a photograph.

Finally, unlike for our protagonist, your Spirit Library may create entirely new books from your own knowledge, formatting it and writing it down into a custom hardcover when you are not looking, well-organized and easily understandable.

Knowledge is power, Jumper, and yours is without limits.

Cardboard People, Paper Jumper (600)

And what is power without control? Lucien Evans was capable of using the phenomenon of resonance on a bridge to weaken it just enough that it wouldn't break under the weight of future pedestrians, but cave in immediately under the weight of a wagon.

You are far more capable than even that, Jumper. You are capable of accurately judging the power level and durability of *anyone* and *anything* on sight within a second, and of adjusting your power output in consequence to obtain the result you want, both physically and magically.

As such, you will seldom suffer from accidents where you failed to hold back enough, or held back too much. And as a gift, you are incapable of losing control of your power or abilities by any means.

Clergy

Amen (100)

A faith is a core belief of the self, defying logical explanations or rationality, made to guide the hearts and minds of many to a better world, and generally the center of a society.

A faith has a structure, traditions, a culture, a state of *order*. You know that order, Jumper, you know them all, in fact.

You now possess the complete and instinctive knowledge of all present forms of faith local to your world, their tenets, their traditions, their cultures, and their taboos.

This is the power to fit in *anywhere*, Jumper, as is your right as a living being.

Team Leader (100)

In this world, though priests are the ones with the knowledge and power to perform purification and exorcisms on evil spirits and ghosts through the use of Miracles, they do not have the physical power to defend against them.

As such, a priest will usually be accompanied by a small group of knights, for which they act as leader. To help you in making full use of your allies, Jumper, you were gifted with the instincts of a leader. You will simply, naturally know *who* needs to do *what* for best results.

Spy Works (200)

An attack on a faith is an attack on the hearts and souls of the people. In order to prevent such terrible acts, it is necessary to observe the more… unsavory elements of the world, in order to prepare for their moves and prevent them if possible, or mitigate the damage if not.

To support you in this endeavor, Jumper, you were granted great infiltration and acting skills, allowing you to create fitting personas to fit in any sort of organization, as well as guiding you through stealing secret files and listening in on conversations discreetly. You have advanced skills as a spy.

Jumper Is Love (200)

A powerful faith is built on an equally powerful charisma. You may not yet know how to express yourself in such a way that churches are built in your name, Jumper, but there is certainly something *special* about you.

You have a sort of friendship aura that makes your interactions with other people smoother, as they naturally come to like you more than they otherwise would, and develop attachments to you far more easily.

Head In The Stars (400)

A little known fact in this world is that the God of the Church of Truth, as well as its founder, is an extremely powerful Sorcerer named Thanos.

God Thanos specializes in Astrology, the magic of the stars. Like him, you have a great talent for this branch of magic, allowing you to easily learn stars-related spells, develop new ones, and counter them.

Astrology magic allows for the control of gravity, the manipulation of the mind, the generation of illusions, and many more things related to the stars either in a physical or in a symbolic manner.

Additionally, Astrology comes with the power to divine and predict the future, as well as slowly push it towards a certain path. You are not all that talented at the latter art yet, but the rare predictions you do make are guaranteed to be *extremely accurate*.

Innocent Gratefulness (400)

The Innocent Gratefulness is a form of Blessing originally created by the protagonist of this story some time in the future, though this Perk of yours is quite a bit different than the original.

Your body is granted a form of sanctity which makes you a natural shield and repellant against all beings and environment related to evil, darkness, and death. On top of that, your soul is extremely resistant to attacks against it. All of this is toggleable at your will.

Additionally the toughness of your soul means that you have a much easier time developing your reserves of spiritual energy and your rank as a Sorcerer as a consequence, serving as a training booster for soul-based systems.

So Sayeth The Jumper (600)

The sheer amount of faith put into the Church of Truth can be a truly terrifying thing in some parts of the world. It is as if no one would ever even think of talking back against a priest, or refuse them anything.

And for you, that impression is simply *truth*. Perhaps it is your aura that demands respect, perhaps it is fear, perhaps something else entirely. Regardless, the first reaction of anyone you meet will be to trust you. They will trust you to the point that they would believe *anything* you say and do exactly as you tell them, whenever you order them around, as a *reflexive action*.

And they will keep trusting you until you give them a *very* good reason not to, for you are the Jumper and you deserve their trust.

Blessed By The Light (600)

The truth of this world, Jumper, is that people are not born equal. Some are born in riches and nobility, some are prettier than others, some make friendships look so easy, some learn faster and understand quicker, some are simply better.

And some, like you, are Blessed By The Light.

Well, there is no *Light* to bless you, really, but it is what this will feel like to the rest of the world. After all, your talent, growth rate, and learning speed are simply *monstrous* within all soul and faith-based power systems you encounter. You develop dozens of times faster than your peers in these systems, to the point that you could reach the apex of known knowledge and skills in an entirely new system of soul-based magic within half a decade, going only faster the more of it cross-references with your current skills. And this keeps on stacking with additional training boosters you may have.

Nobility

The Pointy End (100)

Most members of nobility, should they lack the qualifications to start out as sorcerers or members of the Church of Truth, tend to follow the path of Knighthood. That is because to become a Knight is to become *powerful*, and no one wants to be powerless in a world like this one.

The path of Knighthood begins with training and is wrought with fights. A good thing, then, that you begin with masterful fighting skills with a single weapon of your choice.

You may take this multiple times, but only the first will be free. The others will be discounted instead.

Jumper Maketh The Clothes (100)

As most members of noble families, you are *beautiful* in the way you fancy the most, Jumper. Additionally, you were carefully taught about noble etiquette to the point that it became instinctive, and as such you know how to conduct yourself in noble society.

Matchmaker (200)

You are well-versed in the art of matchmaking, Jumper, and you are very talented at it indeed. You just *see* romance when it happens, and the opportunities to *make* it happen simply jump to your eyes.

Your friends will never lack paramours. Nor will you.

Routing (200)

You are a very careful person, Jumper. So much that this cautiousness of yours integrated itself into your subconscious and took commands of your perception.

You now possess a constantly updating mental map of a sort, indicating all of your allies, enemies, as well as the closest, fastest, and safest escape routes that you know of and that your senses picked up. The more you know, the more detailed this map becomes.

As a part of nobility, and as such a target of jealousy and assassinations, you will probably need this sooner rather than later.

Sheer Honesty (400)

It is something you can actually strive for in your world, Jumper. You are now aware of whenever someone, anyone, is knowingly lying to you. This works for lies of speech, disguises, illusions, even in writings, and more. As a bonus, you also know when someone is planning to betray you by looking at them and how they act.

A very useful power, when you live in such high places.

Let's Make A Deal (400)

Perhaps it is fear, perhaps respect, perhaps even stupidity? Regardless, you can be certain that it is not magic in the slightest. What am I talking about, Jumper? Why, your brand new power, of course.

From this moment on, anyone who promises you *anything* in any manner is *incapable* of going back on their word, even if they were planning on betraying you before making that promise.

In the world of politics and lurking shadows, this is sure to help you a lot.

What Is A Sacrifice? (600)

The people of this world are capable of utilizing summoning spells and rituals in order to call down demons and make deals for power. It seems to be a recurring theme in many worlds, and in this one as well the act usually requires a sacrifice, a cost that *must* be paid.

Not for you, Jumper. From this moment on, you may use any form of power that would require a sacrifice out of you, and ignore the cost entirely while gaining the benefits. In the same way, you will suffer no supernatural consequences from breaking the terms of magical contracts and vows of any kind. This won't help you avoid the legal consequences of such, however.

Of course, this won't help you if the people you crossed with this take offense to your existence either, or if you willingly paid the cost beforehand.

Sheer Growth (600)

This is the word that represents you best, Jumper. After all, your talent, growth rate, and learning speed are simply *monstrous* within all physical and body-based power systems you encounter.

You develop dozens of times faster than your peers in these systems, to the point you could reach the apex of known knowledge and skills in an entirely new system of combat or body cultivation within half a decade, going only faster the more of it cross-references with your current skills. And this keeps on stacking with additional training boosters you may have.

Sorcerer

Alias (100)

You are a rather mysterious person, Jumper. Or is it simply your want for privacy radiating outwards and affecting the world?

Regardless of the reason why, whenever you act under an alias, it becomes both very easy to spread your fame, and very hard for others to discover who hides behind the alias.

Great Teacher (100)

A sorcerer needs peers, and the only way to find any is to teach the art to some hopeful students, creating them your own peers. As such, your teaching skills are now increased, allowing you to easily and quickly teach mildly complex subjects to even uneducated students.

But the real gain here is your ability to ensure that your student will listen and try their best for matters relating to their education, although only during class.

Arcanist In Training (200)

A Sorcerer is one who can cast spells. You, Jumper, are aiming to be *more* than that.

An Arcanist is the name of a Sorcerer whose aim is to understand the relationship between magic, spiritual power, and reality. Essentially, an Arcanist is a magical scientist.

As one's understanding of magic and the world constantly shapes their inner world to represent these "Truths" that they have learned, being an arcanist can be actually quite dangerous. The higher ranked the Arcanist, the more they "know", and the more *solid* their inner world becomes.

And this is a ***lethal*** problem, Jumper.

Because no one really knows anything for sure, and Arcanists are constantly learning newer, more complex, **deeper** knowledge. And should their new understanding of reality run against what they already know, against the bricks their inner world is made out of? The inner world *shatters* and attempts to reconstruct itself.

For low ranked Arcanists, this happens quite often and they do not suffer much consequences, as their inner worlds are weak, unrefined, and ever flowing. For higher ranked ones, this may cause them huge headaches, and even cause them to bleed from their orifices and fall into short periods of coma.

For high ranked Arcanists, **their head explodes violently**. As is the case for all Sorcerers with a close-minded and static view of the world, such as the members of the Church of Truth and other fanatical believers. As such, they tend to be *very* careful in how they take in and accept new knowledge.

You, Jumper, **will never have to worry about this**, for you Inner World is in a constant "flowing" state. You are the very definition of "open-minded", you easily adapt to new knowledge and discoveries, and you are simply **incapable of being in denial** for longer than minutes at a time.

With this particular property of your mind, you could become the greatest Arcanist to have ever lived, in time.

Always Another Book (200)

You have a strangely specific kind of luck, Jumper. It constantly pushes you into opportunities to learn new things and further your knowledge.

Perhaps someone of great wisdom will take to teaching you, perhaps you will stumble on rare and lost books, perhaps you will simply gain a sudden insight on something you are currently studying.

Whatever the case, you can be certain that acquiring knowledge from these opportunities will cost you very little beyond some of your time, if anything at all.

Magi-Engineer (400)

It is possible, Jumper, for a sorcerer to attach a structure of spiritual power on an item. This gives the item in question the ability to replicate specific spells and magical abilities, at the call of the user. They do require to be powered by something, of course.

The limits of magical items are linked to your limits as a Sorcerer. A Legendary Sorcerer could create Legendary items, such as a pocket watch that makes the user immune to space and time-base effects, for instance.

You are capable of easily making magical items, as you are guaranteed to *never* fail at crafting *anything* so long as the blueprint is consistent. Essentially, **luck and lack of skill will never factor negatively in your creation process**, magical items or not. You will still require to know what spell you are enchanting an item with, however, as well as the power needed to activate it.

As a final gift, you may learn the spells magical items are enchanted with by slowly deconstructing them into complete destruction, as a form of destructive scan.

Both crafting and deconstructing magical items will take you some time, however. Specifically, the required time is **exponential** to the rank of the item you are working on.

Sealed Bubble (400)

It is possible for Sorcerers to seal entire areas into pocket dimensions, for which they can set entry and exit conditions. You, Jumper, have also learned this art, and made it even *better*.

When you set the entry and exit conditions on your pocket dimensions, you may **entirely prevent escape or intrusion by any means**. It doesn't matter how powerful they are, or how strange their abilities are, they may not force their way in or out without fulfilling the conditions.

There is a caveat, however. **This only works if the person** being considered at the moment **could possibly fulfill the conditions** you set with what they have access to at the moment. Should it be *actually* impossible for them, they may force their way through with some effort, although that would still take them a *lot* of power.

Scientific Applications (600)

The magic of this world is based on science. The more you understand the workings of reality, the more you can bend it, or even *break* it, to achieve your desires. With enough spiritual power, some experience in spell circle design, and a grounding in nuclear physics, producing a nuclear explosion spell would not be terribly difficult, although you would need to reach quite a high rank in Sorcery to begin affecting individual atoms and their components.

In this world, *knowledge is power*, Jumper. And you can now bring this particularity with you. From this moment on, **all forms of magic** you can wield are **enhanced by your scientific knowledge**. The more you know, the more control you have over the process of your spells, and the more powerful your magic becomes. By knowing enough, you could even achieve things that should be **impossible** for this particular brand of magic, simply by applying scientific reality to it.

And in case those systems of power are watched over by entities, or similar, with the role of preventing users from breaking the rules, your presence and rule breaking ways **will not even register to them**, allowing you to work your magic in all impunity.

After all, the laws and rules of science are the only ones that matter.

Future Grand Arcanist (600)

An Arcanist requires many things to grow. They require knowledge to further their own, they require luck to find opportunities of development, they require materials to perform their experiments, and they require the power to use their full potential.

But most of all, they require *talent*. For even with the best education in the current era and a strong work ethic, there are only a few Grand Arcanists in this world.

And you have talent in spades, Jumper. In all systems of power which rely on science, no matter how strange, as well as in all scientific fields, your talent, growth rate, and learning speed are simply *monstrous*.

You learn dozens of times faster than your peers in these fields, to the point you could reach the apex of known knowledge and skills in an entirely new scientific field within half a decade, going only faster the more of it cross-references with your current knowledge. And this keeps on stacking with additional training boosters you may have.

Grand Arcanists are powerful, great, and most of all, rare. But with your talent, Jumper, you stand among their number someday, right before you surpass them all.

Items

Take a 50% discount on your Origin line. Discounted 100CP Items are free.

Commoner

A Piano (100)

Something that should not exist yet. It is a classical piano with a rather clear sound. Would you play us a melody, Jumper?

Dusty Old Books (200)

These are rather rare, outdated books on magic. They indicate how ancient mages would copy the abilities of magical beasts to reach power.

It describes the old way to become a Sorcerer, some information on Blessings, and quite a few spells based on fauna and flora mimicry.

The Daily Jumper (400)

This, Jumper, is a newspaper company which works entirely for you. If you leave it alone, it will report the truth and only the truth, unless it would hurt you. It cannot be brought down by any means, as it has no actual physical headquarters, it simply exists. It can still receive letters, though.

In fact, you can send letters telling the newspaper what to report and it will do that to the best of its ability. It is also very good at getting information from the world over, and you get a permanent, free subscription. Should there be urgent news that you must know about, you will receive your edition long before everyone else.

Additionally, it has a lot of readers worldwide and nets you quite a bit of money.

You may import this newspaper in future worlds you go to.

Congress of Jumper (600)

You have connections, Jumper. Connections to a rather secretive society of very powerful, very knowledgeable, very well-connected people. You will never have trouble reaching out to them, and you may ask for their help **once a month**. They will do their very best to fix your troubles.

They exist in every world you go to, should you wish it so.

Clergy

Pipe Organ (100)

A magnificent-sounding pipe organ, a beautiful instrument indeed. Won't you play a melody for us, Jumper?

Saint Truth Badge (200)

This is a small magic item. It can be used to create a small light, heal small injuries, create a light shield, a light sword, and a weak blast of light magic. A rather useful tool, as a priest. This one requires no spiritual power to use, but can "overheat", for lack of a better term.

World of Souls (400)

In your Warehouse exists a new door, a door to the World of Souls. If you have not been listening to the previous explanation, simply think of this as a door to the local afterlife.

The World of Souls is guaranteed to exist in every world you go to now, and you may open the door to any and all local afterlives and equivalents instead of it, should you so choose.

Church of Jumper (600)

You have an entire Church, a country-spanning faith praising your name, Jumper. This grants you a lot of influence and support among the common people of a country of your choice every Jump, to the point that you may as well be running it.

Speaking of which, don't worry. The Church of Jumper can take care of itself without your intervention.

You may import this faith in future worlds, or not.

Nobility

Riches Aplenty (100)

As a member of nobility, you are *loaded*, Jumper. You gain enough money to live in luxury for a month in your current location, monthly.

Manor (200)

A noble must live like a noble. I have no idea who said that thing about appearances, Jumper, but you certainly took it seriously. You are now the proud owner of a luxurious manor in the location of your choice. It is fully staffed with people who are always *somehow* paid and never talk about what happens in here. You may import it as you wish in future worlds.

Perfected Crying Soul (400)

The Crying Soul is the name of a potion that people can take to reach the First Rank of Knighthood, should they be too lazy to do so on their own. It is quite hard to make, requires rare and costly ingredients, and has side effects which diminish one's future potential, but it also instantly awakens their Blessing.

Your recipe, Jumper, has none of these side effects. Your version of the Crying Soul is cheap and easy to make, has no negative side effects, will instantly awaken any kind of dormant power in whoever drinks it, and will give the drinker the potential for body cultivation should they not already have it.

Have fun mass producing this and shattering the world order, Jumper.

City of Jumper (600)

This, Jumper, is an entire city under your rule. It can run itself, and is self-sufficient, but its most interesting point is that its military is composed entirely of Knights, Grand Knights, some Radiant Knights, and even a couple Golden Knights.

All of them are perfectly loyal to you, replaced a month after their death if necessary, and the city can be imported in future worlds you go to.

Sorcerer

Arcana Ranking (100)

This is a small badge. Flash it to anyone, and they will suddenly understand all of your skills and credentials that you are willing to show them, no verification needed. No one will question this, but you may not fake skills or credentials you do not have either.

Sorcery Lab (200)

This is a laboratory fully stocked with chemistry equipment and tools, supported by magical formations and protections. Essentially, a super chemistry and magic lab.

Elementary Dear Jumper (400)

This, Jumper, is a small cache of various chemicals and periodic elements in the form of various substances. *Everything* slightly stable that is on the periodic table is in there, Jumper, and there is plenty more besides.

The cache refills weekly, and you have enough to do 5 experiments a day if you vary what you experiment with.

A Truly Magical City (600)

You own a city, Jumper. This is not a normal city either, but a city of sorcerers and Arcanists. Have you ever read the Toaru novel series? This is the magical equivalent of Academy City, Jumper. *Everyone* here has a basic education in magic, a lot of people are Arcanists, even more are Sorcerers, and all only live to further the science of magic.

And, as the de-facto ruler of this city, you have access to all of their results, their cumulative knowledge and power, and may direct their projects as you wish.

The entire city has long become self-sufficient, and you may import it in future worlds.

Companions

Transmigration Team (100)

You may import up to **8** of your previous Companions, or create new ones. They have **800CP** to use in this document.

A World of Wonders (Free)

You may take as a new Companion anyone you can convince to follow you, for free.

Drawbacks

100CP Tier

Extended Stay (+100)

You must stay in this world for 10 more years. Only **the first 3 times** will grant you additional CPs. Mind your lifespan, Jumper.

The Legendary Jumper Evans (+100)

Somehow, there are quite a lot of people with your name in this world. They are often accidentally given credit for the things you did and became famous for, but not if it would benefit you, of course.

Plagiarism Ahoy (+100)

You are constantly hounded by people trying to steal your stuff and inventions, and get the credit for your works. They won't try too hard if you could cause them problems, but they will be there.

200CP Tier

The Loss Of Fels (+200)

No matter how much money you get, you tend to lose it very soon after. You will often be wanting for money, Jumper.

Failed Knighthood (+200)

You simply have terrible talent as a knight. Special rituals will not help you make your body stronger, and you will grow 3 times slower than others. Forget the benefits of your various training boosters as well.

Pocket Jumper (+200)

You appear sealed in a pocket dimension the size of a very small village, Jumper. There isn't much of anything around, so not much danger, but there is very little food as well. Your only way out is figuring out the riddle of this place.

Welcome to Escape Room, the magic edition, Jumper.

400CP Tier

Assassination Attempts (+400)

Someone has decided to send assassins after you. They will never be more powerful than a Grand Knight, and they only happen twice a year.

Failed Sorcery (+400)

You simply have terrible talent as a sorcerer. You learn and your soul grows 3 times slower than others. Forget the benefits of your various training boosters as well.

Jumper Never Lies (+400)

You may now never tell a lie, Jumper. Misdirection is possible, however.

600CP Tier

Interesting Life (+600)

There are always problems and potentially lethal adventures happening around you, Jumper. Perhaps someone decided to summon a demon in your city? Perhaps a group of assassins on a mission happened to meet you during your walk in the forest? Who knows, but it happens multiple times a month.

I hope you are prepared.

Number 12 On The Cleansing List (+600)

The cleansing list is a document put up by the Church, indicating how much they want someone dead. It is jokingly used as a power ranking by the Sorcerers.

You are now the mysterious number 12 on that cleansing list. Let us be clear that one of the most powerful organizations on the planet wants you dead about as much as they want the Grand Arcanists of this world dead, and you are nowhere near their level.

Locked Out (+600)

Your other world items and your Warehouse are now beyond your reach until the end of this Jump.

800CP Tier

A True Challenge (+800)

All of your Perks from previous worlds are sealed until the end of this Jump. Additionally, all of your Perks here start out half as powerful and will grow to full power over the course of the next five years.

Out Of Patience (+800)

For some reason, the Church of Truth and the Congress of Magic have decided that they are now fully at war. Expect scenery-rending fights to happen at plenty of places, generally near your location.

Because yes, Jumper, for some reason you cannot escape this war. It will follow you everywhere until a winner is crowned.

Legendary Pride (+800)

This is it, Jumper. You have a chance to prove that you are better than everyone else, or die trying. You may not leave this Jump until you have reached the Legendary rank in either sorcery or knighthood.

At least you are not aiming to become a True God, something even the main character has not achieved.

Good luck.

Scenarios

Scenarios take place after the Jump, in parallel iterations of it, and failing them will not count as a Chain failure. Drawbacks do not affect you here. You may win multiple Scenarios at once, or spend time working on them in separate iterations of this world.

Holm Crown Prize Winner

In the Congress of Magic is a competition of a sort between all Arcanists, held regularly to prove which Arcanist has served the most in advancing research towards discovering the truth of magic. The winning Arcanist is elected from all known published papers of this year, and is granted a *powerful* magical item.

You, Jumper, are required to win the Holm Crown Prize, once. This is your winning condition. You have no time limit, and may give up on this Scenario at any time.

Rewards

- **Arcane Mind [Perk]**

You have done it, Jumper. You are an Arcanist of great renown. Your name will be present in the history books of the Congress of Magic from this day on. And as a benefit of your victory, you gain something which is extremely important for Arcanists everywhere.

Your mind, Jumper, has been enhanced to better fit the ideal of what an Arcanist *is*. You find it easy to make connections between different pieces of knowledge, and make new discoveries from it. On top of that, you are a genius at understanding and learning all forms of magic theory.

- **Renowned Arcanist [Perk]**

You have greatly contributed to Arcanists the world over, Jumper, and they will make sure that history remembers that.

All of your contributions to the fields of science and magic will also appear in all future worlds you go to, if you so wish, at the moment you arrive. They will be patented under your name, and quite certainly affect the world's level of progress.

- **Jumper Crown [Perk]**

In every world you go to, you may create as you arrive a new competition within the fields of science or magic, with an aim of your desire. Essentially, you may bring the Holm Crown Competition with you in future worlds, but change its winning condition.

You can be certain that there will be many participants considered every year.

Statute Of Understanding

This world is quite ignorant on all fronts, Jumper, mostly because of the local Church. Your aim in this scenario is to spread basic knowledge of magic (and thus science) everywhere, so it will be accepted by the people at large.

You win this Jump the moment tha over three quarters of the world population understand the basics of magic, and accept its existence as something entirely separate from demons and evil.

You may have all the time you want for this, and may give up at any time.

Rewards

- **The Magic Maker [Perk]**

For your success in spreading awareness of magic to the world, Jumper, you may now spread *potential*.

You gain the ability to give anyone at all the potential to learn and use any style of magic that you are capable of. This won't work to spread specific abilities, but you may give anyone access to an entire supernatural system of power in general.

This can be done selectively, or universally as you wish.

- **Barrier Breaker [Perk]**

You are incredibly good at getting people who hate each other to reach a common understanding, so long as it is to advance their societies.

You could make any group, *any group at all*, work past their problems with each other in the name of progress in only a few years.

The Very Model Of A Modern Magician

Despite its wondrous powers, this world is only in the medieval ages most everywhere. This simply won't do, Jumper. As a person from a modern world, you must advance this world to modern standards, using either technology or science as you wish.

When this world develops its own internet, and the first common person uses a rocket ship (or similar) to step on the moon, you win this scenario. You may have all the time you want for this, and may give up at any time.

Rewards

- **Actually Clarke [Perk]**

You have a special power, Jumper. Magic, technology, for you it's all the same: a means of progress. As such, you may reproduce any technology you know how to make using magic, and you may reproduce any magical effect you know how to replicate using technology, within only a few days of work.

For the purpose of your understanding, your reality, and **even your Perks and abilities**, Jumper, magic and technology are *one and the same*.

The Legendary Jumper

Your goal, Jumper, is to become legendary. No, not Legendary, but *legendary*, as in well-known in the history books and stories of over three quarters of the world, for any reason whatsoever.

You may have all the time you want for this, and may give up at any time.

Rewards

- **The Saga of Jumper [Perk]**

You, Jumper, have earned world-wide fame as a figure of myths and legends. You may have that fame and your stories spread across future worlds you visit if you so wish. This could easily cause many monuments, streets, and entertainment pieces to be named after you.

- **The Odyssey of Jumper [Item]**

On top of your newfound fame, all of your achievements and legendary feats have been recorded, and will keep being recorded as they happen, in this bunch of books about you.

There are biographies, children's stories, scripts for plays, novels, and plenty more besides. You have them all somewhere in your Warehouse, and you may do with them as you wish.

Ending

Go Back

Perhaps it is time for the dream to end? Perhaps there has been enough magic in your life? Perhaps… It is the choice you should make?
Infinity will miss you, Jumper. But I'm sure you are missing some things far more.

Stay

Like Lucien, you have thus chosen to remake your life in this world. Perhaps, like him, because of love? Or perhaps because of the wonders of magic?
No matter, I suppose. The choice was yours to make regardless of the reason. And truly, is a reason ever needed for someone to choose a home?

To The Next Great Adventure

The wizard who once said that meant something different entirely, but it will do for our purpose, Jumper. Worry not for your precious people here, as they will not feel the passage of time until you finally come back, one day.
In the meantime, adventure calls you once more, Jumper. Better be on your way.

Notes

General Notes

- The power levels go way too high and are too wild for items. That's why there isn't a General Items section. I just don't know what to put in it to stay relatively balanced.

- The wiki is nearly empty and I didn't read the novel far past the point of the Church's reformation into "God made souls, not life". **Feel free to add whatever you know**.

- Knighthood isn't touched much in capabilities and advancement process because Sorcerers are cheating cheaters who cheat.

- I don't like my drawbacks, feel free to add to it.

- I'm not sure what else to put in there. **If you want more notes, leave a comment on the subject.**

Story General Summary

Here is a very general summary of the story. Keep in mind that I haven't read it in a long while.

Some Chinese dude from Earth dies, and wakes up as Lucien Evans, a poor commoner. The first he sees on arrival is a "witch" being burnt alive at the stake by a mob, at which point he realizes that:

1. Magic is real
2. People in this world are degenerate motherf*ckers who will burn people alive because they are different.
3. He *needs* to learn magic to protect himself.

The witch being his neighbor, he goes into her house and, after plenty of accidents, Lucien discovers old magic books and that she was in contact with a group of sorcerers wannabes. He learns some spells from the books, realizes that they are based on science, and uses his Earth modern knowledge to repurpose and create his own basic spells.

He later finds and joins the group of wannabes under an alias, The Professor, where he gets more info on sorcerers as a whole and teaches them some basic physics.
In the meantime, he learns to become a musician to hide his activities, and pay for them. He becomes famous by copying music sheets from Earth musicians.

He ends up playing for some pretty high level guys at a concert, gets a lot of fame as Lucien Evans, genius musician, becomes friends with music-learning nobles including his future wife, Natasha, and gets the Crying Soul from them to become a knight.

I don't really remember what happens in this part, but Natasha gets betrayed by her current girlfriend (she's bisexual), nearly assassinated, Lucien helps out and is revealed as a sorcerer, and the Church is now on the hunt for The Professor.

So, Lucien leaves, encounters plenty of adventures, and finally stumbles upon a meeting where Sorcerers of the Pale Hand (Hand of Paleness?) are trying to recruit new people for the Continental Congress of Magic.

Here, Lucien learns that there is a safe place for sorcerers to learn magic in peace, and that the Pale Hand is only one of many factions within it, specializing in necromancy. The leader at the meeting, Felipe, is trying to force the prospective new students to join them, so "The Professor" intervenes and challenges his views on Necromancy magic through a chemistry experiment, which ends as a tie because they're sore losers.

Things happen, Lucien ends up on a ship to the Congress of Magic, in order to join the Will of Elements, the faction specializing in… chemistry and particle physics? In any case, he quickly goes up in ranks as an Arcanist by publishing things like the periodic table, his customs spells, and his special experiments from modern Earth.

As he becomes a really well-known Arcanist, he must go on missions to pay for his things, protect the environment? Meet elves and make peace with them? There's plenty of weird stuff in there.

In any case, at some point, he meets Felipe once again, who recognized him as being associated with the Professor, and asks if he can present his experiment to the whole Pale Hand faction and basically tell them that their theories on the existence of Lifeforce are wrong, and that life is made of chemicals instead. This leads to the Pale Hands coming to hate both of them, and eventually into an experiment directed by Lucien, utilizing the power of many Arcanists, to prove that living cells can be synthesized using base elements.

Some members of the Church are present during the experiment, which takes seven days to finish, and attempt to kill everyone there for daring to imply that God didn't create life. They fail, because they wait until the experiment succeeds before the assassination, which causes their head to explode from their Inner Worlds failing to adapt to their new reality.

That's about where I stopped, but here are some things from the wiki and quick-reading:

- The pope passes a decree where all holy books are rewritten to say that God created souls, not life. This prevents further brain explosions.
- The pope is not really the pope, but one of many independent projections of the True God Thanos from Mountain Paradise.
- Lucien ends up marrying Natasha, who he remained in contact with all this time.
- The pope ends up absorbing Thanos and becoming God?
- Lucien ends up going up the ranks of Sorcery until he reaches the rank of Demigod by:

- Accidentally becoming a Secretive Destiny and slightly falsifying divinations about him.
- Absorbing the power of a mysterious existence.
- Explaining Gravity and its relationship to space and time.
- Undergoing the ritual of Origin of Magic with the help of six Legendary rank Sorcerers, thus reaching the legendary rank.
- Witnessing the pathway of a demigod.
- Explaining antiparticles.
- Finding the Sun in outer space.
- Tricking someone into ascending to Godhood using false theories, which causes his death when Lucien ends up becoming a demigod, simultaneously confirming and explaining to everyone his theories on:
    - The multiverse,
    - The higher-dimensional state of the universe,
    - The interactions between parallel worlds and their effects on local laws of physics and mathematical measurements,
    - The mathematical model of the Essence of Magic and the truth of the world,
    - The actual mechanism of the observer effect (the theory he lied about),
    - The higher-dimensional existence of the soul and its impact on reality,
    - The mechanism of death and its actual impact on the soul and one's memories,
    - The mechanism of immortality of the soul,
    - The mechanism by which the soul links all parallel selves together, and the fact that they technically all share a single soul stretched across multiple dimensions,
    - The entanglement between Earth and the current universe,
    - The natures and differences of the microscopic and macroscopic worlds,
    - The origin of diversity in life and monsters,
    - The reality of what magic truly is and how it *does* follow the laws of thermodynamics by stealing energy from higher dimensions and parallel universes,
    - The mechanisms behind rebirth and resurrection,
    - The mechanism behind Godhood, by using the projection of your soul in the local universe to reach its actual source in higher dimensions.
    - **Quote**: "To put it simply, any hypothesis that is not based on math models is pure nonsense!" - **Lucien to actual God**, dissing his path to Godhood and killing him through an *online debate equivalent* in the process.
- So yeah, Lucien Evans, certified science chad. Read **chapter 820** if you want the details.

Changelog

Version 1.1

Grammar & formatting fixes
Precised jump initial duration

Version 1.0

Jumpable