

A Jumpchain CYOA
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Once upon a time, there existed a giant tree that was the source of mana.
A war, however, caused this tree to wither away, and a hero's life was sacrificed in order to take its place.

Grieving over the loss, the goddess disappeared unto the heavens.

The goddess left the angels with this edict: "You must wake me, for if I should sleep, the world shall be destroyed."

The angels bore the Chosen One, who headed towards the tower that reached up unto the heavens. And that marked the beginning of the regeneration of the world.

So the story goes as told by the Church of Martel. The truth is far more complicated than that. Long ago in ancient times, the world of Aselia was torn apart by warfare and strife by the advent of magitechnology. This led to the death of the ancient mana tree responsible for sustaining all life on this world, threatening a downward spiral that would lead to extinction. Mithos Yggdrasil, using the power of the Eternal Sword, split the world into two – Slyvarant and Tethe'alla. The two worlds would vy for mana, one being resurgent while the other declined and withered, with the sacrifice of a designated Chosen One to tip the balance in favor of the other world.

However, this system of martyrdom and endless conflict has begun to crack. Tethe'alla has become aware of Slyvarant, a lone woman arriving in the other world to try and prevent the latest Chosen One from completing their journey. Cruxis, the conspiracy in control of the worlds, begins to weaken from infighting and the growing madness of their leader. And years ago, an experimental device created by Cruxis is taken, left in the hands of a child discovered by a lone dwarf.

Present day. A day after you arrive, a bright light will signal the beginning of Slyvarant's Journey of Regeneration, one Colette Brunel beginning her duties as a Chosen One just as several fates collide. Not long afterwards, her childhood friend Lloyd Irving will commit a mistake that will lead to his banishment from the village of Iselia, choosing to follow Colette on her journey. This will lead to Cruxis being discovered and lead to a journey across both worlds in order to save them both...

You will spend ten years in this world. Here's +1000 Chosen Points to get you by.

Backgrounds:

Idealist – You may not be the brightest or the most talented from where you came from, but what you do have is determination and a strong heart. Whether you are a nameless hero seeking to make the world a better place or someone pushed into desperate circumstances, you have seen the ugly and painful sides of the world and have chosen to oppose them. Using both words and weapons, you are the sort of person who can change the world for the better.

Scholar – Much of the distant past has been lost. The cruel and malevolent Desians use magitechnology that hasn't been seen since times lost to history and some ruins are dedicated to long-fallen civilizations that perished in the Kharlan War or by Cruxis' judgment. Yet still, there are those who seek to preserve or rediscover lost knowledge in this world. That or make a living at a schoolteacher.

Martyr – Whether you are one of the destined two from Slyvarant or Tethe'alla or someone who follows in their footsteps, you are someone who has been Chosen to save the world...or perhaps groomed and trained for some other grand purpose. You are someone whose life was never truly their own, your lot in life decided the moment you drew breath. Will you break free from this or follow your grim march towards your destiny?

Pariah – Discrimination, hatred, spite, sin. There are many sources of pain in this world and you are one who has suffered greatly for it. Whether atoning for some sin or being used as a tool by others, you are someone who lost their chance at a peaceful life by the hand of your choices or tragedy. Will you let this torment weigh you down or will you seek to break your shackles?

Ancient [400] – Immortality, as it turns out, is not a cure for the error of mortals. Cruxis has been an ego project of its ancient leader for thousands of years and many have suffered for his wrath and desperate desire to bring his beloved sister back to life. Likewise, an ancient life does not exempt one from the ability to love and forgive, something that may well lead to the true salvation of both worlds in time. Whether you are a living relic of a bygone era living in secret or part of Cruxis itself, your presence in this world likely comes with a heavy burden. Which do you fall under, Jumper?

Age and gender may be chosen freely in a way logical to their species' lifespan. Ancients that are Elves, Half-Elves, or have complete Cruxis Crystals may be as old as the end of the Kharlan War.

You may start anywhere on Slyvarant or Tethe’alla. It’s up to you if you appear with existing memories and a background or simply appear out of thin air. If the former, if you match the background of any surviving canon characters, you may replace them outright – with the exception of any of the Four Seraphim of Cruxis or Abyssion.

Races:

Human – The most common race in both worlds, humanoids of various shades and builds that populate the majority of the worlds. Despite this, they lack in the natural advantages of the other races, lacking a natural affinity to the mana of the world or an intuition for crafting.

Elf – Very rarely seen outside of their isolated village in Tethe'alla, the elves are a long-lived race said to have come from a distant world in ages long past. Most despise humans and contact with the outside world, yet some elves have been close enough to humans that half-elves exist in both worlds. They are said to live for about a thousand years and have a natural affinity to mana, enabling them the use of magic.

Half-Elf – An uncommon but known sight in this world are half-elves and the lot they suffer. Born of humans and elves yet belonging to neither, half-elves are often despised and shunned in both worlds. Whether it is guilt by association to the half-elven Desians who inflict suffering on a declining world to 'encourage' its Chosen to act or simple suspicion and fear built over years, this race earns much scorn and suffering by virtue of its birth alone. Despite this, you may yet find those you can call allies or even friends. You may one day even be accepted as a hero. Until then, however...

Dwarf – An extremely rare sight in the surface, many Dwarves retreated to their underground cities and caverns in ancient times to leave the surface-dwellers to their own devices. Yet at least two exist in both worlds that have chosen to live on the surface for their own reasons. A short and stout race, yet proud and known for their many vows of honor as well as their expert craftsmanship.

All perks and items are discounted to their matching background. Discounted 100-point perks are free.

Perks:

Fighting Style [Free/300] – Whether or not you plan to adventure, it helps to know how to fight. You may have a fighting style of your choosing in this world using either a mundane weapon or tool available to the common peoples of the two worlds. Even something as impractical as using a Kendama as a magic wand or wielding two swords while spinning like a maniac is something you know how to make work, damn it! You begin fully trained in your chosen fighting style and gain a natural talent in developing it further. This will let you develop techniques that compliment this style as you grow stronger and more skilled. Eventually, after meeting certain conditions, you will be able to unleash a Mystic Arte in the form of a powerful spell or martial technique (depending on what you base your Fighting Style on) that deals a fantastic amount of damage to groups of foes, but are often exhausting to execute.

It's important to note that without Mana Affinity, you can't wield this world's magic, so no making a fighting style involving such unless you have the relevant perk(s).

If you spend 300 points or chose the Ancient background, your fighting style and abilities have developed already with years of experience. You could easily fight entire groups of skilled adventurers and even trained soldiers by your lonesome and stand a good chance of winning, even moreso with an Exsphere. To represent this seasoned set of skills, you may buy one 400-point perk at a discount or for free if already discounted. **All [MANA] perks still need the Mana Affinity perk before you can buy them, even if discounted or made free.**

Skits [Free] – Sometimes, the best parts of life are when you can take a moment to sit down and talk with your friends. When you're traveling in a group, you may occasionally feel a mental prompt for a 'skit'. Accepting it will see time in the world temporarily freeze as the conversation unfolds, generally not much longer than five or ten minutes at a time. These don't have any impact on your jump as a whole and are mostly a way to gauge how the party feels about each other or how they interact during downtime. It doesn't really happen during battle or extremely stressful moments, mind you.

Titles [Free] – As your journey unfolds, you may pick up certain reputations based on your actions. Being known as a wandering hero without a home, an expert chef, or even...a peeping tom? When a notable incident in your life creates one of these reputations, you will gain a 'title'. You may mentally 'equip' such a title to yourself, letting you gain a small boost in your abilities relevant to the aforementioned title, and encouraging others to attribute any reputation you have towards it. You may switch titles at will, though it won't dispel any existing reputations.

Mana Affinity [100, Free for Elf and Half-Elf] – Magic, the manipulation of mana within and without the self, is not a common ability and is limited to those with some sort of elven ancestry. Whether from a bloodline or some sort of experiment, you have this affinity and are able to use this world's magic. It also gives you a minor intuition in learning similar magic styles in future worlds. You cannot purchase perks with the [MANA] tag without this perk, even if discounted.

Arts and Craftsmanship [200, Free for Dwarf] – There are few better craftsmen than the race of the Dwarves, even as many of their secrets begin to vanish from the surface. Whether being one or trained by one yourself, you have managed to match them. You are an expert at forging weapons and armor, even imbuing it with elemental properties or mana even if you lack such on your own. You also know how to refine and forge just about any ore you get your hands on. Finally, you know how to use Inhibitor Ore or similar materials to create Key Crests, which act as filters from dangerous side effects to things like Exspheres or items that would normally kill or overwhelm their hosts. It's a tough job, but someone has to do it.

Fanfic Fodder [100] – When you travel with the same people for a long enough time, it's natural to get to know them better and come to a mutual understanding. Maybe more than that, you'll find friendships for life or unexpected (or expected) romance? Similar to 'Skits' above, luck and happenstance will give you opportunities to have conversations or encounters with allies that give you chances to get closer to them. If you're attracted to them, this includes ways to potentially win their affections. Following some common sense and intuition will let you build on these chances and they will likewise appreciate any moments in your journey you entrust them to particular tasks. Expect those you bond with to quickly leap to your defense in your darkest hour or get surprise date requests from someone you've spent a lot of time with. Naturally, this is a moot point if you actively harm, insult, or betray them in some significant way. Trust is hard to build and easy to break, after all.

Idealist

Endearing Fool [100] – Maybe you're not very smart. Or at least, not very book smart or aware of the world around you. But you sure know how to make friends! Your personality flaws are endearing to others instead of annoying and often compels others who know a bit more than you to explain details about the world around you or things you're confused about. As long as you're not a violent psychopath or anything, anyways.

Fleet of Foot [100] – It would certainly help if you didn't fall down every single hole in your path, wouldn't it? To help you with that extremely pressing issue, you are now incredibly acrobatic and have a natural sense of when you're able to step onto dangerous terrain, whether a trapdoor or some exotic poisonous fauna. You can even cancel your momentum by doing a recovery jump, defying physics and letting you jump a second time.

Wandering Hero [200] – The road isn't such a lonely place after all. When you travel, not only do you encounter many opportunities to make new friends and skilled allies, but you also happen to run into people suffering problems you have the ability to solve with a little bit of effort. While you aren't guaranteed rewards in return, acting on these will not only see your reputation improve but you will make the location you aided others in a bit better as a place. Giving some money to a destroyed town will see rebuilding efforts pick up considerably and defeating a monster makes the area a bit more safe.

Resolution [200] – When you're on a journey across multiple worlds with countless foes, you must have the will to stand by your words and deeds. To stand against the status quo no matter the hardships or loss you may endure. Or maybe you're too dumb to know the difference? Regardless, you have a strong willpower that lets you push past hardship and sorrow, even finding ways to turn things like loss into a strength or motivation for you to see your journey through.

Martial Artes [400] – A lack of magic is no excuse for a lack of adventure! To compensate or supplement this, you know how to focus your will into various martial techniques like the blade projectile Demon Fang or combining your other esoteric abilities (if any) with melee weapon techniques to strike your foe. You are a fast learner when it comes to these abilities and can seamlessly combine them with any esoteric or strange abilities you wield.

Seals and Curses [400] – Would you happen to be a native of the village of Mizuho, Jumper? Whether or not you are, you know how to create paper seals infused with a limited amount of magic, even if you lack in the ability to wield such yourself. These seals can explode on foes, weaken or debilitate them, or even be used as weapons or surprisingly durable barriers to protect yourself with.

Dwarven Vow #1 [600] – "Let's all work together for a peaceful world." It's childish, naive, yet words that are ultimately worth following. When you work towards a cause or a mission of some kind, your actions inspire the better natures of those around you. Even the likes of cynical and jaded immortals can be made to believe in you. Those weighed down by their past can gain the resolve to be more than what they were with your help. The more you accomplish, the more you fight against the cruel realities of the world, the more they weaken and the more your own ideals become stronger, much like the bonds between you and those you believe in. They will believe in you, in turn. Not bad for a book dumb adventurer, right?

Summoning Arts [600][MANA] – The Summon Spirits of this world each manage a part of the mana of the two worlds, being responsible for the seal currently maintaining the current status quo. In the distant past, summoners could make pacts with these spirits and call on their aid. As luck would have it, so can you. You may form a fact with any spirit able to agree to it, fulfilling some task or mission in exchange for their aid. So long as this pact is unbroken, you may summon the chosen spirit to assist you in battle or in other endeavors, such as calling on the Water Spirit to save you and your friends when you're about to plummet to an oceanic doom. So long as your pact still exists, you may call on any spirits you have such deals with in future jumps, though they will disappear back into the ether after completing whatever task you give them.

Scholar

Kendama Kendama [100] – What even is a kendama, anyways? Is it supposed to be used as a magical focus? Who knows! Regardless of their origin, you have a naturally good hand-eye coordination and sense of balance that makes you good at using recreational toys like this. You can also use them as a focus for any magic you can cast, even if you normally have to use things like wands or staffs.

Smarter Than You [100] – Well, no need to be mean about it. Whether from a natural talent or just being a bit brighter than most in terms of studies, you're a fast book learner and have a sharp enough memory to recall even the most minute trivia off-hand at a moment's notice. In short, you're smarter than the average mortal in this world.

Archaeological Mania [200] – You're...certainly enthusiastic about ancient ruins, aren't you? Perhaps a bit too much. You have a knack for discovering these aforementioned ruins on your travels, which will usually contain some interesting information or item that may aid you in your goals or provide some sort of small clue. It's almost never anything groundbreaking, but it's always an interesting conversation topic. Likewise, you're an expert when it comes to the field of archaeology as well.

Don't Bother Me [200] – A major problem with being a spellcaster of any kind is that it takes time to charge up powerful spells, especially if you're dancing in circles like a moron to cast a simple fireball spell. This doesn't help when somebody runs up to you with a sword and proceeds to cut the life out of you while also breaking your concentration on said spell. To combat this, the amount of pain and punishment you can take before losing focus on a task like casting magic is greatly increased. It would take something knocking out a quarter of your overall 'health' to make you lose concentration, as opposed to something as simple as getting stabbed somewhere non-vital or something flying into your eyes.

Warlock 400 [MANA] – Far from a simple fireball caster, you're an experienced user of the various elemental magics used for offense in this world. You can summon geysers of magma, create miniature earthquakes around a battlefield, unleash bursts of ice and water at your foes, and use air to summon gusts of wind or tornados to strike at your foes. The more potent the spell, the longer the casting time, but if foes make the mistake of leaving you alone you can devastate your enemies with ease. At the highest levels, you will be able to call down meteors from the heavens or trap foes in miniaturized gravity wells.

Healing Professor 400 [MANA] – On the opposite side of magic, you wield healing and support magics to assist both yourself and your allies. You are able to do everything from basic healing spells that can remove cuts and scrapes, summon spectral nurses that can heal a small group of people before disappearing into the ether, or even revive the recently-dead or dying. It's important to note that the strongest magic here can't revive the long-dead or those whose souls have been destroyed or taken by certain devices.

Kharlan Comprehension [600] – Many of the ancient magitech from the Kharlan War and beyond have been long forgotten, with very few knowing how to operate or recreate them. At least...in theory, anyways. There are always rare minds generations ahead of their time that can operate and even reverse-engineer more advanced technology with just a few minutes of study, the sort that threaten the balance of civilization just by existing. Minds like yours. No matter how far ahead a device or technology is from what you're used to, you can operate it by intuition as though you had weeks to study it. This is enough that you could trigger the self-destruct of a base after a few seconds from a computer you have never used before. Given a few actual weeks of study, you could discern how a device works and how to recreate it, letting you reverse engineer just about any technology you could get your hands on. How do you do that, anyways?

Mana Master 600 [MANA] – What are you, some kind of prodigy? A step up from just being able to throw spells around, you're a skilled mage in the making. Not only can you cast complicated spells much faster than the average mage, yetting a minute-long incantation out in a few seconds, but you are a fast learner when it comes to mastering new spells and magics. You also enjoy an advantage against lesser mages, able to easily predict and counter their spells if they have the misfortune of being dumber or weaker than you. Amateurs.

Martyr

I'm Sorry [100] – Okay, okay, we forgive you Anon. You don't need to keep apologizing over and over again. Whether due to being adorable or just too puppy-eyed for others to hate, people are quick to forgive you for accidental slights or mishaps like crashing a Jumper-sized hole into a building. They won't forgive you for personal tragedies you were responsible for or intentionally harming them somehow, but at least they won't hold honest-to-goodness accidents against you anymore.

Hey Hunny, Hey Bud [100] – Maybe you just really like ticking people off? You have two modes to you when it comes to socializing: Charming and annoying. You are very good at both of them, too. You know how to smooth talk you way into a formal party without an invite or how to annoy your allies by acting like a general doofus. Both have the same effect: They tend to view you as harmless or someone who is too goofy to worry about. At least until they have any evidence to the contrary. If only they knew.

Blessed Clumsiness [200] – Whoops, you fell through a wall. Whoops, you broke a computer. Whoops, you...somehow disable the trap you were in? You have a bizarre kind of reverse luck where when you trip or otherwise make a mistake through clumsiness, this mistake has a solid chance of somehow improving your current situation. What? You're not that clumsy? Well, at will, you can toggle this convenient klutz tendency to defy your normal sense of balance to only activate when you really need it! It won't get you out of every jam, but at least you'll trip into success now and again!

Handsome Casanova [200] – Popular with the ladies, Jumper? Or maybe guys? Or whatever you're into. Whatever the case, you've got the charms needed to make them swoon with just a few lines and some confidence. So good that sometimes people of your preferred sex will just hand you mundane if useful gifts from that world just from talking to them the first time. You also won't be wanting in terms of intimate company...I wouldn't count on finding anything lasting or loving with this perk alone, though.

Sword and Sorcery [400] [MANA] – Why choose between hitting someone with magic and hitting them with a weapon, anyways? You know a very basic set of elemental spells and healing magic. You're nowhere near as skilled as a specialist in either, but you compensate for that with a very particular skill. You can cast smaller spells instantaneously in line with your martial attacks and movements, needing almost no concentration split from you as you combine them together. Stab someone and then hit them with a lightning bolt at the same time, or light your weapon aflame mid-swing!

I Trust You [400] – All you want is a fun, easy life, right Jumper? That's why you need to play all sides to make sure you pick the winning one. You find it easy to worm your way into a group or faction by offering your services in exchange for something you want or convincing them that you're a reliable if somewhat irritating ally. Just as easily, you can juggle your various alliances without any of them suspecting a thing, needing an outright and obvious betrayal for them to realize you've been playing both sides. And if you REALLY want to mess with someone, you can even fake out that last betrayal to help out that first group and have them welcome you back. Just don't expect them to forgive you a second time, okay?

Chosen One [600] – The Chosen of the two worlds are born for the single purpose of saving the world, something that is known publicly and by all peoples. This can cause reactions from either admiration and devotion to fear and distrust, but there's plenty of status to be associated for someone who is destined to save the world. When a jump begins, you may choose to give yourself a similar status or title in the world or your starting location, making you known as someone who is destined or otherwise meant to save or otherwise significantly help the entire world or civilization.

This will give you an increase in status and fame from the get-go, with others willing to give you supplies or do you favors at your request. Your words will carry a lot more weight as a result. Be warned this is a double-edged sword: Your fame makes you recognizable and those who like the status quo the way it is may see you as a threat. Once you have chosen to toggle this perk on or off at the start of a jump, you can't change your decision until the next jump. Be wary of the risks and benefits, Jumper.

A Compatible Vessel [600] – The technology behind the Cruxis Crystal and the Exspheres are nothing short of horrific in their origin and execution, especially if attached to a body that doesn't have a Key Crest or some way to filter out the nastier side effects. Wait, what do you mean you don't have this problem? You will find normally toxic or dangerous enhancements to your body lack the bite of their side effects. An Exsphere attached to you without a Crest would feel mildly uncomfortable instead of mutating you into a monster, while Toxicosis from a Cruxis Crystal would manifest as a mild cold instead of a horrible condition. Likewise, you wouldn't suffer from slowly losing your senses or life if you took the journey of the Chosen. In addition, you're treated as 'compatible' with similar arcane or technological enhancements, though brute-forcing it through this means tend to generate a mild amount of discomfort, like the previous examples. At least you can still tell if a drink is hot or cold, right?

Pariah

Looking Good [100] – Rippling muscle, tall body or maybe especially curvy. You could even just be especially adorable or cute. Regardless of whether you look adorable or seductive, you have an appearance that can draw plenty of eyes to you. Maybe more than a few admirers, too. You can even look good after suffering as something like a years-long prisoner without any real effort on your part.

Stunted Growth [100] – Whether from an experiment or just an unfortunate trick of genetics, your age was temporarily halted at one of your choosing. As a result, your body is locked in this form even as you age normally, the physical effects not being noticeable until you're nearing death's door. As a strange upside to this, even if your body is frozen at a young age, you still have your full strength as if you were still in an adult body. Imagine the look on someone's face when you look like a kid and proceed to lift an axe twice your size with little effort! In future jumps, you may choose to be frozen at a particular age or not, in which case you will age normally but still have the benefits if you start younger.

Wonder Chef [200] – Expect to be invited to a lot of parties from now on Jumper, because you are an artisan when it comes to making delicious food. Even if you're working with some basic traveling rations, you know how to make a delicious meal for yourself and up to three other people. Your food is good enough that it can heal most minor wounds and partially heal some of the worst. At least, so long as the person eating the food is still alive anyways.

Beast of Burden [200] – How do you manage to carry all of that without destroying your back, anyways?! Whether from just not acknowledging pain or the heavy weight, you will find you can do physically strenuous tasks for hours and many miles before feeling any real discomfort or fatigue. Even dragging something weighing half a ton from one part of the continent to the next barely gets any notice from you.

Hands Are Tied [400] – Literally! This perk grants you two things. One, you are now a master of unarmed martial arts. With just your bare hands and feet, you can fight even monsters twice your size evenly as if you had a set of well-made swords. Using your will, you can even create techniques that can shatter the ground beneath you and likewise shatter metal armor like glass. Secondly, you have the strange ability to always be able to fight or do mundane tasks despite having your hands bound or destroyed in any way. Yes, any. Even cooking. Don't ask me how.

Small But Tough [400] – You're a little terrifying, you know that? The way you just walk through oncoming attacks like they're nothing. Your body is ridiculously durable, able to withstand arrows and magic as easily as one might withstand a gentle breeze. You can still get hurt but you can take much more punishment than a normal person of your size and build, still fighting at your best even if you're nearing death's door.

Business Tycoon [600] – Wait, isn't this about social outcasts and prisoners? Well, whatever. Either in your past life or from a lucky break, you happen to be someone with the business acumen to run a major business empire all by your lonesome. Perhaps you have a rival to the Lezaerno Company in Tethe'alla or own some sort of rising trading empire in Slyvarant? Regardless, you have both the charisma and business acumen on how to not only run such an organization, but be respected and adored by those who work under you even years after you were sentenced to life in prison. Even if you started with nothing, you could raise a business or organization from an obscure group into a world-spanning empire within a year or less with you at the helm. Nice suits optional. In future jumps, you will be looked upon with respect and admiration among the upper class in addition to having all of these skills even if you don't own a business. Expect to get a lot of high-profile job offers and party invitations regardless of your starting social status.

Strength and Will [600] – Strong is an understatement, now. You have enough muscle strength to kill a monster with your bare hands or swing an axe several times your size effectively enough to chop even some of the most durable enemies in this world in half with a well-placed swing. Even better, should you have some way to tap into your fighting spirit through an Exsphere or other means, you can even make blasts through your hands strong enough to melt through even durable magitech prison cells as easily as a hot knife through butter. Good thing you can use your hands, right?

Ancient

Just A Mercenary [100] – So you showed up out of the blue and helped someone out. Why? Because you're just in it for the coin, that's all. You find it easy to integrate yourself into important or otherwise isolated groups by being willing to work for them, with them even glossing over asking you about your origins or your true motives. They might get suspicious if they're especially perceptive, but this is a good way to get involved with others with very little questions.

It's A Common Name [100] – On the topic of appearing harmless, you are an excellent actor and roleplayer when it comes to acting like you're less than what you are. A millennia-old ancient responsible for countless atrocities could play the part of a timid and well-meaning without breaking character for even a moment. Really, you just want to be their friend.

Under Their Nose [200] – So you're good at appearing harmless and integrating yourself into a group, but what about when you're actively using the resources of a large organization against itself. How do you get away with that?...pretty well, actually. You can go about your business while quietly gathering intelligence and items your organization would be very interested in without the higher-ups or even your inner circle getting suspicious. At least, for a while. Don't expect the charade to last forever, just longer than it normally would.

Seen It All [200] – It's all so tiring, isn't it? Getting tired of people, tired of the world, tired of everything. When you have lived for so long, you learn how to easily spot red flags in people's behavior as well as predict the goals of your less long-lived enemies more easily. This intuition lets you easily guess the 'plot' of what's happening around you just based on some conversations and encounters you have. You can find out one of your trusted associates is leaking information just by noticing their absence or find out what your enemies are planning just by where they're heading with this alone, although especially clever schemes might still evade your notice.

Glory to the Hero [400] – When you believe in a cause with all your heart, it's only natural those who share your passion will flock to your banner. You have a natural charisma to you that carries the weight of your ideals and your goals, drawing those who would believe in such to you and instilling in them an almost unbreakable loyalty. Those who have been oppressed or made pariahs will unify behind a hero who promises to end such treatment, while those who are vengeful will leap at the chance to strike at those who have wronged them. This loyalty eventually, if you wish, becomes fanatical to the point you could turn such oppressed peoples into a cruel avenging army against the rest of the world...or, if you're so inclined, a force for the good of all. It all depends on the one who is leading, after all.

Instruments of Civilization [400] – The current status quo was originally born of necessity, needing to split the worlds in two in order to restore some semblance of balance. The manipulation of history and erasing of evidence to the contrary came as a result of humanity betraying Mithos Yggdrasil with the murder of his sister Martel. Much like Cruxis, you now have a skill for revising history and culture, as well as the luck and happenstance needed to make your efforts stick. Killing or discrediting witnesses to the true history of the world will let you easily replace it with whatever narrative you seek to make, easily doing things like venerating ordinary people as Gods or Goddesses into a religion of your design or turning your organization into a seemingly divine and unconquerable presence across both worlds. Some may catch on eventually, but years of work can see you venerated as a hero even after genocidally insane actions you have taken are brought to light. The longer your efforts are made in this area, the more likely they are to stick for even millennia after the fact.

Kharlan Crafting [600] – While Cruxis controls both worlds both with the Church of Martel and the heavy hand of the Desians, it is not the greatest threat to this world's safety. It was the constant rediscovery of magitechnology and the use of terrifying weapons such as Mana Cannons that brought the world to its knees in the ancient times. Lo and behold, you are now a keeper of such terrible secrets. You know how to create magitechnology, advanced mana-fueled technology that can be built and used even by ordinary humans. Teleporters, gigantic structures that are much bigger on the inside, and even dreaded superweapons such as Mana Cannons are now possible for you to build.

That said, this comes with two warnings. One, Cruxis will be quick to hunt down and work to remove you if you try to openly build and distribute advanced magitechnology, especially ones that will throw the balance of mana off-course. Mana Cannons in particular will put you at the top of their hit list. Secondly, operating this technology as-is can eventually drain the mana from a planet, eventually depriving it of all life if too much power is used at once. A few devices or firing a Mana Cannon once won't do it. An entire world of civilizations powered by magitechnology exchanging fire with similar weapons will see life on said planet quickly becoming near-extinct in a generation.

Life For Life [600] – Although a fairly common sight among Desians and certain individuals in the world, Exspheres and their more advanced cousins the Cruxis Crystals hold a terrible secret. They are forged from the very lives and souls of living people, usually humans that had the misfortune to be imprisoned and enslaved at the Human Ranches. You now have the knowledge of creating these parasitic devices that, when appropriately filtered through a Key Crest, can greatly empower an individual or act as a perpetual energy source for advanced devices. All for the low, low price of a person's life as you shove their still-living consciousness into a small gem that cannot interact with the outside world in any capacity. Fun times! Possibly with some research and know-how, you may eventually find ways to create these without having to use human lives as well as creating safer forms for its use. You may even reproduce the effects of a fully developed Cruxis Crystal, giving someone ageless immortality and shapeshifting as well as other effects without the nasty side effects of being a Lifeless Being. Expect that to be a lot of work, though.

Items:
You may import any items you already have into the same type (a weapon imported into another weapon, a property attached to another, etc.). Properties may be set somewhere in the world or left as Warehouse attachments in future jumps.

A Cast of Crayons [Free] – Most of the obviously important characters tend to dress in unique, custom-tailored outfits that manage to survive an awful lot of punishment and travel without having to worry about things like laundry or how well armor fits over it. You now have a similar outfit that will always perfectly fit you. More strangely, even if you're wearing a full suit of armor underneath, you can still appear as if you're wearing this outfit. It also never gets dirty and will have any damage repaired the next day.

Starting Weapon [Free] – See your Fighting Style up there? You now have a very basic and simple weapon meant to compliment it, usually something made of wood or fairly cheap iron. It's nothing special, but it's reliable and surprisingly sturdy. You may import a weapon you already have, though this will only change its type to match your Fighting Style and little else (like changing a dagger or a spear to a pair of swords, and so on).

Devil Arm [600] – ...oh. I suppose there's an extra one. A constant in worlds similar to this one are demonic weapons known as the Devil Arms. While all have a vaguely established amount of power that, with certain rituals, can empower even a mortal human into a terrifying force to be reckoned with, the more immediately concerning issue is that these weapons grow strong with each life they take. You have acquired one such Devil Arm in the vein of your Fighting Style, miraculously free from the ritual a certain man seeks to complete. Aside from looking fairly grotesque and fleshy for a weapon, it does indeed grow stronger with each enemy it slays. While at first difficult to use and less powerful than even a mundane version of itself, as it kills more and more, the blade eventually becomes powerful enough to make short work of even the mightiest creatures in Aselia. This growth eventually ceases, but by then, very little in this world can withstand a direct attack from this weapon. Be mindful of its use, Jumper.

Exsphere [One Free, 100 each after/200] – Exspheres are, to put it very simply, object-bound parasites that can attach themselves to the mana of a living creature. When properly filtered with a Key Crest, it can boost their natural abilities and growth beyond their normal levels. When not, it will eventually mutate the wearer into a horrible monster with a very slim chance of recovery. They're also made of what used to be living people shoved into a golfball-sized gem. As they're ubiquitous to most individuals of note in both worlds, you're receiving one on the house. As an added bonus, it was made from the power of your nature as a Jumper as opposed to turning someone into one, so it's free of the nasty business of having someone's soul or consciousness trapped inside.

As for what it does, by itself the Exsphere unlocks some of the latent potential in someone and provides a minor boost to their physical capabilities and mana. This can be enhanced further by various EX Gems, attachments to the Exsphere that boost specific properties. These can do anything from making you stronger, faster, more accurate, or even effects such as boosting the experience and growth of the user or reviving them once from the dead in battle. Many of these stronger and more esoteric abilities are earned by combining certain EX Gems together, so be sure to experiment with them.

You will find various EX Gems in this world through exploration and adventure, but if you wish, you may pay an undiscounted 200 to guarantee you will find more in future worlds. Not only will these gems remain undiscovered until you seek them out, but they will be able to enhance or act in combination with abilities you gain in later jumps, letting your Exsphere support and boost you along the way.

I wouldn't mention keeping yours to Lloyd and company, mind you.

Cruxis Crystal [Free for Martyr or Ancient, 300 for others] – Sometimes referred to as Hi-Exspheres by those in the know, the Cruxis Crystal is an upgraded form of the original that is used to prepare the Chosen Ones for their sacrifice to restore their world's mana, as well as a common tool used to create the various 'angels' of Cruxis. In addition to having all the properties of Exspheres, it allows for the user to directly manipulate their appearance and growth at will through the Crystal. They can also freeze their ages and form in a likeness they prefer, letting them potentially live forever. If killed, their consciousness will be sucked into the Cruxis Crystal, still alive so long as it remains intact...though unless resurrected or attached to a compatible new body, they're very much trapped and helpless within it, a grim fate if one isn't prepared to handle it.

Finally, the user is able to spawn wings of angelic light (design of your choosing) enabling them to fly at their walking or running speed at will and dismiss them when not needed. These come with several 'spells' they can use even without Mana Affinity, such as firing rings of light from their wings or unleashing a song that enhances the abilities of nearby allies. The most powerful of these is Judgment, which calls down beams of light that can easily devastate groups of foes, though it starts with a long casting time when first discovered.

If you have replaced either Chosen One, then these abilities will be all unlocked over time as you visit various Seals or unlock them yourself. Otherwise, yours begins fully unlocked and mastered without any of the nastier side effects. You may attach or purchase EX Gems for future worlds the same way you would for Exspheres above.

Key Crest [One Free, 50 each] – I highly recommend you take this freebie if you're grabbing either of the options above, Jumper. As mentioned, Exspheres and Cruxis Crystals are normally extremely parasitic, feeding off the mana of their wearers and either horrifically mutating them or slowly reducing them to lifeless, emotionless husks respectively. These negative side effects are filtered by Dwarven crafts known as Key Crests, functioning as 'filters' for the devices and letting the user wield them freely. You receive one for free and using it in tandem with objects like Exspheres or Cruxis Crystals will let you attach them to yourself and use them without any fear of the aforementioned side effects. These can potentially be used on larger or different devices to make them safer or more efficient to use, but it will take some time to study and make those on your own time.

Gald [50] – Yes, that's what money is called in this world. Don't think about it too hard. Did you know that Raine's name is pronounced Refill in certain dialects? Anyways, this is 1,000 Gald you can use to buy food, supplies, or just whatever you feel like buying. You may receive another 1,000 Gald for each 50 you spend.

Idealist

Apple Gel [100] – A common if necessary item for when you're fighting monsters or going on a long-time adventure, these tasty little medicinal gels restore a small percentage of your maximum health upon use. They can be thrown onto someone or consumed the old-fashioned way to be used. You receive ten and regain one used Gel each day.

A Goodbye Present [100] – For the sentimental types. Inside of this small box is a gift, something like a piece of jewelry or a hand-crafted charm. Whoever you give it to, the gift inside of the box will take the form of something that expresses your feelings towards the receiver, often something of emotional value to the person receiving it. For those you don't especially care about, the box is empty. You receive a new box with a new gift each jump, but the contents are always something mundane if significant to the receiver if they do warrant a gift.

Artificial Spirit [200] – True Summon Spirits are born from the mana and elements of the world, being unique creatures that aren't easy to reach or make pacts with. Hence why summoning is a mostly-lost art these days. This in mind, some have tried to make artificial summon spirits like Corrine in order to study it more thoroughly. This is one such spirit, being a small animal of a species of your choosing. Not only will they appear when you need them, even if you lack normal summoning abilities, but given time they will eventually mature into a new Summon Spirit that has greater capabilities. Plus, depending on their species, they may grow large enough for you to ride on their back. So that's neat! You also receive research notes on how to create similar beings, though this doesn't come with the resources or intelligence needed to make use of them.

Jumper's House [200] – There's no place like home! Located not too far away from a friendly town and hidden by the wilderness is a comfortable two-story home made of common materials available in the world. Most will avoid or fail to locate this place unless you lead them to it or an especially determined tracker is after you and has some local wildlife you can hunt or tame at your leisure. It's nice to have someplace you're always welcome, isn't it? If you like, you may have inactive companions stay here, though I'll note that it's not really designed to sustain more than eight people by itself.

Craftsman's Workshop [400] – It's going to be hard to make weapons and gear if you don't have the place to do some proper crafting, you know! This is a room containing everything you need to make weapons and gear in this world. A forge for weapons, a tanning rack for skinning enemies, and so forth. Anything not needing advanced magitechnology or more can be made here. It also comes with a stock of the most common materials in the world, such as iron and steel. More uniquely, you can combine certain unique materials you find into stronger equipment or items, which includes a recipe book for doing so. In future worlds, this book will update to account for what's available in future worlds, though it won't help much with more advanced technology as before.

Protozoan [400] – They would probably take offense at being considered an item, but this a person-sized 'dog' that is not only exceptionally clever but can comfortably hold a group of grown humans on their back without issue, running fast enough to avoid encounters with monsters while covering a large distance in half the time traveling on foot would. Of course, this isn't a normal dog at all, but an evolving life form that originated from the ancient days of the world. After a thousand years from purchasing them, they will evolve into a skilled and naturally talented human when it comes to the arts of fighting evil, and will become a full companion from that point on...unless you don't want them to. Then they're a horse-dog forever. You wouldn't do that to them, would you?

Angelus Exsphere [600] – Do NOT let the Desians figure out you have this. This is a unique Exsphere with all the properties of the one above, but with one caveat: It does not remain static or dependent on EX Gems. This Exsphere will steadily grow as it is used, enhancing the boosts the user receives slowly over time. In addition, it will develop new powers and abilities to grant its user, eventually even gaining the properties of a Cruxis Crystal and beyond, such as spawning a pair of light wings for the user or absorbing the abilities of another Cruxis Crystal temporarily or permanently. Eventually, given time, it will vastly surpass the power of its predecessors, though it's difficult to say how much or how soon. Maybe with some tinkering, you could more directly control the process or what it enhances? Either way, it will adapt to your new abilities and powers you gain in future worlds, letting it act as an enhancer that grows along with you.

Keep an eye on it.

Eternal Ring [600] – Where did you even get this? Made of a combination of unique materials and abilities, this is an extremely powerful ring that enables even humans without any Mana Affinity to wield extremely powerful items or artifacts that are normally picky about their users. A ring like this is normally designed to enable a human to wield the Eternal Sword, but since you're paying out of pocket for it this one comes with a few other neat tricks. In future worlds, you can wield magical items or artifacts that normally have a requirement or specific type of individual to use them, so long as there's no sapient force within them (such as Origin for the Eternal Sword in this world) that can refuse you anyways. Secondly, functioning as a sort of person-sized Key Crest, anything you wield in your hands while using this ring will lack any dangerous side effects or physical backlash you would normally experience, potentially letting you use extremely dangerous items of power or energies that would vaporize someone unprepared for them.

Scholar

Orange Gel [100] – Otherwise identical to the Apple Gel, this one instead restores a percentage of someone's mental stamina and internal mana, replenishing magical energies one uses with complicated Martial Artes or spells. You receive ten of them and regain one each day, up to the maximum of ten.

Spicy Cake [100] – A certain half-elf tried making a dish like this, so I couldn't resist sharing it with you! It's a spicy cake. As in, yes, it's a normal bakery food that someone tried to make spicy by adding various heat additives to it. It has a...unique flavor and texture, though not one I would call enjoyable or even good. You a fresh one each jump and its recipe. You know, if you really want to try and improve on it.

Mana And You [200] – Powerful spellcasters that live in towers and read books all day are something of a dying breed in Aselia if they even existed in the first place. While some magical tomes exist, most are either practical books explaining mana or extremely powerful artifacts. This is the former. In addition to teaching the basics about mana use, it also teaches basic spells and how to expand on both elemental arts and the healing arts for those who can cast magic. While it doesn't provide Mana Affinity on its own, it's an excellent way to teach someone with the potential how to use the magical arts from this world. If only there were other ways to share that...

Miracle Bottle [200] – There's plenty of ways to get poisoned, paralyzed, or worse when you're traveling on the open road. Luckily, you have this handy little cure-all medicine. These are ten bottles of a miracle medicine that will immediately cure physical afflictions such as illness, poisoning, or even things like debilitating curses. In RPG terms, this removes status effects, though it can't fix death or things with still-existing causes like parasitic Exspheres. You'll have to fix those some other way. You receive ten bottles and regain spent bottles at a rate of one per day.

Spirit Ring [400] – If you're tossing around powerful spells left and right without being interrupted or stunned, it stands to reason you're going to run out of your personal mana pool sooner rather than later. That's where this nifty ring comes in. Acting as a sort of repeating Orange Gel, it will restore a tenth of your maximum magical energies every few seconds, even if you're under the pressure of a life-or-death situations.

Otherworldly Gate [400] – Normally, traversing between the two worlds is at best extremely difficult without the aid of magitech like the Rheihards. Despite this, there is a specific set of ruins that allow one to travel from Tethe'alla to Slyvarant at certain times. You now know the location of an identical set of ruins that allow you to travel to the opposite world from the one you started on. Unlike the original, this is a two-way portal that will allow you to move between either world at will, albeit at the same location the Gates are both found. This has the added benefit of letting you move without attracting Cruxis' attention, as they're unaware of this Gate or any movements between the pair. In future worlds, identical ruins in future worlds will let you and companions move between either two planets or two dimensions existing in the world at will, chosen and remaining the same at the start of said jump.

Research Academy [600] – Trying to compete with Sybak, are you? This is a city-sized university and research institute that you are now the proud owner of. Not only does it contain plenty of books detailing the history, mechanics of mana and magic and known sciences of this world, but there's a full staff working as both researchers and teachers to any students you allow to attend. In addition to receiving a percentage of any tuition fees you set, you have complete control of the curriculum and can easily set the institute to teach any skills or sciences you yourself have learned after a few meetings with the teachers. In future worlds, the library and knowledge base will update to include all commonly known history, magic and sciences while working to recovery any lost ones as best they can before the jump is out, unless you tell them not to.

Mana Cannon [600] – Behold, the cause of so many of the ills of this world in both the past and the distant future. This large building appears to be a stone lighthouse located in the middle of the ocean, but is in truth a destructive superweapon that can wipe an entire city or chunk of continent off the map by utilizing the ambient mana around it. Having a planet-wide range that can either kill anything living through a wave of energy that reduces any life down to skeletal dust or a gigantic beam of light that can vaporize what it touches on impact, this is the ultimate weapon of mass destruction in both what it does and the long-term mana drain it causes. Firing this enough times could see most life on Aselia wiped out in a generation, hence why Mithos was so desperate to remove them from the world back in the day.

Currently, nobody knows you have this. That will probably change if you fire it while you're in this jump. Are you sure you need this, Jumper?

Martyr

Jumper-Shaped Hole [100] – Okay, hear me out. This is a hole in a building or wall of your choosing that has a dent identical to the shape of your body, as if you went tumbling through it. For some reason, it turns into a popular tourist attraction that is associated with you if you, for whatever reason, are a famous or public figure. Regardless, nobody bothers fixing it so long as it's not anything crucial like a dam or something. At least it will have a funny story behind it, right?

Life Bottle [100] – While reviving the dead is an extremely complicated and difficult affair, as Yggdrasil would admit to nobody out loud, reviving the unconscious or the only-mostly-dead is fairly common in both magic and healing items. When someone is knocked out or at death's door from injuries, force feeding or spilling this over them will jolt them back to life. They'll still be considerably hurt but at least they're not dying! This doesn't work on death by natural causes or more esoteric reasons, such as a missing soul, mind you. You get ten bottles and get a new one to replace any used ones once per day.

Dog Shelter [200] – Wasn't the dog option earlier? Anyways, whether because you especially like animals or just have poor impulse control, you now have about twelve of an animal type of your choosing that exists in the world. They're all well-trained, well-behaved, and very affectionate...to you. Depending on what you choose, that might not be the case. This also comes with a building to comfortably shelter them and all things you need to care for a ridiculous amount of pets. Nothing bigger than a horse or as smart as a dumb human, though.

Meal Ticket [200] – Not literally. No, not figuratively, either. This is a little golden pass with the signature of whatever is considered the most important royalty or authority figure in the area with your name on it. Waving it at the door of any private party or important meeting will let you attend, no questions asked, as if you were expected or invited. People might be a little confused or confront you if you make a scene, but consider yourself invited to any normally-private parties. Unless you become a public enemy of some kind. Then this ticket doesn't really amount to much of anything.

Lavish Mansion [400] – Why settle for a shack in the middle of nowhere when you can live in style and wealth? This is a three story mansion with enough to provide comfortable living for up to about thirty-two people, all while having a crew of well-trained butlers and cooks to manage the place for you that are all loyal enough to stick around without any real complaint. Like the House, you may have inactive companions hang out here if you want. In future jumps, this will be located in a populated area where you're welcome or just on a fairly comfortable plot of land near where you start.

Unicorn Horn [400] – Normally, one of these can only be acquired by a pure maiden, but since you're paying for it we're just going to ignore that. As you may have guessed from the name this is the horn of an extremely rare creature with healing properties. A healing Artes user may use it to gain insight on more advanced spells, up to and including reviving the knocked out or dying back to full health with a powerful Resurrection spell. If you're not the magical type, you can instead break the Horn over someone to completely heal them of any ailments, even advanced diseases such as Toxicosis or something more esoteric. Doing so will cause you to lose the Horn until the next jump, mind you.

Sanctuary [600] – The Chosen Ones are often helped along by their journey through the Church of Martel, various chapels opening their doors and providing shelter and supplies in support of their ongoing Journey. Whether or not you're Chosen yourself, the Church of Martel in both worlds have put you on the top of their list of people to support short of the actual Chosen One. This means you will have access to safe and isolated locations to rest and recover in, with the priests even hiding you from or misdirecting any authorities in pursuit. Resting overnight in these will see you and your companions completely healed within it and you won't have to fear any ambushes at night unless you directed an enemy right there. Some are even located near comfortable hot springs for you and your companions to relax in. In future worlds, similar chapels based around a religion of your choosing will provide similar sanctuaries for you.

Elixir [600] – Blah blah blah healing blah blah blah ten with one new replacement each day blah blah blah hooray. Unlike the others explained earlier, this one immediately restores someone to full health and completely restore their internal energy reserves. It can't jumpstart the dead like a Revive Bottle, but you can bounce back VERY quickly in a fight with one of these. Use them carefully!

Pariah

Handcuffs [100] – For convicts, those arresting somebody, or someone who wants to make things more interesting behind closed doors! Or someone atoning for killing someone they loved in self-defense, who knows? This is a pair of cuffs that perfectly fits whoever it is attached to. If for whatever reason you put them on yourself intentionally, they won't budge or break unless you want them to. Somehow, even if you lack extra limbs or ways to cheat it, you're not inconvenienced by not being able to use your hands that much.

Sacred Wood [100] – A unique type of wood found near Ozette in Tethe'alla, as if to compensate for how xenophobic the locals are. Often used for religious ceremonies in the Church of Martel, this wood has a melting point several times higher than regular wood, making it ridiculously durable and excellent for crafting certain materials. It is also heavy enough that a pair of grown adults have no chance of carrying it without help. Mind your posture.

Wonder Chef Pack [200] – Donated to you by a mysterious shapeshifting chef from another world, you now receive a box containing a bunch of travel-friendly and fresh cooking ingredients from all over the world on command! So long as you're not in a battle or a dangerous situation, the Wonder Chef will provide you everything you need to cook an intricate meal after an adventure or a fight. Whether you're making basic sandwiches or something a bit more gourmet, you will always have what you need to put together a dish for yourself and up to three other people. Maybe more or less, depending on their appetite!

Magic Lens [200] – This one is a little out of theme, isn't it? Well, this is a magical lens that will give you an idea of the capabilities of an enemy you are currently fighting as well as a solid picture of how much more physical damage they can take before being defeated. Should you have some way to record information, any insight the Lens gives you on your foe will be automatically transcribed to it after the battle has ended. How? It's magic, duh.

Resort Town [400] – Because when bread and circuses are required, nothing beats a fancy vacation town! Whether through owning several businesses or running it yourself, you are now the proud owner of a town-sized tourist trap. Featuring a theme park, a beachside area, a fancy hotel and casino run by an experienced crew, it will appear or be situated near a populated area and draw in plenty of customers. Ideally, it will be placed near a temperate enough climate to be comfortable for the guests. Naturally, you will be receiving any profits that the town happens to generate.

Katz Village [400] – Yes, they are people wearing giant cat suits of various colors. Don't think too much about it. The Katz, as they're called, are collectors and sellers of strange objects while also rigorously grading the progress of any adventurers they come across. This village (or a traveling caravan if there is no feasible way for one to survive) has three uses. One, you will be able to buy materials and items from past jumps here, so long as they were available for sale and aren't especially unique. Second, when you reach certain thresholds in your journey like a certain number of enemies slain or an especially stylish 'grade' on your performance, they will reward you with useful items and equipment tailored to your preferred adventuring style. Third, if you ever wish to review certain moments in your journey, they can play back any Skits or notable moments in your chain back for you as if you were viewing a movie.

Exsphere Mine [600] – There were enough of these that they could be mined out of a mountain? That's extremely disturbing. Much like the one in Tethe'alla, you are now the proud(?) owner of a mostly untapped Exsphere mine complete with employees and some mild amounts of magitech gear directed at unearthing them. You could easily provide an entire army's worth of Expsheres from a few days of excavating this mine, or power certain magitech devices. Just don't think too hard about where they came from.

Jumper Company [600] – Ah, so you ARE a rival to the Lezareno Company? Whether a merchant empire or a very early example of a corporation, you are now the proud owner of a large and well-established business in your starting world. Not only are they well-known and profitable in whatever industry you choose to focus on, but all of the employees see you as a model boss and will work their hardest for you so long as you don't openly antagonize or abuse their goodwill. In future worlds, you will likewise begin with a large and profitable business with a nature relevant to the world you're in. Optionally, you may fold other businesses and establishments you own into this company, likely catapulting it further. That or making a mess of the economy. I don't know, Aselia hasn't quite gotten to that point so far what with Cruxis and the constant magitech wars of yesteryear.

Ancient

Inferior Beans [100] – I'm not sure what these are doing here, honestly. It's a few containers of what look to be extremely plain beans. They don't really have any special function, but they will bring down the quality of any sort of food dish you apply them to. May also give you an urge to loudly proclaim how beneath you other people are, but you don't have to act on it.

Wanted Poster [100] – In case you need to hunt for someone in particular. This is a stack of several blank wanted posters. Upon touching it, you may designate someone you have seen in your mind as its target, causing a fairly accurate and well-drawn picture of them to appear on the poster. It doesn't have any other effect but it helps if you're needing help to find a missing person or hunt them down. Alternatively, you may have the drawing appear as inaccurate and unflattering as possible.

A Doll [200] – Not quite a full person, this is an artificial individual with an appearance of your choosing that has the body of one of the available races in this jump. They speak in a monotone and will obey and commands given, but otherwise lack the capacity of a living, thinking being. They have two uses beyond being a possible caretaker or source of manual labor. One, their lack of a complete being enables them to easily become a vessel for a filled Cruxis Crystal or similar device, letting the consciousness within take over completely and use it for their body. If used for this purpose, you will gain a new Doll with a new appearance of your choosing next jump. If instead you grow attached to this simulacrum, repeated conversation and interaction with it will let its personality develop from a robotic one into a full individual, letting them become a companion. If you do this, however, you won't get a new Doll to replace them. I suggest deciding what you plan to do with them early.

Rheihards [200] – Who bothers with walking once you can fly? This is a set of four flying machines that can cross an entire world within minutes while comfortably holding two people each. Normally in need of a pact with the Summon Spirit Volt or a regular mana flow to be used, this particular set is able to fly using nothing more than ambient mana in the world. Or something like that, since they operate just fine in worlds without mana or magic either.

Renegade Base [400] – While the majority of Cruxis and the Desians consist of ruthless half-elves who suffered under discrimination and instead became cruel oppressors themselves or fanatics following the will of Yggdrasil, not everyone is on board with the status quo. Normally these Renegades would be under the exclusive command of Yuan, one of the Four Seraphim who has quietly betrayed Mithos for his own reasons, but it looks like a band of them have rallied to you instead. Regardless of their reasoning, this is a group of ex-Desians numbering about two-hundred in total and a fully stocked magitech base to arm and supply them. How cruel or kind they are is up to you and your preferences.

Aionis [400] – Needless to say, the fact one needs elven blood to use the ever-advantageous power of magic in this world is...inconvenient, to put it mildly. There is a known if dangerous procedure to get around this requirement and it involves eating this glowing rock. Upon ingesting it, a very painful process of granting the one who consumes it Mana Affinity will begin. If they're strong enough and survive, they will gain the ability to use magic in this world. If not, well, the one who did the deed will likely be too dead to care. Because you're paying for this, the lethal risk part of doing this is removed and you may grant others the ability to learn and use this world's magic by feeding this to them. You receive a new stone to replace the old one every month. It will still hurt like hell to consume, though.

Tower of Salvation [600] – Yggdrasil is going to be very confused and alarmed if he finds out two of these exist in the world. This is a copy of Cruxis' primary base and where the regeneration of the world is meant to begin, as well as the decline of its opposite. It functions as a gateway to both worlds, existing in them simultaneously. It is several miles tall with space-defying interiors that go on within it, extending all the way into the upper atmosphere. In addition, it is guarded by a few thousand fully-armed 'Angels' all with fully matured Cruxis Crystals, though it's up to you if they're emotionless Lifeless Beings or retain their cognitive and emotional abilities. It also includes several manufacturing facilities for new Exspheres and Cruxis Crystals, as well as the ability to further research and develop them. Strangely, while it's not as quick as the normal method, these facilities do not require the sacrifice of living beings to create more. Will you use this for kinder purposes or simply make a new Cruxis, Jumper?

Mana Seed [600] – Let's hear it for item number three you definitely shouldn't have! This is an immature Mana Seed, an artifact of great power and mana that will one day germinate into a proper Mana Tree. At least, that's the theory. The worlds in their divided state can't properly sustain such a bounty and thus germinating it while they're separated is ill-advised. As for what use it has, the Mana Seed by itself exists as a perpetual magical energy source, quickly replenishing any mana from beings or machines used to draw on its power. Should it ever be taxed or exhausted excessively, instead of dying it will simply become dormant for twenty-four hours before returning to its normal state. Even in its immature form, it can sustain mana and power for an entire planet of life so long as something as excessive as Mana Cannons weren't being used all at once.

It may be possible to eventually germinate into a Mana Tree, letting it sustain the life and provide the power of mana to an entire world. If you choose to do so outside of one of your properties, you will receive a new Seed in the next jump. If you choose to do so within something you take along with your jumps, it has all the benefits of an immature Seed tenfold, though it will still become dormant if used too greatly.

While the current world is in a tenuous situation, maybe you'll find a use for this somewhere in the future?

Companions:

Import [50] – Want a to create a new companion? Or give an old one the ability to blend in more easily to this world? For 50 points each, you may import or create a companion of your choosing, giving them a free race and background (except for Ancient, which is instead discounted). They have 600 points to spend total.

Canon [50] – Or maybe you want to bring someone in particular along? For 50 points each, you may bring any surviving canon characters in the world with you along for your journey as a companion if you can convince them to come along. **If you took Journey of Regeneration, you may take any surviving canonical party members with you for free, though you still need to convince them to come along.**

Drawbacks:

Journey of Regeneration [+0] – Your starting location is changed to near the village of Iselia. Events will conspire to have you join the party of the Chosen One as a protector or get roped into Lloyd Irving's banishment from the village. Events will conspire to make you part of the overarching story of this world, which will put you in the center stage of what will eventually become a quest to unite both worlds and end the sacrifices of the Chosen system. While you can still change events with your own intervention if you wish, events will otherwise follow canon if you don't make any effort to change things. You will still play some sort of role, however.

Dawn of the New World [+0] – As it turns out, Aselia's history doesn't end with the union of both worlds and the birth of a new Mana Tree. The tension between Slyvarant and Tethe'alla is quick to turn to a new conflict, as well as the awakening of a certain spirit that plans to end humanity itself. Or maybe that didn't happen at all? You may decide if Dawn of the New World is canon or not and whether to plotbind yourself to it under the same conditions of Journey.

Shunned [+100] – Whether by birth or being blamed for some misdeed, you are shunned in most public society at large and treated as, at best, a second-class citizen. For half-elves this is substantially worse as even by the normal standards of discrimination, you're considered a favorite punching bag. Expect to be overcharged, ripped off, having rocks thrown at you and names called, and increasingly worse conditions the longer you stay somewhere. Retaliating will be seen as validation to their claims.

Bounty [+100] – If you have started in Slyvarant, the Desians have deemed you as a threat and are now placing some (terribly-drawn) wanted posters of you in all the populated towns. They will actively work to hunt you down and capture you for 'processing' in a Human Ranch. Failing that, they will opt to kill you. In Tethe'alla, the Pope has deemed you a heretic and a threat to the world's prosperity. While he doesn't want to turn you into an Exsphere, expect to have the Papal Knights hunting for you each step of the way. Their wanted posters are also much more accurate.

If you would like, you can take this drawback twice to be hunted by both forces, ensuring fleeing to the opposite world won't be sufficient means of escape.

Book Dumb [+100] – It's not that you're stupid, really. Your emotional intelligence is mostly intact. It's just that things like scholarly learning or things you would be graded on in school aren't really you're specialty. In addition to being more forgetful to the point of forgetting to get someone a gift before they leave town forever, anything more complicated than multiplication tables will give you a headache or easily confuse you. While you can grasp such concepts eventually, you're not going to be the brains of your party.

Okay I Believe You [+200] – With how many red flags various party members collect or display as this journey goes on, it's a surprise nobody else realizes someone is a potential or eventual traitor or that someone should at least sit down and talk to someone. Not only are you more gullible and fail to notice these warning signs until someone has openly turned against you, but your party members and companions are more evasive in talking about their issues or opening up to you. You can eventually overcome this, but it may take a few life-or-death situations before it sinks in.

These Hands of Mine [+200] – You have committed some sort of terrible sin using your hands, perhaps having killed a loved one or some other misdeed. Regardless of what it is, your guilt for it is so severe that you have willingly bound your own hands and refuse to ever use them for violence or killing ever again. If this isn't a problem for you or you've transcended the need for hands, then it is some other commonly-used power, skill, or limb of yours that would be inconvenient to hold back. Note, doing things like basic living needs or destroying inanimate objects does not count as breaking this self-imposed vow.

Why Does It Have Teeth?! [+200] – A particularly dangerous creature in both worlds is a Mimic, a monster designed to look like a treasure chest that commonly holds valuables in certain parts of Aselia. Not only are they living traps designed to draw in wary adventurers, but they're surprisingly durable and even know how to cast magic. While originally a rare occurrence, you can't help but run into these every other day. Chest in the middle of nowhere? Mimic. A crate of supplies sent by allies? Mimic. That giant container? Even bigger Mimic. It won't be every single container you come across, but just enough to make you paranoid while sparse enough that you'll be in danger if you let your guard down.

Heaven's Wrath [+300] – Somehow, someway, Yggdrasil has learned about your arrival and the potential threat you pose to either the balance of the world or his attempts to resurrect his sister. Even if you choose to save both his sister and the world in a way that would somehow satisfy all parties, his mad denial and insanity won't accept it. The entirety of Cruxis has mobilized against you, wielding both advanced magitechnology. They will start by sending the Desians after you. Failing that, holy light from above will smite you and properties you own. When all else fails, entire hordes of angels and the surviving Seraphim will move against you. They've been briefed on your abilities and will work to devise any sort of magitech-based ways to defeat or, failing that, seal you away. Should they successfully incapacitate you somehow and you can't break free before your ten years are up, consider your chain over.

Two Died That Night [+300] – A terrible tragedy has happened in the distant past. The infant Lloyd died with his mother several years ago. Kratos has fallen into a deep depression and no longer has the will to oppose his former student, simply carrying out his duties with a complete lack of enthusiasm. Colette's self-sacrificing tendencies are worse without Lloyd to latch onto in her childhood. The world is well on its way to continuing this grim and stagnant status quo.

This is where you come in. You must carry out the events to the Journey of Regeneration in Lloyd's stead, uniting all of the original party before merging both worlds and defeating Cruxis, ensuring the germination of the new Mana Tree and the rebirth of Martel as its guardian spirit. Failure to do so before the decade is out will see your chain end in failure. Obviously, you cannot replace or recruit Lloyd if you take this drawback.

You survived ten years? Then we all know the normal choices by now, don’t we?

Go Home?

Stay?

Move on?

Notes:

Tales of Phantasia update forthcoming, as well as potential scenarios.

Will add Dawn of the New World content later on.

The answer to any question is Fanwank It.