White Knight Chronicles - A Jumpchain CYOA

(Version 1.1: Georama Update)

==========(Introduction)==========

Welcome, Jumper, to the world of White Knight Chronicles. White Knight Chronicles is an “epic” fantasy tale about two kingdoms in midst of a longstanding war. The King of Balandor, wishing to put an end to the war, invites the duke of Faria to his castle to celebrate his daughter's coming of age.

This celebration is sabotaged by the Magi though, a rogue sect seeking to steal the White Knight, an ancient weapon of war from a thousand years ago sealed beneath Balandor castle, in order to take over the world.

During the ensuing chaos, a young man named Leonard accidentally unlocks the power of the White Knight as he attempts to save the princess. With the kingdoms in chaos and the princess in peril, Leonard is entrusted with the mission to find the Magi and rescue the princess.

This being said, you arrive right after this tragic event, as the story is just beginning. This same story getting a bit. . .strange at times, with cheesy romance plots that seem ripped from old fairy tales, certain people oddly being treated like they don’t exist and a very, very. . .let’s say dense cast for the most part.

You get 1000CP, have fun.

==========(Starting Location)==========

Roll a D8 to determine your starting location on the list below. For 50CP, you may instead manually select your starting location from the list below.

-1 - "Parma Village": A small town located in the nation of Balandor, a half day's travel from the capital city of Balandor. It's known for its vineyards, wine and food, as well as being a very laid back and beautiful village despite its relatively small size. The basic necessities like a shop, housing and a bar are all here, feel free to stick around for a while and chill.

-2 - "The Kingdom of Balandor": Balandor is the capital city of the nation of the same name, one of the most powerful in the world. It's a bustling port city, and a very prosperous and beautiful one at that. It's divided into lower, middle and upper class areas, with a large castle in the back where royalty and those close them live. Balandor looks like a kingdom right out of a western fairy tale, and is the place where much of the future strife and turmoil begins. Mostly populated by humans.

-3 - "The Desert Town of Albana": Albana is a town located in the middle of the scorching "Lagnish Desert". It's a crossroads that must be passed through to get through the desert, and a bustling merchant town. The place is controlled completely by love-struck "Emperor" Don Phibiannachi, a massive purple Frog, who's finger squeeze so tight that none question him. It is also the "Binding" capital of the world, and has the highest concentration of Frogs on the continent.

-4 - "The Free City of Greede": The most advanced city on the continent, Greede is a massive city built on the back of a giant monster known as the Demithor. Unlike most other places, Greede actually has electricity and levels of technology reminiscent of the Industrial Era. Greede is home to people of all professions, but none as numerous as miners. During the mining season, the Demithor is commanded into position for those in the city to enter one of the numerous mines. Races are eclectic.

-5 - "The Archduchy of Faria": The isolated capital of the nation of the same name. Faria is an expansive city located in the middle of the magical "Lost Woods", which act as a potent defensive measure against invading armies. The people of Faria travel by gondolas and canals that span throughout the city. While the city with a vaguely oriental motif seems calm on the surface, a rebellion allied with the Magi schemes just below. Due to its isolation, Faria is almost entirely populated by Farians.

-6 - "Frass Chasm / Baccea": Baccea is a small village in the middle of Frass Chasm populated by a tribe of Papitaurs known as Windwalkers. Windwalkers have developed high speed airships that they use to collect Greaver Gas for varying reasons, their leader a man named Osmund who's a bit bomb happy. Frass Chasm is a place known for high winds and giant insects, the largest creature being Greavers, who are just narrowly able to crawl between the expansive chasm's walls. Populated entirely by Papitaurs.

-7 - "Sinca Village": A long abandoned village rolling with mist. The village once bore great significance, but that was long ago. Now, it is just a ruin located near the Dogma Rift. The Dogma rift is an interesting place filled with bizarre, magical puzzles and some of the most terrifying monsters around, some natural, some not. Still, there is something entombed there, something of great power. If only there were a way to get through. . .

-8 - "Free Pick": Hey! Lucky, pick one of the above locations for free.

==========(Race, Age & Gender)==========

This is where we determine the basic characteristics of your body. Roll 2D8 and add 16 to the result to determine your age. Start with the same gender you currently have. You can also pay 50CP to change either your age or your gender, or 100CP to change both. You may freely become one of the races below.

-"Human": Humans are one of the most populous races on the continent, and can be found in almost every settlement and kingdom from Balandor to Greede. Humans as a whole do not excel in any one area, besides maybe numbers, but make up for it with being able to fill a much wider variety of roles and positions. I shouldn't need to tell you about humans though, you know how they are. Oh, one other note though, Human hair colors run the gamut in this world, basically anything being possible.

-"Farian": Farians are an elf-like species that greatly resemble humans, with addition of pointed ears and small horns or antlers that grow with age. While not as numerous as humans, and sticking mostly to the isolated Kingdom of Faria, there are no small number of Farians in the world. They're normally taller and lighter on their feet compared to humans, but not as strong on average. While they have a reputation for being serious or somewhat pretentious, personalities among them vary as much as any other race.

Farians feel a deep connection with nature, with most preferring to live near forests and rivers. This doesn't stop a few striking out to live in big cities like Greede though, the city life being exotic by comparison. Farian hair colors are usually various shades of blue and green, with eye colors being much the same. As previously mentioned, their most noticeable traits are their horns. Women grow small curled horns while men grow antlers that start small but can get quite impressive with age.

-"Papitaur": Papitaurs are a short, rabbit-like people with a natural talent for innovation and machinery. No, really, if you see something technological in this world, a Papitaur probably invented it or made it better. Despite usually not even coming up to the waist of a human adult, Papitaurs are not to be underestimated and are still highly capable in other fields of work, even as warriors. Papitaurs are another of the major races, being as widespread as humans, though not as numerous.

Skin colors are mostly different shades of brown, a color reminiscent of sand being the most common. Hair tends to come in various shades of brown and orange. Eyes are a solid color instead of having pupils, whites and irises, the color matching their hair. The most unique trait of Papitaurs is their large rabbit ears almost half as long as they are tall!

-"Warg": A sexually dimorphic race of beast people and the last of the major races in this world. As widespread as humans and Papitaurs, male and female Warg are quite different. Male Warg are usually quite bulky and muscular, especially compared to Humans or Farians.

They have this odd, yellow-brown skin tone that can come in lighter and darker shades, and have longer ears than humans. Additionally, they have two small horns that sprout from their temples that curve inwards along their forehead.

Women on the other hand are much closer to human women in build and skin tones, but have small cat ears that sprout from their heads as well as cat tails. Additionally, Female Warg have dark triangular stripes that start below their jaws and end on their cheeks, two lines to each side numbering four in total.

Female Warg are predictably more flexible and agile compared to humans and Male Warg. Warg personalities and skills vary almost as much as Humans, though they're a bit pidgeon-holed by their physical builds.

-"Frog": A minor, but important and widespread race. Frogs look like giant frogs with disproportionately small, thin limbs who walk around on two legs. They're mostly shorter than the other races, with the exception of Papitaurs, but under unclear circumstances can grow to be incredibly large. Frogs are the most widespread of all races, but are in fewer numbers by far. This is because Frogs are the only race able to use an art called "Binding", which is in high demand.

Aside from Binding, Frogs are surprisingly capable as merchants, both career paths helping them spread across the world. Some say the Frogs are involved in other less than reputable business pursuits, but who can say for sure? Frogs all have white skin on their stomachs and lower jaws, with the rest of their skin being some shade of green. A rare few are also born with Purple skin, though this is definitely a very rare trait.

==========(Origin)==========

You may freely select any of the origins below, determining your history in this world. Different origins also grant different discounts on perks and items.

-"Drop In": By selecting this, you will be a foreign entity dropped into this world instead of becoming a part of it. This means you will have no preexisting family, memories, connections or experiences to aid you through this world. At the same time you are free to carve your own path without worry of anything holding you in any one place. You will arrive at the location you rolled or determined, with the body decided above, and all abilities and items you purchased.

-"Commoner": A country girl or boy raised in one of the many small villages located in your home kingdom. You might be surprised to hear this, but there was jack all to do out there! Not that you had much time, your family and neighbors kept you quite busy.

Helping out on the local farms, collecting lumber to throw up buildings, hunting down dangerous game to feed the community, you've done a little bit of everything. It feels like the time to get away from it all though, like it's time to carve your own path.

-"Warrior": Whether you were born in a village, small town or the city, you struck out at a young age to join the local military, aspirations of glory and the thrill of the fight attracting you to becoming a knight. You have to say, the harsh training and bleak conditions of war changed that pretty fast, but you rose to meet the challenge set in front of you. Either retired or on leave now, you are now free to do what you want.

-"Mage": A lady or gentleman born as the second child of a noble family in one of the major kingdoms. It was at a young age that you showed an affinity for magic, and your scheduled daily tutoring was joined by magical theory. As time passed, you've matured into quite the charming young mage, becoming very popular in upper-class social circles. You've always had a wanderlust though, more than most anyways. Already an experienced traveler, where will you go now?

-(Papitaur Only) - "Windwalker": A native of Frass Chasm and the isolated village of Baccea. You are a Windwalker, a member of a tribe of hardy Papitaurs. Windwalker Pilots fly their high speed airships through Frass Chasm, collecting the gas expelled by the giant monsters known as Greavers and selling it to the other nations.

You are a member of this tribe, and have grown up dreaming of the sky while enduring the harsh environment of Frass Chasm. Your free spirit has now set you on a crash course with adventure!

=========(Import Section)=========

-(50CP) – “Single Companion Import”: Purchasing this allows you to import a single companion into White Knight Chronicles Jump with you. They get a free Race and Origin of your choosing and 400CP to spend on Perks.

-(100CP) – “Group Import”: Purchasing this allows you to import up to four companions at a time. They get a free Race and Origin of your choosing and 400CP to spend on Perks. You are allowed to purchase this multiple times.

==========(Perk Section)==========

This is the Perk Section, where the various skills and abilities available for purchase can be found.

-----(Tier 0 Perks)-----

-(Free!) - "Deliciously Cheesy": The people are actors and the world is their stage! Well, not really, but it seems like it. The people native to this world seem to have a flare for drama, romance and adventure! Though, it does come off as cheesy at times. To help blend in, you'll be given the ability to play up your "role" like a native of this world, allowing you to be as dramatic and/or cheesy as anyone else. If you want to keep the perk and use it in the future, feel free, you can toggle it.

-(Free!) - "Anti-Gravity Juggling": Strange, but something seemingly quite common for most fighters and warriors in this world. It seems attacks that would force enemies "up" have a much easier time actually doing so. From there, you're able to hop up to meet the enemy in the air, and neither of you will fall down as long as you continue to attack them.

Gravity will begin pulling the both of you back down after the attacks end, you forcefully smack them back down, or they die. Beware, as they can still defend themselves and even fight back while held in the air.

-----(Tier 1 Perks)-----

-(100CP / Free for "Drop In") - "Unfazed": This world can get a little strange for newcomers, between the bizarre monsters, animal people and everyone acting like they're dramatically playing a part in some giant fairy tale. If you thought that would throw you off though, guess again. This perk increases your ability to just "go with the flow" a great deal. As long as things are normal for everyone else, they're normal for you.

-(100CP / Free for "Commoner") - "Farmers Only": Farming, rearing livestock, building barns, moving crates, making deliveries for local farms and more were all odd jobs you found yourself doing a lot when you were younger. The knowledge you collected over those years would probably allow you to start your own farm if you were interested and put in the work. A strange side-effect of this perk leaves your levels of attractiveness untouched no matter how dirty you get.

-(100CP / Free for "Warrior") - "Knight Life": You're a real deal knight! Used to be? Whatever the case may be, you've went through training as one in the local military and know your way around some of the standard weapons of war here, namely the sword, the longsword and the spear. You've also been made aware of how to ride a horse, move properly in armor and the basics of battle strategy and how to train others in these skills.

-(100CP / Free for "Mage") - "Higher Learning": Growing up in high society meant tutors, and having an affinity for magic just meant a few more. This tutoring has granted in depth knowledge on social customs for upper-class environments both far and wide.

More importantly though, aside from one of the better educations you can get locally, you've been taught the basics of the magic native to this world.

This foundation will allow you to identify most modern spells, even though you can't use them yourself.

Yes, while your knowledge doesn't come with the ability to perform any spells on its own, your solid understanding of the rules would allow you to experiment without, say, blow your face off with a rogue fireball.

-(100CP / Free for "Windwalker") - "Necessity": Growing up as a Papitaur in Frass Chasm of all places, you're pretty intimate with the concept of "necessity". How to work with others, making due with the materials and ingredients on hand, knowing when to cut your losses, all lessons you've learned the hard way. With this perk you're better at making the most of your situation and surroundings without pride getting in the way. . .as much.

-----(Tier 2 Perks)-----

-(200CP / Discounted for "Drop In") - "Matchmaker": She trips and falls into his arms, they gaze longingly in each other's eyes and a spark ignites. Now who do you think set that up? You did, Cupid!

You've become incredibly adept at discerning the romantic interests of others, finding compatible partners and orchestrating lovey-dovey special moments to bring them closer! That is to say, whether they know it or not. Surprisingly unhelpful when trying to find yourself a mate.

-(200CP / Discounted for "Commoner") - "Lumberjacked": Damn, you really know your way around an axe, don't you? You've felled many a tree in your life-time, and the count is sure to grow.

While you haven't had any formal training in how to kill someone with an axe, you're really good at hacking things to bits in as few swings as possible, so that's something.

Your intimate knowledge of chopping things in half is supplemented with rippling muscles and enough stamina to keep swinging all day, with occasional breaks of course.

-(200CP / Discounted for "Warrior") - "Obnoxious Wall": Knowing your way around a sword is great and all, but offense is only one part of battle. Years of fighting off enemy troops, bandits and monsters has honed your shield arm and taught you the importance of a cool head.

While this has transformed you into a defensive wall, the primary benefit of your experience is the intimate knowledge of how to piss enemies off. Infuriated enemies will become sloppier, more often than not putting their attention on you as opposed to allies!

-(200CP / Discounted for "Mage") - "Divine Magic": One of the most widely popular branches of magic, for good reason. Divine Magic is almost entirely lacking in offensive spells, making it very easy to practice due to the low chance of blowing up in your face.

Divine Magic focuses primarily on healing physical wounds and curing magical ailments. The more complex spells can ward allies against magic or make them supernaturally fast, inflict fatigue on enemies or take people's voices away temporarily.

The few offensive spells recorded are used to purify abominable undead creatures. While someone experienced with this form of magic can heal severed limbs and raise battered allies up from near death, you have only beginner's knowledge of the system.

With this, you can heal moderate wounds like large gashes and broken bones, grant weak regeneration for a short time and temporarily ward people against physical and magical attacks. There's plenty of room to grow, you'll just have to put time in.

-(200CP / Discounted for "Windwalker") - "Invention": You know what they say, necessity is the mother of invention! Sure, you have the mindset for making the most of your surroundings, but do you have the skills? Well duh! You're now much better at figuring out the physical properties and potential of materials you have on hand, and how to use them to make the ideas in your head a reality.

I'm not saying you're an instant Leonardo da Vinci, but with a time and some trial and error, you could probably figure out how to make large bombs and gas masks using only rocks, bug parts and plants.

Oh, about that, you're really good at that bomb part. Making things explode is somewhat of a talent, and as long as you have SOME materials on hand, you can probably figure out how to make at least a small boom.

-(200CP / Exclusive to "Frogs") - "Binding": Binding is a closely guarded magical art known only to Frogs, and they'd rather keep it to themselves. The system is of an entirely different focus compared to Divine Magic and Elemental Magic, being focused on the inanimate as opposed to the animate.

Binding could be compared to cooking, as the arts focus on taking different ingredients and combining them to make something new.

To further the comparison, instead of spells, there are "recipes". While anyone who visits a Frog to bind something provides the ingredients or materials, only the Frog knows what to do with them to crank out the requested item.

Speaking of items, Binding is used to make everything from weapons and armor, to jewelry and healing potions. While you only start off with knowledge of hot to perform the magic and basic recipes, learning other from other Frogs should be simple enough. You could also just experiment on your own time.

-----(Tier 3 Perks)-----

-(400CP / Discounted for "Drop In") - "Natural Generalist": Normally people would have talents for certain skills or abilities and hone them, thriving with some form of instruction or teacher guiding their way. For you though, by purchasing this, you become a lot better at "figuring out" the basics of pretty much any skill you attempt to practice. Works even better if you actually have some form of reference, like watching someone else using the skill.

This will quickly give you a solid base to work up off of, but as you're mostly just rediscovering the simple parts of a skill, you'll still need the help of others or a lot of time to get farther. Watching others is almost as good though. If you were allowed to watch someone else perform techniques or use skills over the course of weeks or months, it'd almost be like attending classes!

-(400CP / Discounted for "Commoner") - "Bored Hunter": Helping out on the farm and cutting down trees are jobs, hunting is a way of life! A way you don't get to enjoy as much as you'd like. You're a hunter through and through, adept at stealth, tracking, skinning, the use of a bow and other relevant skills. Maybe adept with a bow is understating it though. You can consistently kill normal wild game with one shot from far enough away that they don't even detect you before it's too late.

Unfortunately, you don't get to go hunting very often, which left you with more than a little time to play around with your bow and develop some special trick shots and arrows.

Accurately firing two or three arrows at once is child's play, and you've developed all kinds of arrows from those that shred or explode, to those that paralyze and split apart to rain down over an area and so much more. If you had some sort of magical training, you could probably figure out how to imbue them with the elements!

-(400CP / Discounted for "Warrior") - "Interpretive Fighting": You're not just some savage! Wait, maybe you are. Whatever, you know that fighting isn't just about flailing your arms at the enemy, there's technique involved! Finesse!

You're now aware of and skilled with how to positioning yourself in a number of stances that unleash hidden potential in your body to hone one aspect of yourself while sacrificing others.

Heighten your ability to defend while forgoing offense, make your movements more precise at the cost of standing in place, you even know a few stances that focus the mind to help with casting or defending against magic.

That you know the proper movements to go with these stances should go without saying. Using this knowledge should even help with developing new stances and styles of combat! Yeah, work it!

-(400CP / Discounted for "Mage") - "Elemental Magic": Elemental Magic is the more dangerous of the local systems, focusing mostly on manipulating Earth, Wind, Fire and Water for destructive purposes.

Whether it's focusing on a specific target with bolts of lightning, or blowing an area away with explosions of fire, Elemental Magic excels at sowing destruction and controlling the battlefield. Elemental Magic isn't just about elemental destruction though.

Some spells apply magical ailments that can shackle enemies in place, paralyze them, steal their voice, spread magical poison or making them drift to sleep. Others grant elemental wards to the caster and allies. There's even a couple of pure magic spells that can bring terrible destruction or sap foes of vitality!

You don't know those spells, but you do know a lot about Elemental Magic, able to summon small comets and sweeping waves of water after short chants. Just make sure someone has your back, those chants take a bit, and your destructive potential will render you a priority target! As with Divine Magic, there's still lots of room to grow and innovate.

-(400CP / Discounted for "Windwalker) - "Frass Chasm Pathfinder": Windwalkers fly their ships through Frass Chasm and between the spines of giant Greavers, through clouds of gas to collect said gas, at incredibly high speeds, with tinted goggles on. I'm surprised they even see where they're going, much less do this successfully on a regular basis.

With this perk, you seem to see through and around obstructions in your way, from smokescreens to physical obstacles, and gain potent pathfinding instincts.With these boons, you will be able to advance ever onward without smashing face first into a wall, even if you can barely see five feet in front of your face and find yourself moving at high speeds.

You still need the physical ability to act on your sight and instincts, and it doesn't work for long distance travel, but damn you're good at obstacle courses. Also handy for keeping track of a running enemy and chasing them down.

-----(Tier 4 Perks)-----

-(600CP / Discounted for "Drop In") - "The New Guy/Girl": Do you not like talking to people? Are you kind of a wallflower? Well then this is the perk for you! This perk can be toggled, and when left on people will find you far more forgettable and rather easy to ignore.

How far is "far"? You could tag along with a party on an an epic quest to save a princess and they may only acknowledge you two, maybe three times from beginning to end, tops.

That being said, it doesn't help much when you're actively doing things that would draw attention to yourself, or when people are actively looking for you for one reason or another.

Works even better if sufficiently dramatic people are nearby though, as the attention of those around you will be attracted to them while simultaneously being pushed away from you.

-(600CP / Discounted for "Commoner") - "Hidden Talent": Maybe it's because you're a bit shy, or because you've always been living the small village life. Either way, you have a hidden talent that would raise you to stardom if discovered!

Your voice has vaguely magical qualities, and proper use of it allows you to heal or reinvigorate with a song or ignite passion in the most downtrodden allies with a powerful battle cry!

Your choice of words and the way you express yourself determines effect, while the amount of will and passion behind the words determines potency. While some songs or cries will be easy to discover, others will take time due to complexity, but they're out there to discover.

The upper level of basic songs raising the beaten and unconscious back awake and fully healed. The more powerful the song/cry/words, the more taxing it will be on you.

-(600CP / Discounted for "Warrior") - "Force of Will": Rigorous training, ferocious monsters, battle after battle, comrades dying as you stare death in the face yet nothing can break your will! Not only is your mind a steel trap, you've somehow developed the ability to project your will outwards!

This ability allows you to blast enemies away with a shockwave of your willpower, or generate a crushing aura to slow those you oppose to a crawl.

You can even project a shockwaves off of attacks with your weapon for some ranged offense applications. These shockwaves are normally less immediately powerful due to being less solid than an actual sword swing or spear thrust, but obviously have drastically increased reach.

The shockwaves can also be purposefully spread out to attack multiple foes at the same time. Many of the applications will be mentally and physically tiresome at first, but this can be overcome with time. There is still much to learn.

-(600CP / Discounted for "Mage") - "Exalted Traveler": An esteemed lord or lady and experienced mage, your refined and studious personality allowed you to climb the social ladder and eventually obtain the position of an ambassador for your home kingdom.

Since then, you've traveled the world rubbing elbows with the upper-class of foreign lands while studying and assimilating their cultures. You absolutely radiate charm and class, and have an easier time learning about and assimilating future foreign cultures.

Most importantly though, travel and study has allowed all previously purchased Mage perks to grow, making it easier to study and innovate with magic, and granting you knowledge and mastery of many high level Divine Magic and Elemental Magic spells.

You kinda have to have bought them for them to grow though, don't expect to get the benefits with this alone. Add twelve years to your age to reflect your experience.

-(600CP / Discounted for "Windwalker") - "Kiss The Sky": Not all Windwalkers actually become pilots, it's a dangerous job after all. Ever since you were a young Papitaur though, you've dreamed about it, joining your brothers and sisters in the air.

You are one of the chosen few, Jumper! With this perk, you are a Windwalker pilot, have been for a while. The airships of Windwalkers, despite their appearance, are not to be underestimated and are the fastest things in the air in this world.

What's more, you have the reflexes to fly them through places like the tight, rocky corridors of Frass Chasm at full speed no problem, the ship acting like an extension of your body.

In fact, it mysteriously seems as if all vehicles you pilot will grow more responsive to adapt to your incredible reflexes. Your affinity for airships also allows you to more easily learn how to build, repair and pilot other flying machines.

==========(Item Section)==========

Here's where you can purchase various items, equipment and pretty much anything that doesn't fall under Perks.

-(Free) - "Basic Equipment": Upon entry into this world, you will gain some basic equipment to help you on your journey.

Commoners receive some stylish yet simple clothing made of animal pelts common cloth, a well-made axe, a well-made bow, a survival knife and tasty homemade rations all originating from their home village.

Warriors receive armor and a cape bearing the colors of their home kingdom along with military issue sword, spear, longsword and shield, oh and an armored horse of course.

Mages receive luxurious and expensive robes, a pimp ca- er, ornate staff that aids in casting magic, a whole lot of money and various magical tomes.

Windwalkers have plenty of explosives, tools, a Windwalker Uniform that doubles as a containment suit to keep out toxic gas and a small, unique airship unique to the Windwalkers. Wait, you say I forgot to give Drop Ins something? Who?

-(100CP / Free for "Drop In") - "Crystal Camera": An odd polaroid camera seemingly made from translucent crystal, it disappears once you touch it. Upon purchasing this, at will you may toggle the effect of the item. When toggled on, your sight will switch to a third person view centered on you.

While this is happening, you can freely move your "sight" in, out and around your body, though it will be looking at you. While toggled on, you can mentally will a picture to be taken of whatever you're looking at.

When you toggle the camera's effect to "off", the pictures taken will appear in your hand in the form of developed polaroids. Only thirty pictures can be taken in one "session". Alternatively, you can leave your perspective in first person to simply take pictures of whatever you're looking at.

In either first or third person view, you still have complete range of motion, though trying to move while in third person will take a lot of getting used too without becoming instantly disoriented.

-(100CP / Discounted for "Warrior") - "Bigelow Pair": Bigelow are small, adorable birds that resemble owls with long, somewhat cat-like ears. Bigelows are primarily pink, black or blue, and you may select what color each of your Bigelows are. Bigelows are a rare bird native to this world with a very special ability.

When Bigelows have mated (doing so for life), they are able to project what the other one sees as a semi-translucent blue hologram. The also transmit sound, somehow. This makes them incredibly useful for spying and long distance communication. Bigelows can be tamed and trained by humans, and are quite intelligent birds even without it. Your pair come already trained and responsive to commands.

-(100CP) - "Thematic Clothing": Upon purchase, you gain access to a large wardrobe full of different sets of clothing. Every set as stylish as the last, but all clearly themed around a different role or profession you may see in this world.

Whether you want to dress up as a regal princess or a knight in shining armor, you're covered. Should one of the dozens of sets ever be damaged or lost, it will reappear in the dresser good as new, cleaned and sorted.

-(200CP / Discounted for "Commoner") - "Binding Post Pass": Normal passes are already quite rare, but this is a special one indeed. Binding Posts are places located in every major settlement where Frogs who know the magical art of Binding work and sell their services. By questioning the Frogs working there, you'll be given a list of different recipes/items and what is required for them. You can then give them the base ingredients (and money) required for a recipe, and they'll grant you the item!.

"Donating" items to Binding Posts will raise your position with all of them, raising your status as a valuable customer. The higher your rank, the more rare and expensive the recipes they'll allow you access too. What makes this Pass special, is that the doors leading to Binding Posts will show up not just in this world, but future worlds as well. That being said, the items available will change from world to world.

Outside of purchasing items from a binding post you can't interact with the frogs inside of Binding Posts in future worlds either. One final thing though, while the Frogs working at these posts are experienced Binders, they don't have recipes for everything, and your rank can only climb so high with them before "donating" more becomes pointless. Still, Binding Posts are incredibly useful and cheaper than buying an item outright as long as you find the base components for a Recipe.

-(200CP / Discounted for "Mage") - "Black Market Pass": A special pass to the secretive "Black Cherry", a black market auction house in Greede. Rules usually state women aren't allowed without a male escort, but screw that noise. The Black Cherry, as you'd expect, gets a lot of extremely rare, illegal, and in all cases extremely expensive items on the auction block. You're gonna need to be quite rich in order to buy anything here.

Like the Binding Post Pass, this pass will allow you entry in similar, albeit freakier Black Market Auctions in other worlds. These places outside time and space can't be interacted with outside of buying what's on sale or watching what comes through.

This is harder than it sounds as well, as the blank faced occupants in future auction houses will act like real rich people and compete with you, attempting to outbid you for the various things on sale.

Things bought by these pompous mannequins do not disappear from the world as you'd expect, but they're nowhere nearby once you leave, that's for sure. Again, while you may totally disrupt, destroy or steal from the Black Cherry in this world, this is basically impossible in future worlds.

-(600CP+) - "Knight Arc & Incorruptus": By purchasing this, you receive a Knight's Arc and "Incorruptus" or "Knight". Incorruptus are ancient, magical engines of destruction and war shaped like giant knights. Your Knight is a newer design, but works pretty much the exact same way. Knights are summoned using a Knight's Arc, a special tool unique to each Incorruptus.

Upon activation of this tool, the Knight will be summoned around the Pactmaker, the person bonded to the Knight.

The Pactmaker can then pilot the Knight as if it were a suit of armor around their body, as it burns their magical energy for fuel. When the Pactmaker wishes to end the transformation, or has been completely drained, the Knight will be banished back to the Knight's Arc until such time that the Pactmaker deems it necessary to summon it again.

Customization of your Knight is done with the "Incorruptus & Georama Jumpchain Supplement", and upon purchase of a Knight you will be granted a budget of 1000JP ("Jewel Points") to spend on customization.

For an additional "200CP", you may import an already owned Mech as the base for customization, allowing you to grant it a variety of magical or physical upgrades. See the Supplement for more details on Knights, Knight's Arcs and how the Import works.

-(50CP+) - "Knight Refinement": By paying 50CP, you can increase your Knight's build budget by 50JP, allowing you to buy more things and make it better. This can be purchased as many times as you desire.

-(400CP+) - "Georama": Is a pair of twin towns, one found in the real world and one inside a mirror world accessed through a special floating stone in your Warehouse.

The Real World town is something you can call your own, and you rule over it as its mayor. Meanwhile, the mirror world town is populated by unliving facsimiles that just resemble people.

The Real World town can be placed down in future Jumps. The Mirror Town never changes, but helps with collecting resources via Shop and Resident Mechanics.

Full details are given in the "Incorruptus & Georama Supplement." On purchase of "Georama" you will receive 1000JP ("Jewel Points") to create and customize your town as you please through the supplement mentioned above.

-(50CP+) - "Town Renovations": Each purchase grants an additional 50JP for use in customizing your Georama in the "Incorruptus & Georama Supplement." This may be purchased as many times as you desire.

==========(Drawback Section)==========

(You may only acquire 600CP through drawbacks. You may take additional drawbacks past this point, but they will not grant any points.)

-(+100CP) - "Forgettable": You actually want people to pay attention to you now? Well tough luck. By taking this, you'll instantly become more forgettable and rather easy to ignore no matter how super special or awesome you are. This never works to your advantage either. In a fight, enemies are still gonna come for you, and if you steal something, witnesses will still know what you look like.

-(+100CP) - "Cheese Factory": Well, damn. Seems someone cranked the ambient cheesiness of this world up to eleven and broke the knob. I hope you like the old cliches like "knight in shining army saves the damsel in distress" and "haughty rich people being pretentious around poor people". The world is like a factory now, just churning out cheesiness and cliches while pushing you into them. These almost always feel artificial.

-(+100CP) - "Las Cronicas del Caballero Blanco": She is his childhood friend and loves him, but he never notices and is in love with the princess he's never met, who in turn slowly falls for her knight in shining armor!

The adopted son of a noble and the femme fatale enemy spy are falling for each other, but her older brother with an evil split personality is having none of it! The world is going to get a whole lot more love-centric plots, and you and your companions are now involved in them whether you like it or not!

-(+100CP) - "Customization Gone Wrong": You know those character customization sections? Well it looks like you're a joke character made by one now, and you can't even change forms!

At least you can mess around with it yourself Either the size of a child or awkwardly towering over everyone else. Your neon skin color of choice, and an equally obnoxious but clashing hair color. Eyes must be two different colors, and no they can't match hair or skin!

Oh, and about hair, you'll have to choose something bizarre or less than flattering, such as being half-bald or possessing a massive afro. Your body proportions are just strange to look at, and you'll have to pick at least two of your body parts to become hilariously large, such as eyes and feet, or ears and torso.

You even get your own joke name of choice, from Butey McAss to AAAAAAA! Anything works as long as it's silly. Thankfully, the natives never seem to notice your odd condition. . .but you and companions will.

(Special Notes: Trying to use this to mimic the effects of Endowed will have the opposite effect. Also, you get to keep this Joke Form as an Alt-Form in future jumps if you wish.)

-(+200CP) - "Public Enemy": Eye witnesses and evidence has placed you as an accomplice to the Magi during the assassinations of the leaders of Balandor, Greed and Faria. This has made you public enemy number one among these nations, and they WILL be attempting to hunt you down.

On the upside, they are pretty busy with the chaos caused by their leaders' murders and the Magi themselves. Unfortunately, they won't even think about you being anything other than guilty until the Magi have been vanquished.

Even then, you're going to have to expect incredible distrust, even after you clear your name. Oh, yeah, and by taking this you can't stop the assassinations. Sorry, should have mentioned that.

-(+200CP) - "Priority Target": Through their experimentation with the Nether Realms, the Magi have sensed you slip from somewhere beyond this world and are intensely curious.

The Magi will now be looking to capture you for study and help produce even more powerful weapons of war, and they don't particularly care if you're alive for it. Don't expect them to ever stop hunting you, even once vanquished, as splinter groups will appear and look to use you to quickly rise in power.

-(+200CP) - "By Leonard's Side": Some have criticized White Knight Chronicle's plot as being cliché, or dumb. Well, any hopes you may have had of avoiding or changing that have been stomped on quite viciously.

You seem destined to somehow bumble your way into joining Leonard's group near the beginning of their journey, and find it impossible to leave or contribute in any meaningful way. The plot, despite your best efforts, will remain completely unchanged, and you will have to sit in on it.

If you were hoping to get away from them after this was all set and done, think again champ. You're stuck following Leonard around for the remainder of your time here, going where he wants go, as if you were his damn Stand or something.

Luckily, he and his friends don't pay much attention to you, so at least you can just ignore them most of the time.

-(+200CP) - "Trolling Trolls": Trolls are giant, sapient humanoids that tend to be on the dim side. They usually target travelers and caravans to steal food or wine and order around smaller creatures to do their bidding, now they want to fuck with you for some odd reason.

Trolls will now go out of their way to attack or steal from you, and will only grow more clever with time. That's not all, their "Troll" mannerisms will slowly spread, and soon even Humans and other races will seek to subtly annoy or fuck with you.

-(+300CP) - "Dimwit": Just. . .ugh. By taking this, even Leonard would think you're dense, and that's just insulting. This drawback makes you dangerously dense while removing most of your common sense. Of course following those shady guys into the wild is a good idea! Of course you should sneak into the royal banquet people without invitation are barred from!

This power that's helping you win is slowly killing you? Whatever, it's working isn't it? Expect anything even attempting to be subtle to go over your head, and for bad ideas to seem perfectly reasonable. Running face first into the enemy army alone is probably a good idea, right? You need to fight them and they're right there!

-(+300CP) - "Magi Sacrifice": By taking this, the person you were before arriving here, or the person you would have become, was taken captive by the Magi. They were used as a sacrifice to summon a Gigan.

A Gigan is being from the Nether Realm, brought into this world using a human sacrifice. They appear as a demonic, bipedal creature that stands around seven meters tall with a passing resemblance to an animal of some kind.

Gigan vary a lot from between individuals, but are mostly black with a random secondary color, carry a strange weapon in their dominant hand and have a massive eyeball in their chest.

Your predicament has left you with your abilities outside of being a Gigan sealed, and in the hands of the Magi who wait to use you as a weapon.

Unfortunately, the kind of enemies they're likely to match you against, the Knights of the protagonists, can very easily overpower you despite your incredible strength as a Gigan.

Gigan usually eat the souls of their host soon after being summoned, but some are strong enough to fight against this, and so are you! Should you lose this contest of wills during your stay though, they will consume you though. Should you manage to avoid being killed or consumed during your stay here though, you will be granted this Gigan Form for free as an Alt-Form in future jumps, minus the demon trying to eat your soul and your powers being sealed.

-(+300CP) - "Fuck You Shapur": Shapur is an arrogant, ruthless Farian and the highest ranking assassin of the Magi. To most he is a great mystery, as he leaves few witnesses alive. He also has a penchant stabbing others in the back if they get on his bad side, and he's very good at it.

One notable betrayal even allowed him to steal the Black Knight in the original game, and this penchant for backstabbing, killing people you like and stealing powers grows to terrifying heights should you take this.

Shapur is now incredibly hard to kill or catch, and he'll always be waiting to kill you and those around you. He specifically likes punching holes in your loves ones via magic or just knives.

What's more, the bastard has the ability to actually steal your special powers if he can get close enough while you attempt to activate them. This might not be such a problem if the bastard wasn't already extremely competent at his job, so he'll be waiting . . . and watching.

-(+300CP) - "Action Chips": Do you like waiting a few seconds after every drink of water or every swing of your sword to perform another action?

Do you want all your special abilities to require special resources only built through those single attacks every few seconds? No? You really don't want this then. Every spell, attack or special action you wish to take now has a short, universal cooldown of five seconds.

What's more, anything past a certain level of power, even things as simple as a super strength punch, requires you to build "Action Chips" to use. The more powerful something is, the more AC you need in order to use it.

Good news, you intuitively know how many action chips you currently have built up. Bad news, every single chip requires you landing a few successful attacks on enemies before you can obtain it, meaning it's going to take a while.

==========(Outro & Ending Choices)==========

Did they all live happily ever after Jumper? That's probably a fitting end for your time in this world, though whether it happened that way or not depends on you. No matter, congrats on surviving for ten years in the wonderful world of White Knight Chronicles! In doing so, you get to choose what you do from here on.

-"Go Home": Mm, feeling a little homesick eh? Family, friends, pets? Whatever you're looking to go back too, it'll be waiting just as you left it. Can't blame you for wanting to go home, stuck it out with me for quite a while now. Thank you for the show, Jumper, sincerely. Ah, remember you get to keep everything you've taken up to this point, it's all yours.

-"Stay Here": . . . .Hehehe, I knew the cheesy place would grow on you. So you've made a home here, a place you really love. I'm glad I helped facilitate that, but now who am I gonna watch hopping between worlds for entertainment? Have fun with the new life Jumper, and enjoy all those gifts I've given you!

-"Continue": That's the spirit Jumper! Always moving forward! Always advancing towards a brighter future! Infinite adventures still waiting ahead of you and I get to throw you right into them! You're my favorite show Jumper, I sincerely hope you don't get canceled~!

==========(Notes Section)==========

Various clarifications and notes that I hope answer any questions you may have.

-1: The Drop In origin is heavily based on the Player Character in the games, with some meta seasoning on top. Commoner is based primarily on the Bow and Axe skill trees, the "Hidden Talent" perk being based on the Hymns of the Bow and Battle Cries of the Axe.

Warrior is based on the Sword, Spear and Longsword skill trees. Mage is based on the Divine Magic and Elemental Magic trees. Commoner, Warrior and Mage also took inspiration from certain characters or locations for additional fluff.

-2: If you have any questions, the creator of this Jump was Nu or “NuBee”. Special thanks to everyone who helped me out with both the Jump and the Supplement, there are too many to name.

-3: To make it as clear as possible, think of a Knight like a magical mech that you summon with your Knight’s Arc. It’s kinda like power rangers, but instead of a latex suit and helmet, you’re inside of a 7 Meter tall siege weapon that looks like a magical suit of armor.