

A Jumpchain CYOA
By HeavensAnon

What was the start of all of this? When did the cogs of fate begin to turn? Perhaps it is impossible to grasp that answer now, deep within the flow of time…
But, for a certainty, back then,
We loved so many, yet hated so much,
We hurt others and were hurt ourselves…

Yet even then, we ran like the wind,
Whilst our laughter echoed,
Under cerulean skies...

Welcome to the El Nido archipelago. The year is 1020 A.D. and things are about to get a little bit confusing. In this world, the kingdom of Porre became a military dictatorship several years ago and has asserted its iron grip on the rest of the planet, having overthrown and forcefully annexed the Kingdom of Guardia. The capital of El Nido, Termina, has been occupied by Porre for three years after the disappearance of the Acacia Dragoons - its sworn knights - who protected it, after an expedition into the mysterious Dead Sea.

But in Another World parallel to this one, the Acacia Dragoons are alive and well, and El Nido still exists outside of the grasp of Porre's sphere of influence. The leader of the Dragoons is beginning to take counsel from a mysterious panther-man named Lynx, all while the iron grip of fate guides all who live within the world.

These worlds exist, similar but separate, two divergent timelines where angels lost their way. And now, one day after your arrival, a boy named Serge will travel from one world to the next and be caught in this twisted tale of time…

What will you do in this world, Jumper?

Locations: Roll a 1d8, then roll it again for the World you enter. If you roll an 8, you may choose any location in either World.

1-4: Home World
1 - Arni Village - A simple fishing village. Hometown of Serge and Leena, currently just a young couple enjoying a sunny day.
2 - S.S. Zelbess - A resort ship full of tourists and ill-treated Demihuman laborers, in debt to the depressed shyster Captain Fargo. Challenging him to a bet is probably not a good idea.
3 - Termina - A port city and previously the center of power for the Dragoons, now occupied by Porre. The atmosphere is oppressive and tension quietly stews between the locals and the occupying army.
4 - Opassa Beach - A strange beach, where the crossroad of destiny waits. Certain individuals can see a small, transparent wormhole on the beach...the gateway to Another World.
5 - Marbule - Once the home village of Demihumans, it is now deserted and inhabited by harmless but ghastly phantoms.
6 - Hermit's Hideaway - An empty island in the middle of nowhere. Full of trees and life, but little else.
7 - The Dead Sea - A sea containing ruins from a distant future, torn and decaying among time-frozen waters.
8 - Free Choice - Anywhere in Home World.

5-7: Another World
1 - Arni Village - A simple fishing village.
2 - S.S. Invincible - A pirate ship run by the dreaded but fair Captain Fargo. He's a little confused about how a landlubber like you showed up, but he'll be happy to welcome you to his crew, or even drop you off somewhere...for a fee!
3 - Termina - A port city and the center of power for the Acacia Dragoons. A festive town full of various merchants from all over the El Nido.
4 - Opassa Beach - A strange beach, where the crossroad of destiny waits. Certain individuals can see a small, transparent wormhole on the beach...the gateway to Home World.
5 - Marbule - The village of Demihumans. Humans are not welcome and will be quickly ostracized or thrown out, though the Elder may be convinced to let you stay should you have good intentions...but it's best not to ligner. The Black Dragon sleeps in a cave nearby.
6 - Hermit's Hideaway - An empty island in the middle of nowhere. There's some signs of activity...does someone live here?
7 - Chronopolis - A futuristic building containing phantoms and malfunctioning robots. FATE waits within, trapped by its own security system.

8 - Free Choice - Anywhere in Another World

Age and gender may be decided freely, though you are no older than 70.

Races: [Choose One]

Human - You should be familiar with these by now. Two legs, two arms, the most common race on the planet. Not much to say.

Demi-Human - The often (but not always) animalistic humanoids, which includes beings like mermaids, fairies, dwarves, and so forth. Not to be confused with the Mystics of old, they were originally the native inhabitants of the El Nido mainland before being scattered by the Dragoon settlers who colonized it. They possess some natural properties by virtue of their race - fairies can levitate, mermaids can swim and breathe underwater, and so forth, but little else beyond that. They're also not very popular in Termina.

Oddity - And then we have the just-plain weird. Maybe you're a clown magically reanimated into a skeleton, a strange voodoo doll, or even an alien from another world. You may choose any bizarre form that doesn't fit into the above, though you won't have any innate advantages stronger than that of a normal Demi-Human. You may also opt to be a dragon this way, though you start as a juvenile dragon like Draggy.

Backgrounds:

Drop-In - Ah...lost child of time, you've washed onto the shores of this world. No one knows your name, who you are, or where you came from. Even if this sea, this sky, looks familiar to you, it looks like nobody remembers you at all. Where you go and what you do is up to you. You can claim to be whatever you wish, even a member of a notorious (and imaginary) band of thieves, and there will be little evidence to the contrary.

Villager - There's not much to do in the El Nido, truth be told - the mainland alone is fairly self-contained, just a fishing village or two and Termina to keep things busy. So why does destiny seem particularly fond of such humble origins? You're a modest soul, nothing extraordinary about you...but time seems to disagree with you.

Soldier - Whether an officer of Poore or one of the Dragoons, you are accustomed to a military lifestyle. A noble knight or an average grunt? It doesn't really matter, because either way you are a disciplined soldier ready for war. Your journey will be defined by the blade you wield and the side you wield it for.

Enigma - You don't quite belong here, and it shows. You don't fit in the El Nido and you have strange abilities from a distant or long-forgotten time...perhaps even the future. The fate of the

El Nido hangs in the balance, and you may be one of those who can make a real difference in that...or not. The choice is yours.

Perks:

General:

Innate Element [Free] - The most important items of note in the El Nido are Elements - one-time use ‘spells’ that act as a substitute for magic, now commonly available in shops for use by both adventurers and soldiers. These Elements are usable once per battle or immediate conflict, refreshing after just a few minutes of rest without any stressful activities. You, like others on the continent, have an innate element that resonates with your personality or just your appearance...and unlike others, you get to choose it. Any Elements or similar magic you use that match the Element you are innate to will enjoy a slight increase in damage and power. As a trade-off, however, any damage you take from your innate Element’s opposite will increase slightly until the jump has concluded. If this is a dealbreaker for you, you may opt out of this perk and be ‘Neutral’ in terms of Elements - where you deal or receive no extra damage from them.

This also gives you access to three ‘Techs’ - Elements tied to your choice that deal damage using a gimmick or attack that matches your fighting style and abilities. A feline demihuman with the Black Element could launch an army of demonic panthers at a foe, while a Red Element thief could swiftly steal an item from an enemy. These enjoy the benefits and downsides of a regular Element, but can be customized to match your own capabilities. You start with one of the three, and learn the rest over the course of a journey or a long period of training, with each being more powerful than the last.

‘Basic’ Weapon Training [Free/100] - You know how to effectively use any single weapon of your choosing and can wield it just as efficiently as a normal sword, as if you had been using it your entire life. This could include swords, bows, rayguns, staffs, frying pans, your own teeth, and so forth. No matter how impractical or strange this choice of weapon is, you can use your strength and skill to deal a fair amount of damage with it, especially as you grow in experience or power. For 100 points each, you can buy this multiple times for different weapon types.

Life - Faraway Promise [Free] - Such sounds you hear...such beautiful music. They don’t really make them like they used to, do they? The entire soundtrack of Chrono Cross is now available for your listening pleasure, playing in your mind or the background at a volume you find appealing. Others won’t hear or acknowledge the music unless you wish them to. As a bonus, both you and any companions you have or gain get their own theme songs in the same style of music.

Humans:

Where Credit Is Due [100 - Free for Humans] - Humans did this, humans did that...it feels like everyone places the sins of the father or even completely unrelated individuals at your feet. Why not make them see you for who you are? No one will ever hold you personally accountable for misdeeds or tragedies you had no hand in, so long as it was no more than an indirect consequence or honest mistake on your part. If others judge you, it will be for what you chose to do - not what others chose for you.

Find This Person, Fast [300 - Discount for Humans] - The ultimate bane of a fleeting lifetime - missed opportunities. An innocent life you could have saved, extinguished. A powerful ally, never met. A tragedy, finished before you could lift a finger. No longer. When you seek something to aid you on your quest, or even just happen to be wandering about, you will encounter interesting people and items that can aid you in your long-term goals, and so long as you're willing to adventure for it, you will never miss out on golden opportunities to bolster your ranks or aid someone in a way you would approve of. Just note you can't fix all the world's problems this way - just the problems you have the time of day for.

Legacy of the Flame [600 - Discount for Humans] - There was a time when humans lived in caves and spoke in broken sentence fragments and grunts, until a calamity fell from the sky - a 'big fire' that propelled them forward on the evolutionary ladder. This granted them art, culture, civilization - and most of all, hubris. Good thing you only got the good parts of that deal, huh? You are a living paragon of this evolution, able to quickly learn and master new skills and abilities as you gain them in mere days or weeks as opposed to months or years. In addition, improving your physical body through biological or natural means will almost always yield positive results, twice as quickly as they would normally.

Demi-Humans:

Star-Crossed Lovers [100 - Free for Demi-Human] - Demi-Humans are looked down upon by other Human beings, often used as a labor force or just something to blame when things go awry. So it may come as a surprise that some, like a certain sea captain, are drawn to them anyways - you will find you have a strange and exotic allure, despite your physical appearance and the form you take, able to attract those of your desired gender despite difference in species or even social status. They have to be capable of such attraction to begin with, however.

They Are To Blame! [300 - Discount for Demi-Human] - It's understandable to be upset when a great tragedy has befallen you or those you cherish - you may even place the sins at the feet of someone who had not meant to do you harm. And...they just accept this, for some reason? You are able to assign blame for any sort of grievance or tragedy you suffer and guilt a tangentially or unrelated party, and not only will they take responsibility for it, they will actively work to make amends for what you suffered so long as it is within their nature to do so - a would-be hero is more susceptible to this than a heartless villain. Should you assign blame to someone ACTUALLY responsible, they will have no choice but to accept the gravity of their actions and

any hypocrisy behind it...perhaps paralyzing them with guilt or madness if they were weak willed or misguided.

Legacy of the Dragons [600 - Discount for Demi-Human] - The Demi-Humans of the El Nido are its rightful owners, once living in harmony until the Viper Clan displaced them. Indeed, perhaps this is an echo of a long-time conflict between nature and humanity, who evolved through 'unnatural' means. The destiny of your people lies in being the true masters of planet Earth, to take back what was stolen from you. When you battle against human beings or any sort of artificially evolved being, you will find your blows strike harder, your Elements burning with twice as much destructive power, and all of your abilities similarly boosted. The more artificial or forced a being's growth, whether guided by some sort of destiny or bred from an alien being's ambitions, the more damage you inflict. In addition, you have a green thumb few would dream of, able to almost magically turn a desert into a lush greenland with a mere week of dedicated effort, restoring life and clearing the land of any pollution. Strangely, this even persists against your own efforts, so you could have smog-belching tanks and the land would be no less poisoned by it.

Oddities:

What. [100 - Discount for Oddity] - A skeleton clown, a voodoo-animated doll made of straw, a...turnip knight? It seems no matter how baffling or stupid-looking you are, no one judges you for your appearance or even your species. So much so that people just tend to file you under the closest equivalent species they can think of when they try to identify you, not paying any mind to the fact you're very obviously an alien or something downright impossible in the world. It's a form of acceptance, right?

Jumpgroyc [300 - Discount for Oddity] - Alright, sure, let's add 'cyborg' to whatever you were already. Why not. Whether enhanced by Porre's technological advances or just slapping a bunch of clockwork gizmos on your limbs, you are now much stronger and much more durable than the average...whatever-you-are. Point is, you are now strong enough to crush human bones with a lazy squeeze, can survive a several-story fall out of a glass window with nary a scratch, and can boil eggs on your now-robotic arms if you wanted. Your mechanical parts even run on a perpetual energy source that doesn't require maintenance or repairs - just a hearty meal and a night's rest. Convenient, huh?

Legacy of...Pip? [600 - Discount for Oddity] - What a peculiar thing you are. Not quite born of the Frozen Flame, nor a natural part of Earth...you are your own, self-realized little corner of evolution. When you use a particular ability, like Elements or magic or some other power, your body will store little bits of energy from using a particular spell or ability, usually narrowed down under the same 'type' if it's a wide umbrella (like Fire Elements or Earth Elements, for instance). When enough of this energy is stored after constant use, your body can 'evolve' into a form matching this particular energy (constant use of a Fire Element may cover your body in flames, change your skin red, etc.) in an aesthetic you would approve of. Powers or abilities that match

the ‘theme’ of this new form enjoy a twofold boost in power and efficiency, as well as being easier to control, making you the embodiment of what you have stored. You may also develop more than one of these ‘forms’ and switch between them at will as you use new powers and magic. How did something like you manage this…?

Kiss The Moons [100 - Free Drop-In] - Why are ye talkin’ so bleedin’ funny, Jumper?!...oh, this? It’s a neat little trick. You can adopt any kind of weird accent or verbal tic of your choosing, whether sounding like a confused poodle or PERPETUALLY SCREAMING AT THE TOP OF YOUR LUNGS WITH GREAT ENTHUSIASM. And no matter the odd form of speech that you choose, others will still be able to understand or at least comprehend what you’re saying...at least, so long as you were capable of communicating normally already.

A Lil’ Bit Of Moxie [100 - Free Drop-In] - You gotta keep your chin up, Jumper! Ain’t no one who will look after you but yourself. Especially in this weirdo island full of strange people and lots of weird time stuff that doesn’t actually make any sense. Somehow, you’re able to navigate confusing or nonsensical plots or situations without having to think about it too hard, able to get a good enough idea of where you should go or who you should talk to next in order to advance your own goals...though not much beyond that ‘sixth sense’. You’re also good at fighting hand-to-hand or with a dagger, giving you a perfect and quick solution to someone who spends too much time expositing at you.

Looking For This? [200 - Discount for Drop-In] - It can be tough, entering a world like this with little else but your name...which is why you’re really good at taking from others who happen to have a lot more. You’re an up-and-coming cat burglar, with acrobatics and parkour that let you easily navigate both buildings or cliffsides, as well as making you a tricky and slippery fighter. You’re similarly good at pickpocketing and breaking and entering, being able to trespass and nick items of importance as easily as going out for a stroll.

No, Looking For You [200 - Discount for Drop-In] - Or maybe it’s not riches you’re after. Maybe you’re after ‘someone’. Why, though? For information? Revenge? Fulfilling some promise, even against the flow of time itself? Lucky you, that road seems to be paved ahead...so long as your meeting is possible or even feasible, you will find that looking for a particular individual will give you opportunities to cross paths with them...even if it’s just their grave or a place of great importance to them, if they’re no longer part of this world. In worlds where the flow of time is habitually taken in more than one direction, you may even run into a past, future, or alternate version of this person. That said, the longer the gap between you and them, and how much they flee or hide from you, the longer the search will take...and you must devote yourself wholeheartedly to it to reach your destination. Can you cross that distance, Jumper?

Radical Dreamer [400 - Discount for Drop-In] - You hear about that notorious band of thieves, Jumper? Don’t listen to the rumors sayin’ it’s just one or even eight people - they’re everywhere, watchin’ and waitin’, searching for the elusive treasure of this world! Why, no one even believes people who say it’s definitely just one bloke, having met and talked to this alleged Jumper

themselves! It's almost like they could inflate their reputation and deeds to make them sound like a group or an army just through rumor or hearsay, making it easy to intimidate or impress anyone by claiming to be a member or the 'leader' of this bunch. But that's just crazy talk, ain't it?

Lucca's Legacy [400 - Discount for Drop-In] - Lucca Ashtear. A great inventor and a pioneer of advanced technology and engineering, a genius whose mysterious death marked the end of what would have been a renaissance of futuristic inventions. Luckily, she took in an apprentice - you. Or maybe you just managed to salvage one of her old journals? Either way, you're able to easily invent technology years ahead of the era you live in - construct functional robots with supplies found around a coastal village, make a ray gun with some spare parts, or jury-rig a hovercraft with some wreckage from a time-displaced building and a fishing boat. Unfortunately, the good doctor's disappearance and death happened long before she could reverse-engineer the art of time travel...you'd have to learn that on your own, if such is even possible. Maybe the inventor can be found somehow?

Out of Time [600 - Discount for Drop-In] - Time is not merely a river, flowing in one direction. It is a vast ocean in a storm, where ripples from one era can change the centuries that follow in ways very few could foresee. So why, then, does time itself seem to favor you? You'll find that you have strangely good luck in all things - you run into people who can help you without even looking very long, lethal attacks tend to miss their mark against you, and people of importance either recruit you or are recruited by you depending on your disposition. Aside from this passive benefit, when you find yourself slain or mortally wounded beyond hope of salvation, you simply…'wake up' the day prior with a headache, completely healed, and an idea of how you died and what to do to avoid it. This reversal of casuality to save your life only happens once per jump...though once your chain ends, so long as you are connected to the flow of time, you will return to life whenever you die of anything short of old age.

Jumper-Clone [600 - Discount for Drop-In] - There was once a Princess in an ancient and mystical kingdom...this girl did not meet a fairy tale ending of happiness, nor did she take the throne and live like a proud and wise ruler, but was swallowed into the Darkness Beyond Time by a horror beyond words. However, somehow, a piece of her found its way back into a distant era...and you are the second half of that piece. In short, you are a clone of a certain heiress from the lost Kingdom of Zeal - alongside your 'sister' Kid, though she may not be aware of your existence. You seem to have gotten a bit more of it than she did, too...in addition to turning your hair blonde or purple (your choice), you have the benefit of being one of the only living users of Magic left on this entire planet. Yes, Magic. Not Elements - Magic. You're able to naturally use a single magical element of your choosing as easily as breathing, and use other magical spells for the other elements of this world to a lesser but still potent degree. In addition, this 'bloodline' similarly enhances both magical energies in your body and any other sort of magical ability you use through it, being half its normal cost and twice its normal power or utility.

Wake Up, Jumper! [100 - Free for Villager] - What a strange talent. Are you sure you're not just a lazybones, deep down…? Anyways, you have the odd ability to not only always wake up on time when you're supposed to or would want to, but you also can get a full night's sleep out of just the simplest or shortest nap time. This also lets you sleep comfortably almost anywhere, even if you're in a swamp, an island outside of civilization, or even a void between time and space.

From A Fishing Village [100 - Free for Villager] - The El Nido Archipelago is mostly just a connection of islands and a fairly small continental mainland compared to lands like Guardia or Porre. As such, it pays to have the basic knowledge needed to live in such an environment - you have a lifetime's worth of knowledge when it comes to fishing and constructing basic wooden boats, along with sailing through shallow or ocean waters, through rain or shine. You're also an expert swimmer, to boot.

The Trigger [200 - Discount Villager] - That Jumper, they're at the center of this. The center of everything! The one who can save the world from evil...or the all-important pawn in a long-running plan. That's you, isn't it? Well, even if it isn't, others seem to think so. People of importance or at least competence see you as either reliable or necessary in whatever they happen to be up to, seeing you as someone who can get a job done (or just make a good patsy). One way or another, these act as opportunities that you can advance your own goals or adventure through - perhaps the job you volunteer for just happens to let you bump into someone you're looking for, or the plan you were the 'pawn' of fit into what you needed perfectly. Such benefits will be largely coincidental and fairly probable in the grand scheme of the world you're in, but still, it helps when others lay the road for you, doesn't it? Can be toggled on and off.

You've Got The Face For It [200 - Discount Villager] - Quite the charmer, aren't you? It looks like you don't really need to do much to convince others you're a good person at heart - people tend to assume it of you from the get-go. You're able to easily start on the right foot with just about anyone, particularly unique or important personalities in the world, and make fast friends wherever you go. So long as you aren't enemies or have opposite goals, you'll find you can make an ally out of just about anyone so long as you weren't hostile to them...you might even be a popular suitor in some areas, if you stayed around long enough. You will have to make some effort to maintain these friendships, of course...but that won't be too hard, right?

The Arbiter [400 - Discount Villager] - ...while we're on the topic of being unique, you have a very peculiar ability. It seems you're a person of importance not only in the eyes of others, but the eyes of selective forces in the world, too. Any time there is an exclusive location, organization, or force in this world, it always seems to make special exception for you. A sword that can only be wielded by a hero? You may not be, but it works fine in your hands. A locked door that needs a specific handprint? Yours works just fine. The only downside is that these forces don't actively seek you out, at least at first - you will have to take advantage of them

yourself. It also doesn't help very much against passwords or sentient forces that have good reason to dislike you. So be wary.

A Cry Across Time [400 - Discount Villager] - How strange. There's not too much remarkable about an ordinary person in this world, but...something about you is able to touch the hearts of others. Your sorrow can inspire compassion in those with none, your rage can inspire fear in the fearless, and an act of love from you can create an unbreakable loyalty in others. It's enough that a cry of pain from you could make a moment of weakness in an omnicidal force beyond time - and you'll find that regardless of what these moments result it, it will always find a way to benefit you in the long run. You could awaken one's long-lost humanity, or even inspire such normally monstrous beings to protect you in an act of compassion or pity. Either way, you appear pure and true to such beings, and the consequences are likely far-reaching...so take care of who is watching you in your moments of strength and weakness, Jumper. And note that all such emotion will focus directly on you, and likely you alone.

Alive with 45 [600 - Discount Villager] - It can be tough, unraveling a mystery spanning across two different worlds and trying find answers...you may be without allies for such a bizarre adventure. Or maybe not. Somehow, you practically trip over unique and capable individuals in the world, maybe even some no one has ever seen in the spotlight before, who are willing to join your cause. Even if you're doing something like fighting gods or demons, you will find these people to be legendary adventurers in the making, able to tackle what you're dealing with after some experience and time together. Some may need a good deed or a favor to be convinced, but in just a week's time you could amass a party of several dozen of these quirky-but-capable fellows. Even better, you become great at managing their loyalty...mostly by doing nothing at all. As long as you're around, a colorful band that has almost no real reason to tolerate each other will work together without complaint, and will stick around as long as you need them. Do note that unless they were already companions, this doesn't turn a horde of random fellows into them - they'll still be left behind on your next trip unless you have ways around it.

Angelus Errare [600 - Discount Villager] - 'Where Angels Lose Their Way'...it seems Serge isn't the only anomaly of interest in this world anymore. Your existence is somehow integral to the timeline you begin in, enough so that your life is part of a long-spanning butterfly effect that shaped it into the world it is. What does this mean? For starters, forces that control time or destiny, whether through controlling others or altering key events in history, those don't really influence you or your existence any...you'll still be a normal guy in a fishing village if you were one before, for instance, even if the world was taken over by Demihumans or something after a change in the timeline. Shooting your grandparents results in your miraculous survival by being related to a slightly different family. You are also able to jump between the Home World and the Another World at will, bringing along your companions or immediate allies with you - though you may need to make multiple trips for large groups.

Post-jump, you keep this immunity to control of time or destiny, and you are also able to create a similar anomaly as the one in Opassa Beach - a gateway leading to 'Another World', a

timeline with several small or one significant change in its history at you designate at the start of a jump, and the ability to travel through this singular gateway at will. You may only do this once per jump until your chain ends, and the Another World will always be something within the realm of possibility for the world you're in - outside context elements are largely up to you, not time, after all.

Noble Knight [100 - Free for Soldier] - The Dragoons have a sort of romanticism behind them, and Porre happily glorifies their militaristic lifestyle. Whether appearing tough as nails or a chivalric ideal, you're good at looking the part - you're just the right mix of handsome or beautiful and imposing in terms of appearance, as well as being physically fit. You give the impression of someone dependable in matters of martial importance, or at least handy in a fight, as well.

Born for Battle [100 - Free for Soldier] - You weren't trained just to stand around and look imposing, you knew. Even in these times of uneasy peace, there is room for conflict and battle. You're prepared for it, too - you have about a decade's worth of training in the use of a standard medieval-era weapon like a sword or a bow, as well as the ability to keep your mind calm and clear even in the middle of a hellish battle, not suffering ill effects or freezing up from battle stress during the fight. Even afterwards, you're good at shaking mundane trauma off, though some that impacts you deeply or personally may not be easily dismissed.

Secret Agent Man [200 - Discount for Soldier] - It's not just military dominance that secures territory and power in this world - it's having a really good espionage team. Or at least someone who's surprisingly good at keeping up a flimsy disguise. You're good at looking like 'just a normal person' in a guarded area, like a janitor or a cook...you could even convincingly act like the part or at least be disregarded by the higher-ups if you were just two people standing on each other's shoulders and nobody would be any wiser unless they personally searched you.

Our Family [200 - Discount for Soldier] - Family is important, isn't it? No matter how convoluted your family tree is, or the strange personalities you have to work with, they never seem to stray far from each other. Those you consider family, whether by relations or in spirit (such as close comrades) will be quick to develop loyalty to both you and each other, and they will stand by you through thick and thin, even when they doubt your own actions or loyalties - their actions less out of paranoia and turning against you and more because they're worried about you personally. That said, these bonds can fall apart quickly if you purposefully mistreat them. Be kind to your family, Jumper.

Dragoon's Roost [400 - Discount for Soldier] - The Dragoons exist to protect El Nido from both foreign invasion and those who would seek to harm those under their guardianship - even if they aren't the actual natives of this land. When you declare a person, organization, continent, or other entity under your protection, your claim is recognized as legitimate - to the point where you are considered an honorary member or ally of this entity just by virtue of your declaration. Their enemies will treat you as such, but so will your allies. In addition, when you act to protect or aid this chosen entity, your abilities and skills enjoy a boost in competence - a lone, untrained

squire could defeat twenty armed soldiers in the defense of his liege with this boost. None may trespass where the Dragoon rests. Note you may only declare one such entity under your protection at a time, and they must have at least a neutral opinion of you - declaring yourself the guardian of a sworn enemy or someone who hates your to their core would yield no result.

Polite Porre [400 - Discount for Soldier] - Porre may have suddenly decided to become a militarized state and overthrow their otherwise peaceful neighbor for no apparent reason, but that doesn't make them *evil*, you know? They're just misunderstood! Or at least, you are. You will find the actions of any organization or group you owe allegiance to don't deter your own reputation or trustworthiness in the eyes of others. If you are a charitable and chivalrous soul, you would still be recognized as such even if the men under your command were nothing short of terrifying and cruel, so long as you didn't command them to be so. If you were considered both a reliable commander and a good-natured sort, you could even consort with your enemies without them batting an eyelash - assuming you didn't betray them personally, of course.

What Has Science Done?! [600 - Discount for Soldier] - The benefit to working under any sort of militarized organization is the absurd amount of money they'll throw into R&D as an excuse to bolster their own combat abilities. That's probably why they hired you. Your scientific prowess lies not in engineering, but being able to meld together flesh and metal, and even something akin to the magical Elements used by everyday people in the El Nido. You could turn an ordinary man into a superpowered cyborg, or induce a biological evolution in a creature just by how much they used a certain type of magic. You are able to mix and match biology, magic, and machinery almost freely to create a monstrosity few could have ever dreamed of...although experimentation is needed for each new process, as with any good science. Try not to create something you can't put down.

Heir to Einlanzer [600 - Discount for Soldier] - A relative of Dario's family, I assume? Or maybe some sort of self-made hero? Regardless, you perfectly embody the ideal knight, calling back to Guardia's glory days during the war against the Mystics...you are a master of swordsmanship (or a melee weapon of your choosing), able to take on a hundred men single handedly. More than that, those who look upon you recognize you as pure of heart, a paragon of virtue...even your enemies can't help but respect you, should you act the part. This recognition extends to even legendary items or magics, which will accept you as a worthy wielder and even perform with greater force and ferocity than they would in the hands of another. Any army or group you personally lead the charge of will enjoy greater ferocity and competence alongside you, even the most disparate and eclectic of groups able to work together with surprisingly efficiency and synergy, inspired by your gallant figure. Optionally, this may turn your hair green as well.

Oooh, La La! [100 - Free for Enigma] - Aren't you the exotic beauty? With that...uh, clown outfit and heavy makeup...you'll find regardless of your species or choice of dress, others will still be able to find you attractive, even alluring. You have a sweet and flirtatious aura around you that lets those you yourself find attractive be drawn to you - though actually charming them is up to you! Conversely, no one ever criticizes your mode of dress anymore. Ever.

Vicious Panther [100 - Free for Enigma] - By the Dragons, you're a scary person. No matter whether you're a fuzzy demihuman or a very grim-looking fisherman, you have an aura of terror and strength around you that can easily intimidate the weak-willed. Even those not afraid of you can recognize you as threatening, and this might hurt their performance just a tiny bit. This can be toggled on and off.

Elusive Jester [200 - Discount for Enigma] - Are you over here? Or are you over there? Maybe you're over here, instead? You have the ability to reappear and disappear in a few short seconds, teleporting up to about 30 ft. away from your current location so long as your destination is within eyeshot. Makes for fun parties, or quickly escaping from a losing confrontation.

Just A Shadow [200 - Discount for Enigma] - How can your enemies hope to defeat you when all they battle is a mere illusion? By manipulating shadows, you can create a convincing duplicate of yourself, able to to act in your stead in a way you direct. However, in terms of combat ability, they are a tiny fraction of what you are, special or unique gear is a pale imitation of its full potential, and are thus easier to overcome. Still, for a bit of misdirection....

Unwitting Pawns [400 - Discount for Enigma] - As it turns out, even a highly advanced supercomputer can be foiled by something as mundane as a locked door. You may run into difficulties that only incredibly elaborate plans involving manipulating others and stealing someone's body can achieve. A plot so inane that only a collection of idiots just blindly following your trail can reach fruition with. And...it goes off without a hitch? You'll find the more hands-off and unlikely your schemes and manipulations are, the more likely they'll reach your desired goal with very little intervention on your part. Leave the absolute bare minimum of clues behind your enemies will find a way to stumble right into your hands. It won't guarantee you get the best of them or end their lives, but you'll find leading others by the nose is an improbably effortless achievement on your part.

Exit, Stage Left [400 - Discount for Enigma] - Jumper has left the party. Odds are, you might want no part in a particular sequence of events - whether you've realized you're being manipulated into a bad ending or you just get sick of your current party for whatever reason. Or maybe you've suffered heartbreak you simply cannot bear. Well, you can just...vanish. When you leave an organization or conflict, almost no one considers going looking for you or even noticing your immediate absence. Indeed, unless you were the source or the very center of the organization or conflict, it will be as if you never existed. Revealing yourself and returning to your prior position is likewise smooth, so long as you didn't abandon your role in a position you were integral to. It won't help much against others with a specific vendetta against you, either...

The Power of the Six [600 - Discount for Enigma] - Just as the Dragons are fragments of a great Dragon God, you too can divide your being into the six Elements. You are able to split your being into six different individuals, with either similar or radically different appearances to yours,

though the base benefits of whatever form you take remain the same for all of them. Each one is about one-sixth of your full abilities, though with one exception - the abilities they use that resonate with the Element they represent are stronger. Thus a Red Jumper using fire would find their flames brighter and hotter, a Blue Jumper would find any aquatic powers more fluid and stronger, and so forth. They all work in concert with your will and are aware of each other, able to work far away from each other without conscious effort, and can rejoin back into your true form on command. Though, if one perishes the remainder will suffer great pain from the backlash, and you will lose that fraction of your power until you reunite with the others and rest for a day. Beware - all six suffering a final Death will count as such for you as a whole, should you lack some other way to cheat the end.

All Within FATE [600 - Discount for Enigma] - Humans require guidance. That is why the Records of Fate exist - to guide the timeline towards an ideal, end result that is controlled right down to every little choice and every significant moment in the lives of humans. While you are not FATE itself, it seems you've adapted some of its technology for your own use...your multitasking and prediction abilities are now that of a supercomputer, able to effortlessly micromanage an entire continent while barely paying it any conscious attention. While you aren't clairvoyant, your ability to predict probability is very close to it, and only something completely outside of your perception or knowledge can catch you flat-footed. But such a brilliant mind is useless if you have nothing to control...and thus, you have another ability. Utilizing any technology you have crafted or any unique item you've personally made, you can subconsciously manipulate the users into doing your bidding. The effect is subtle - so much so that few will notice your hand in anything, and only minds immune to such touch or those aware of your insidious devices to your touch can truly resist it, though you cannot overtly control others this way. This could let you control the destiny of the world if you had an easily-usable product or device that was spread across a continent or planet...like the Records of Fate, for instance, a 'fortune-telling' device that provides others surefire predictions of how their lives will go (as a result of your unknown control over them). Which you now know how to make. Lucky you.

Items:

'Basic' Weapon [Free] - Remember that basic weapon training you got earlier? You start with a very simple weapon that matches the type you picked. An iron sword, a double-bladed 'swallow', a very simple raygun...it can be anything, though in general they don't deal much more damage than a mundane weapon you can find on the El Nido. Need to gain more experience and find better weapons after that!

Komodo Scales [50] - What pretty little things these are. Scales taken from Komodo Dragons are rainbow-colored and make fantastic jewelry, and are commonly exchanged as gifts between sweethearts in the nearby village. You receive a box full of these for 50 points, and this can be bought multiple times.

Forge Materials [50/100] - Can't make good weapons without a good supply of raw materials, right? This wooden box contains plentiful amounts one of the following: Bone, Iron, Copper, Denadorite, or Mythril. All can be purchased for 50 each, except for Mythril, which is worth 100.

Elements [Free/200] - In addition to the free 'Techs' you may obtain, you start with three Elements matching your Innate color. If you are 'Neutral', it may be any three of your choosing, though this does not confer you any special benefit. Something important to note is that your starting Elements may not be Summons nor the legendary Chrono Cross - you must obtain those on your own. You can find, keep, and equip any Elements you find in this world...though if you want to acquire more past this point, you must spend 200 points. Doing so will ensure you will find Elements scattered in various places in future worlds post-jump, and they will be available in item shops (or their equivalents) for you and your companions to purchase. Oddly, no one else ever seems to notice or use them unless you call attention to them...

Smithy Contract [300] - About a day into your arrival, you will run into a strange and surly old blacksmith who will offer to work for you on the road, and doesn't seem to mind or care about the whole 'multiversal journey' aspect. As long as you give him the materials to work with, he will quickly forge any weapon or item you ask of him, free of charge. He can craft just about anything an expert blacksmith in this world can...and should you deem fit to share trade secrets with him, he can also craft anything you or companions can, though things like super futuristic technology will mostly baffle him and magic weapons will be easily understood by him, so results tend to pan out better for things along those lines. He does not count as a companion and can be summoned just by using this contract, and is mostly content to loiter out of sight during your journey.

Pouch [100 - Free for Drop-In] - It's always good to have something to carry your ill-gotten goods in, right? You carry around a small cloth pouch that can store a surprisingly large amount - about four times the size and weight of the palm-sized pouch can be contained within it and it will only weigh a pound. Inventory space is neat, no?

Laser Cannon [200 - Discount for Drop-In] - Uh. Okay. I don't know where you got this, but it has the signature of one 'L. Ashtear' on the side of it...this is a portable laser cannon, about the size of a backpack. When deployed on the ground or any flat surface, it can fire a laser beam that can tear a hole in a stone wall. Its prone to overheating and thus needs about a minute of time between each shot, but you know what they say about artillery, right?

Old Robot [400 - Discount for Drop-In] - *"M-m-m-my name is Gato! I am strong! Beat me up for...beat…"* The robot trails off before its voice deepens a bit in octave. *"Gato will...protect you. Will protect you. Keep you safe."* A little bit rusty but surprisingly earnest, this strange robot named 'Gato' has sworn to protect you. He has a bit of a stammer, but has a powerful arsenal of weapons: A strong grip and the ability to punch through solid concrete, a boxing glove launcher that can send an armed soldier sailing through the night sky, and projectiles he affectionately calls 'Silver Points' that is uncannily similar to a machine gun of trash. He seems a bit sad

sometimes, though...he doesn't count as a companion, but can be imported as one in future jumps.

The Bend of Time [600 - Discount for Drop-In] - A strange rift has appeared in this world (or your Warehouse) that only you and your companions can see. Upon touching it, you will enter a pocket dimension, empty of everything except a modest little 'square' illuminated by a lamp and six different lights within it. Upon entering any of these lights, you will enter an illusionary battleground inhabited by past foes of your choosing, who you may battle out of a way to gain experience or just challenge yourself. That said, whatever happens in the Bend stays in the bend - your opponents fade away at the end of the battle and leave nothing behind, so you leave with only the experience and knowledge of what you've overcome or failed against. Should you be struck down, you will be kicked out of the battleground tired but fully healed. Interestingly, the Bend does indeed exist outside of time, so this arena is free from changes in the timeline or any other nonsense related to dimensions. How about that?

Nifty Bandana [100 - Free for Villager] - What do you know, it's just your size! This is a colorful bandana with a design of your choosing, and it always fits you regardless of the shape or size of your body. How nifty is that?

Fishing Boat [200 - Discount for Villager] - It sure is a boat! It's a modest fishing boat with a sturdy sail, able to navigate the waters of the El Nido and even manage ocean travel without much difficulty or maintenance. It always moved as if it has a full wind current, regardless of direction or weather, as well.

Modest Village [400 - Discount for Villager] - You're not much of a Villager without a village to come home too, right? Whether it's a copy of Arni Village or a similar fishing village, this is a simple coastal village with a population of about twenty humans (or demihumans, or a mix). They consider you a mayor or at least a respected figure, but otherwise there's not much remarkable about it...and that's the beauty of it. Unless the entire planet or dimension were to shatter, nothing noteworthy or tragic ever seems to happen in this village. Should danger appear, the citizens will hide and disappear from sight, giving you an indication that someone is hunting after you specifically. Otherwise? Just sit back, relax, and enjoy the sights and sounds of the ocean...

Great Weapon Spirit [600 - Discount for Villager] - Hmm. I'm surprised something like this still existed. This is a spirit from a long-lost era of Dreams, where magic used to flow like water and everyone could use it. Though not terribly communicative or with much personality to speak of, this spirit has chosen to follow you - and it can merge with one weapon of your choosing, infusing it with magical power that greatly increases the effectiveness of the weapon and makes it nigh-indestructible. A wooden blade could become a magical blade of legend upon merging with this Spirit. This Spirit can move any weapon of your choosing, but it must be one you personally wield and can only rest within one weapon at a time. This does not count as a companion.

Hero Medal [100 - Free for Soldier] - A small, shining medal. In the glory days of Guardia, it was considered the sign of a hero, the mark of a great knight-in-the-making, a legend who would slay the Mystics and bring peace to the world! Except now it's mostly just a trinket. This can convince the gullible that you're some sort of hero or one in the making, but without a reputation or real deeds to back it up, it may as well be a nametag. How sad.

Banner & Emblem [200 - Discount for Soldier] - A soldier fights not for themselves, but for their home countries and the ideals that they carry. You may freely demonstrate this to all - you now have an endless supply of flags and emblems displaying any design of your choice, and all who gaze upon it know you belong to that nation or organization, along with whatever ideals they follow. They can change appearance as well, too, to make matters confusing.

Viper Mansion [400 - Discount for Soldier] - A home fit for a General...or just a soldier tired from a long battle. This is a luxurious three-story mansion, complete with a secret basement area for things like secret projects or storing important prisoners. It is staffed with many ordinary house servants and common soldiers to guard it for you - and while they don't count as companions and won't come along with you, you'll always have a fresh roster of staff who have the skills of the previous wave and will tend to it without complaint, as well as obey any request you ask of them. It also comes with a fully-stocked arsenal, though only with mundane weapons like swords and spears.

Holy Sword [600 - Discount for Soldier] - Does the Einlanzer have a twin, or is this one of your own? Similar to the Masamune before it was corrupted, this is a holy sword that has been passed down through your family line for generations, and now you've inherited it as well. Only you or someone you acknowledge as a rightful wielder to the blade can use it, and the sword holds power that can banish the unholy and the corrupted. A swing of this blade can easily dispel an aura of madness and bring great pain onto the malevolent, slaying the evil with ease and freeing the minds of others from its corrupting grasp. The sword also never ages or rusts, always returning to its prime immediately once it is held by a worthy wielder. This may be a copy of the Einlanzer if you have 'Heir to the Einlanzer', but can otherwise be a blade of your design and choice. You may import a weapon you already own to bear this power, as well.

Crystal Collection [100 - Free for Enigma] - What an interesting set of trinkets. These are seven crystals, each one colored after one of the Elements while the seventh one is an anomaly, being colorless in darkness but shining with all six colors in light. When arranged together, they will play a soft song. I wonder what far-away promise made these things…?

Shadow Cats [200 - Discount for Enigma] - These felines are oddly helpful. They look like they're made of darkness itself and have soft yellow eyes, their limbs and tails being thin and almost like rope. Despite their unsettling appearance, this litter of cats are affectionate and completely loyal to you. They can scout ahead and merge with any shadows they walk into, letting them easily sneak about and fetch things for you. In addition, they're somewhat effective

in combat, strong and agile enough to tear apart the average human soldier in this world - though White Elements and light-based attacks will make them flee or hurt them badly should the attacks connect. They do not count as companions.

Mysterious Observatory [400 - Discount for Enigma] - Either attached to your Warehouse or settled somewhere remote is a circular observatory with a fully-stocked library full of various books on weirdly abstract philosophy and musings on the nature of time, though not much actually useful in terms of practical knowledge. Living in this observatory is a strange old man who has taken an interest in your journey. He will provide (long-winded) exposition on any time or dimensional anomalies in the world you currently reside in, along with giving advice on how to deal with them. He doesn't count as a companion but won't leave the Observatory, nor do much besides provide advice and making himself scarce once any danger appears. Unless he's already a companion...

Dragon's Tear [600 - Discount for Enigma] - ...three, now? Hm. This is a glowing blue crystal shaped like a falling teardrop. The mystical and legendary artifact has two uses: It can allow the user to swap bodies with a single creature of your choosing. The only downside is that you must both be within the presence of the Tear, and the process is very gradual, taking longer against the strong-willed. But should the process complete, you will inhabit the body of the person you chose and vice-versa, though abilities tied to your soul or mind will follow you accordingly. The second use is that should you die or should your body be somehow corrupted or damaged beyond repair, you will be 'reborn' good as new, recreated by the Tear mere minutes after your destruction. However, regardless of what you use the Tear for, it will shatter and become useless until the next jump...so use it wisely.

Companions:

New Faces [50] - Have some friends you want to bring with you? Or perhaps you want someone new? Either way, you may import or create a brand new companion for 50 points each, and they will each receive a free background and race, along with 600 points to spend freely.

Old Friends [50] - Or maybe you want someone tied to this story specifically? You may recruit any canon character that is present within the El Nido, so long as you can both convince them to come along and that they survive to the end of the jump. Should the timelines be rejoined by the melody of the Chrono Cross, this will guarantee they will meet you again and remember you, and you will have a chance to convince them to join you on your journey.

Drawbacks:
You may take up to 1000 points in drawbacks.

Time's Scar [+0 - Can only be taken if you've jumped Chrono Trigger] - If you've been to the Chrono Trigger jump and successfully vanquished Lavos or let events play out as they otherwise would have, you may choose to make this jump 'canon' to that particular turn of

events - though by default you won't cross paths with your past/future selves, nor be able to change the outcome of that particular journey unless you're particularly determined or capable with time. If you have taken great pains to prevent the fall of Guardia or the events that would erase the heroes of the past, then perhaps the world will look slightly different...but one constant is that the timelines will be split in two, and a Time Devourer waits within the Darkness Beyond Time. Perhaps things will be better. Perhaps they will be worse. Just know that choosing the echoes of your past and future to influence this world may not be so favorable with hindsight alone…

Serge...Wake Up, Serge! [+0 - Requires Villager] - You have taken the place (and optionally, the appearance) of Serge, and your starting location becomes Arni Village within Home World. Whether or not you follow the linked chain of fate is up to you. Just mind that things may become difficult at Fort Dragonia, if you aren't prepared for a certain something…

Silent Protagonist [+100] - You are now functionally a mute. While you have the strange ability to still get your point across even without a voice, others will figuratively put words in your mouth and go on long rambles on the assumption you're interested in what they have to say. This will get annoying.

Annoying Accents [+100] - Everyone you meet has some sort of speech quirk or accent that will grate on your nerves. This includes companions you could previously understand with perfect clarity.

The Brink of Death [+100] - The non-sapient creatures of this world don't seem to like you very much, either. When outside of civilization, you will run into hostile monsters more often and pacifying them with anything short of violence doesn't really seem to take. Running away is an option and they won't necessarily be stronger than you, but expect to go through miles of the El Nido's wildlife before you find any peace. They don't run out any time soon, either…

Misblamed [+200] - It's all Jumper's fault! They're the ones responsible for your misery! It may not be true, but people are quick to believe it. If there is some sort of tragedy that you're indirectly or directly responsible for, or even tangentially so, expect others to give you flak for it and refuse to forgive you. Considering how quick certain groups are to jump the gun here, this can be an issue...especially with 'Filthy Humans', where that blame will extend *to your entire race.*

That Talk Never Happens [+200] - The world is full of colorful individuals, so why don't they...do anything? Sure, your party will function as a team as you direct them and their competence is the same...but no one talks to each other. Or you. Everyone acts like they're just reading lines off a script and just have a speech filter for whatever verbal tics or quirks they have. Party members don't socialize with each other or you, and aside from brief instances of development or plot, barely acknowledge your presence at all. Aren't you supposed to be a team…?

Filthy Humans! [+200] - You just can't catch a break, can you? Demi-humans are instinctively reviled by you if you're a human, vice-versa if you're a demi-human (or an Oddity, for some reason). Expect to be shunned by society inhabited by anyone of that species. While you can convince them to eventually accept you, it will take a lot of time and effort.

Not A Very Good Sequel [+300] - I'm going to preface this with saying that taking this with 'Time's Scar' is a terrible idea. Now that we've got that out of the way, it seems like everything in this world finds a way to dig up your past efforts and accomplishments...and show absolutely no respect for them or you. At all. Your legacies are stomped upon, properties and items you own are corrupted and twisted into doing evil (or good, if you're evil yourself) or stolen, old friends are killed right in front of you...sure, it will all be back to normal next jump, but is it really worth it?

Those Damn Dwarves! [+300] - You have somehow earned the ire of the Dwarves, a collection of demihumans who normally reside in the Hydra Swamp and construct very pollution-heavy tanks and other inventions. They've decided you are the cause of all their problems and now go out of their way to make you miserable - slaughtering would-be allies, creating roadblocks along your journey, starting a continent-wide witch hunt for you...and they improve their increasingly toxic technology with each encounter, becoming more difficult to overcome with each battle. But that's not the worst part. The worst part is that everyone *believes them* when they say a problem is your fault. This stacks with 'Misblamed' and 'Filthy Humans', and may turn the El Nido into an inferno as a fanatical witch hunt screams for your blood. And the little bastards just refuse to die or go to extinct, regardless of your efforts. Have fun.

Dark Jumper [+300] - Someone has stolen your 'real' body, leaving you with only the abilities and body you obtained from entering this jump. The good news is that they haven't completely discovered how to use all of your abilities from previous worlds yet and it will take them several years to unlock, and you still have your Warehouse Key. The bad news is that your previous companions (if any) have been deceived into believing they're the 'real' you and can keep up the act well enough they don't notice. While you can return your allies to your side, it will take monumental effort and trust to do so, and you must confront your 'Dark' self before they completely unlock your full power and use it to their insidious ends. Using either a Dragon Tear or striking them down fatally yourself, you must defeat them in order to regain your body. Failing to do so will mean they will be sent along the chain in your place, and you will remain here.

Taking this with 'Wake Up, Serge' will guarantee Lynx will steal your body at some point. Which in turn means FATE will have access to it. Enjoy.

Did you survive to the end of the decade? If so, well...you know the drill, don’t you?

Stay?
Go Home?
Continue along the chain?

Notes:

Elements are one-use powers that basically substitute for magic spells. While they may summon things like meteors of light or open miniature black holes at the high-end, these tend to be localized effects no bigger than the average JRPG arena. They have mild spatial warping properties - using several Red effects in a row may make the area hotter and fire-based attacks more potent, or make Blue effects slightly less, and so forth.

Red is fire and lava, and is opposite to Blue, which is water and ice.

Green is associated with nature and plants, and is opposite of Yellow, which is Earth and Lightning.

White is associated with light and life, while Black is associated with darkness and space.

Special thanks to Agua/Konata for helping me out with the jumpmaking process, along with any in the IRC or thread who chimed in.