

Jump by dragonjek
Version 1.0

It is light to meet you, Jumper. Welcome to the land of Azur, home of the Courines!

It seems you picked a bad time to visit, though… after a lengthy age of relative peace, the Urlags have invaded, and the ancient corrupting evil known as the Plague has finally grown strong enough to seep up past the protective and

purifying aura of the Primeval Cribes. Cities burn beneath the onslaught of the powerful Urlags, and they command Plague monsters that grow stronger with each Primeval Cribe they destroy. Without the life-giving power of a Primeval Cribe, the Courine will be unable to reproduce. The forces of the Urlags grow more powerful with each victory they achieve, and the Courines have already been forced to the point of abandoning their homeland to flee for Synoraz across the sea.

You arrive in Azur shortly before the young Courine known as Greak is brought into Raven's Road Camp. Take **+1000 Cribe Points** with which to prepare yourself for your decade in this world.

Location

You may begin in any safe camp you care to think of. Although only one is named in the game, the ending assures that at least a few handfuls of other encampments have managed to escape destruction, if not more. If you would prefer to take a risk with your starting location, however, you can roll 1d8 to determine your location and gain a bonus **+50 CP**.

1 – Raven's Road Camp:
Where the story begins. It doesn't have a large guarding force, relying on a rapidly-constructed and ramshackle militia, a few members of the Guardians, and some of the elite Courine Scouts for protection. At the moment, the most important person in the entire camp is Toros, because he's the one in charge of constructing the airship they'll need to flee across the sea.

2 – Velhora Waterfalls:
These waterfalls provide a beautiful vista, but the Plague monsters that wander it now take away from its natural beauty. A number of treasures like sunken beneath the waters here. Be warned that the bridge to Sorkh Ashen has been broken.

3 – Zyndra Forest:
This forest was once not something particularly malevolent, but Urlags prowl these woods now, and they are much more dangerous than the comparatively-

fragile monsters made from the Plague. It is quite misty, and is known for its extensive cave systems.

4 – Vigga Marshes:
The ruins of ancient Courine civilizations fill these marshes, but any treasure hunters or archaeologists should beware; this was also where the Plague was first contained, and its evil has seeped into the very mud of these swamps to allow monsters to rise up from it.

5 – Lycer Fortress:
Once one of the Courine fortresses that taught the Guardians, it has since been taken over by the Urlags, who activated all of the flame-spewing internal defenses. Although well-defended by Urlags, it also hosts one of the only furnaces around capable of refining raw Laurean into usable ore.

6 – Sorkh Ashen:
This is a mountainous path leading to the Arcantos Temple. Strange magics have resulted in the weather changing in sudden ways, making it even colder than it normally would be in the mountains and easily forming pillars of ice. This magic has even affected the Plague, allowing it to freeze those who are struck by the local Plague monsters. To counter the ice that forms, a number of braziers have been installed along the path to keep it warm, but as the nation crumbles, these fires have been largely abandoned.

7 – Viraane Ruins:
One of the most magical locations in Azur, it is prized by Courines for its flows of energy, particularly by the Oracles who are actually able to make use of it. It lies over the heart of ancient Azur.

8 – Free Choice:
Perhaps you'd like to start in one of the other locations in the game, such as those mentioned offhandedly like the Altamoran Cliffs? Maybe you want to play it safe and start in Synoraz? Or could it be that you'd just prefer to take your pick of the locations below? You can freely pick anywhere in this world to start.

Background

You can pick any age you wish, or receive a **+50 CP** for rolling 2d8+8 to determine how old you are. You may retain your current sex and gender, or change either for free.

Race

Which of the two races are you?

Courine:
You're one of the Courine race. You tend towards a slimmer body shape, have long pointed ears, and your whole body is a light shade of blue, with a different shade for your hair. You have four fingers, and your body emits a light glow that changes in intensity according to how strong your positive emotions are. I'm sure seeing a new face in the middle of this catastrophe will brighten the lights of the Courines you meet—every survivor is precious, nowadays.

Urlag (-100 CP):
You're one of the brutish Urlags. You range somewhere between standing head-and-shoulders above a Courine, or even as large as two Courines standing atop one another, with muscular girth that only serves to make you more imposing. Your features aren't so dissimilar to a Courines, but you have more human ears, lack any sort of glow, and your body tends towards dark colors, ranging from purples to reds to a dark grey. Your people customarily wear masks, helmets, hoods or some other form of headdress, as having a bare head is a sign of dishonor among your people.

Origin

What is your specialty? At your discretion, you may opt to be a drop-in rather than having a history in this world, although you must choose an Origin all the same. In that case, it only represents what you receive discounts for.

Scout:

You are one of the elite Courine Scouts, which compose some of the best and most adaptable warriors the Courines have to offer! Or at least, you have the skills to be one. You're not only good at combat, but at maneuvering in different environments, reconnaissance, and stealth. If you're an Urlag, you're instead one of the Urlag Scouts.

Oracle:
In short, you're a mage. You've been "sensitized", allowing you to sense the magical energies that flow through the world, and allowing you to transform them and utilize them for your own purposes. If you're a Courine, then you're either one of the Oracles, or a candidate to become one. If you're an Urlag, then you're instead a Warlock.

Guardian:
The Guardians are a counterpoint to the Scouts; where the Scouts rely on mobility, tactical maneuvering, and agility to counter their foes, the different Fortresses of the Guardians each focus on teaching a single style of combat that best suits their students, with each prospective Guardian sent to the Fortress that suits them the most. If you're an Urlag, you may choose to be a Warlord or one of the Bonebreakers.

Perks

Perks under your Backgrounds are discounted to 50%, while 100 CP perks that are discounted are instead free.

General Perks

Combat Ready (-50 CP):
You're trained in how to fight—maybe formally, maybe on your own, it doesn't matter. What does matter is that you're good enough to take on a graduate Guardian or a freshly-approved Scout in direct combat.

Stronger Build (-200 CP):
Although Courines are typically slight of build, there are certainly those, like Raydel, who are made of stronger stuff—and Urlags have those amongst their number of such brutish strength that it puts their lesser brethren to shame. You

stand out among others of your kind—you may or may not be any larger, but you're at half again as strong as you ought to be given your musculature, and your ability to withstand injury has increased proportionally.

Courine Perks

The Light of My Soul (-100 CP):
Your body emits a soft glow (a nearly-white shade of turquoise in this jump, but in future jumps you can control what color you glow). When you feel bad, this glow is weaker, but positive emotions, particularly powerful ones, can increase this light. What's more, when your light glows upon your allies, they will have a degree of "connection" to you, a low-level telepathic bond that allows you to act in unison and in perfect coordination even without speaking with one another. It's not outright communication, but more of a feel of what the other people are intending and a subconscious understanding of how to integrate their actions into your own. Post-jump, this glow can be toggled off and on again.

Restorative Cooking (-200 CP):
Normally, you need to be sensitized to manipulate energy, but all sorts of things in the natural world can use a little bit of magic of their own. In this world, you'll find plenty of ingredients that naturally hold a bit of Restorative magic, and by combining them together into a dish you'll be able to cook food that will actually heal damage that you've suffered upon eating it. In future worlds, even those that lack magic, you will continue to find that certain ingredients hold healing potential when you use them to make a dish, and may prove to be more or less effective depending on what you cook them with or how you prepare them. You will instinctively recognize such ingredients upon seeing them, although you won't know how to best utilize them without trial and error.

We Will Meet Again (-400 CP):
If you are ever separated from your family, friends, companions, followers, or allies, then circumstances will align to make it more likely that you will find them. If someone left a message pinned to a tree in a forest, you'll be the one to find that message. If you search randomly through the mountains for your family, you'll stumble across someone who can help you. As long as you never give up, you're almost certain to be reunited, despite the size of the great big world getting in your way.

Primeval Purification (-600 CP):
The Primeval Cribes held potent powers of purification, which you have inherited. At your touch, that which is corrupt or unholy crumbles away. If you touch a person who is corrupted, that corruption abandons them, leaving them as who they once were. If you touch a being made purely of corruption, your touch will eat away at them like acid. This can even undo transformation effects, although this effect is localized to that which you can touch. You aren't going to change an ecosystem with this alone. You may disable this ability if for some bizarre reason you don't want it active.

Winds Protected You (-600 CP):
By the grace of the winds that guide the Courine people, you have been granted an opportunity for life. Should you suffer an attack, accident, or other event that should kill you, circumstances will arrange such as you will not die. In fact, you'll actually be found by allies (or potential allies, if you have none in your current jump), who will proceed to nurse you back to health. This effect can only trigger once every 10 years, or once per jump, whichever comes sooner.

Urlag Perks

Masquerade (-100 CP):
Urlags take pride in what they wear on their heads, and with this perk you'll have a reason to do so as well. When you wear some form of headdress; a hat, a mask, a helmet, a hood, or what have you, you'll find that it provides you with a mild benefit to your basic stats appropriate to what type of headwear it is. If you wore part of the skull of a bull on your head, you might become stronger; wear a metal helmet, and your skin might become just a bit tougher; wear a falcon mask, and your aim will improve. Some headwear might not have readily identifiable improvements, but all forms of clothing you wear on your head will have some sort of benefit.

Relocation (-200 CP):
Like Urlag Scouts and Warlocks, you are capable of a limited form of teleportation, allowing you to instantly travel to any location within 50 feet, as long as you know that it's there.

Crush Their Hope (-400 CP):

This doesn't improve your ability at combat. Instead, it improves your ability to destroy the enemy's morale. Take their cities and destroy their lands, and your foes will be too traumatized to fight back. Destroy something precious to them, and they will surrender to despair. Mount an attack on the enemy, and even if you're repelled, all they'll be able to think about is the casualties they suffered. You no longer need to win, just hurt your opponent enough that they give up anyways.

Plague Master (-600 CP):
With this, you can bring a little bit of the Plague with you wherever you travel. It won't spread, but if you call upon its power you will be able to summon a number of monsters. You could call forth a set of 5 zombie-like Plague Crawlers, 3 Plague Bats, 2 Freezing Plague Bats, or 1 Plague Kahan—a panther-like creature formed from Plague muck. This Plague won't spread, but the filth they let loose and the damage they cause to the environment won't fade away just if they are destroyed or unsummoned.

Furthermore, in future worlds you will hold a measure of authority over creatures of corruption. They will not seek to attack you unless you express hostility first, and if capable of communication they may be willing to carry out favors for you. Mindless corrupted creatures, such as many types of zombie, will instead obey you automatically.

Corruptive Cocoon (-600 CP):
With a touch, you can cause a burst of the Plague to emerge from your hands, engulfing a single target and enveloping them like a cocoon. While thus captured, the subject's body and mind will be subject to the corruptive influence of the Plague—but not the Plague of the game. No, this "Plague" is customized to your intentions, and you have precise control over how a captured subject is corrupted.

Scout Perks

Mobile Combat (-100 CP):
Attacking while on the move is a critical aspect of a successful Scout. You do not suffer any penalties to accuracy while moving, and even if you make a sword swing while sprinting, you will be able to swing with just as much finesse as if you were standing still. Get in, attack, and get out.

Unseen (-200 CP):
You know how to disappear. You know all the little stealth tricks, know how to breathe silently, how to wait in the same position for hours or even days without losing focus on a target, how to track people, and how to hide your trail. You're so good at stealth that even if you glowed, you'd still be able to remain secret from enemies given just a bit of time to hide yourself.

Who Needs Accuracy? (-400 CP):
When you shoot or throw a projectile weapon—be it an arrow, a dart, a quarrel, a bullet, or a rock—it will make gradual adjustments to its flight path in order to hit the target. This is only useful if the target dodges or the attack would miss; if something would block it, the projectile isn't "smart" enough to avoid it. If you take this with **Mobile Combat**, then the projectile can make a somewhat sharper turn.

All-Terrain Combatant (-600 CP):
Besides elite-level combat skill, one of the foremost requirements to become a Scout is the ability to fight in all situations, in any environment. You've internalized this principle, and now it is impossible for your movements or your combat skill to be restricted by the situational or environmental factors. If you were drunk or high on painkillers, you'd fight just as well as if you were in your right mind. If you fought underwater, you'd be just as agile as on land. If you crawled into a cramped tunnel, you'd be able to move through it at your full speed and even fight in such conditions without losing any of your martial prowess. Even if you were to fight an enemy capable of capturing you in a disgusting Plague cocoon, it would do nothing to hinder your mobility and ability to fight.

Oracle Perks

Sensitized (-100 CP):
You've become sensitive to the movement of the magical energies that permeate the world. To be an Oracle is to sense these energies, and transform them into different kinds of energy. With this perk, you are capable of turning any sort of unshaped magical energy into Projectile energy, allowing you to fire off solid blasts of magic. They don't do a lot of damage, but you can fire them fast enough to steadily blast away the bodies of your enemies. The range is at most half of that of a crossbow, however.

One with the Winds (-200 CP):
The second kind of energy you'll learn to transform magic into is Elemental energy, allowing you to, for example, make ice spears, blasts of fire, or gusts of wind from your magical power.

Let Your Wounds Be Healed (-400 CP):
You've learned the vital power of Restorative magic, and can turn any type of magical energy into Restorative energy. Like it sounds, it excels at healing, enhancing, and recuperating, letting people fight like they're well-rested even after days without sleep, boosting people's attack power, or healing their wounds. It is, however, quite draining to use. However, you are also able to imbue your magical effects into single-use items, such as a scroll or potion, which will temporarily provide the effects to those who use them.

Secrets of the Oracles (-600 CP):
You've learned the last form of energy to turn magic into: Arcane energy. This is the hardest to describe, even if it is the most common and the most valuable type of magical energy. In short, it can manipulate force, but that doesn't quite encompass everything. Using Arcane magic, you can do a lot. You can fly, you can shoot lasers, you can create magical items that provide a continuous or permanent effect, and can even create nigh-unbreakable barriers. This is where the great mysteries of magic lie, and if you explore deep enough you might learn how to do almost anything.

Guardian Perks

Weapons Master (-100 CP):
Choose a single weapon or a specific combination of weapons. You've trained in the fighting styles that most effectively fit this weapon, and are capable of using your weapons adeptly in combat no matter how unusual your weapon choice is… although nobody's going to complain if you wield shield and sword in accord.

Lighter Than You Look (-200 CP):
No matter how much armor you wear, it will never weigh more than a feather. It won't interfere with your movements, it won't impede your agility, it won't chafe, and it will never cause you to sink in water, letting you swim freely. However, when being heavier would be an advantage (such as an enemy trying to pick you

up), then from an outside perspective you will still have the full weight you should have had, although from your perception it won't feel any heavier.

Immovable (-400 CP):
Sometimes, taking a single step backwards can make the difference between victory and defeat. You know how to make yourself stand solid, and no amount of force will be sufficient to budge you from where you stand. Oh, you might die, but you won't move until after you've already died. This does nothing to make you more resistant to damage… however. If you happen to be wielding a shield, or catch a blow on your weapon, the item you block with will completely absorb the force of an attack that would have otherwise passed onto you. You could stop a giant's mallet with a knife.

The Size Advantage (-600 CP):
Courine are smaller than the Urlags, and often by a great deal. As such, the Guardians have long trained in how to take advantage of their smaller size. From now on, size just doesn't seem to make as much of a difference in combat as it should. Your weapons strike deeper, your enemy's increased reach just doesn't seem to hit you, and their size overall impedes them more than it helps. Even if they hit you, it seems like you take far less damage than you rightfully ought to. What's more, you have a keen understanding of how a difference in height affects the flow of combat, and people who are smaller than you are unable to use their lesser size as an advantage against you in combat.

Items

You receive 1 discount of a 100, 200, 400, and 600 CP item. This discount is 50%, except for the 100 CP item, which is instead free. Should an item be lost, destroyed, or stolen, it will be returned to your Warehouse in its previous condition. If you use up all of a purchased item, it will be refilled in your Warehouse. If you so desire, you can import a pre-existing item into any of the following items, should it be of a similar type.

Silver Crest/Light Seal (-100 CP):
This is a small silver crest suited to slot into a machine. However, you will find that it instead will transform into any key needed to open any lock or operate any machine. However, it only works on mundane devices, not magical ones. However,

by increasing the price to **600 CP**, you can instead purchase the Light Seal, which can similarly transform into any tool needed to open or activate something, but is capable of working on magic as well. Including magic that wasn't intended to have a key, such as an ancient barrier spell.

Headdress (-50 CP):
You gain some sort of decorative cover for your head. It could be a mask, it could be a crown, a helmet, or even an animal's skull. It doesn't really matter, what matters is that it fits you and will never fall off unless you want it to.

Supply of Cribes (-50 CP):
Cribes are a type of magical gem produced from the combination of a special type of tree sap and various minerals. They all possess a refilling supply of magical power, but they vary widely in quality. The lowest quality Cribes are used as the Courines' currency, and this is what you gain a supply of, around 5,000 Cribes. Sadly, this only actually provides enough magic to cast a handful of spells, but that uselessness is why they are common enough to use as currency.

Viraane Magic Ring (-100 CP):
This magical ring will allow you to breathe water as though it were air.

Laurean Weapon (-100 CP):
Laurean is an ore that, in its refined state, emits a bright turquoise glow. It's an extremely hard metal, and can easily hold a razor-sharp edge without requiring sharpening. It's superior to steel in every way, but it is hard to work with. You don't need to worry about that, though, because you have a weapon of your choice made of pure Laurean! Alternatively, you can have an extremely well-made ranged weapon, such as an exquisite crossbow, which will enhance your ranged attacks to the same degree that the Laurean metal would improve a normal weapon.

Telescope Lens (-100 CP):
As the name implies, this is the lens to a telescope. Oddly enough, it can still be used just fine on its own; just hold it up in front of your eye, and you'll be able to see far off places as closely as if you were looking through a telescope. If you attach it to an actual telescope, however, the effects will be improved, allowing you to zoom in with up to 10 times more magnification than it had before.

Scout Medal (-100 CP):
An award given to those who complete the training to become a Courine Scout. At the start of a jump, you can select a single elite group or organization; by having this medal, you are treated as being a member of that group, and if you aren't a drop-in, may optionally include membership in that group as part of your local history.

Courine Codex (-100 CP):
This scroll is a cheat for reading other languages. If you hold it up to a text, it will copy it, and then translate that copy into a language you are capable of reading.

Scout Journal (-100 CP):
This is a simple book that serves to keep track of what's happened in your adventures, detailing the events of your life in a simple journal format. This journal is written in the same detail and in the same writing style that you would use, and is in all respects identical to what you would write if you were keeping a journal… but it may include some tidbits of perspective that you may not have considered, or bring to your attention details that you may have overlooked.

That Which Will Become Food (-200 CP):
Well, you could probably eat it right away, but it won't heal as much if you do that. Depending on what you eat, it might even hurt you. That's right, boxes full of the cooking ingredients from the game: Yird Seeds, Mane Root, Veggo Root, Mushroom, Dragon Fruit, Danyab Fruit, and Kadimah Flowers. It does not contain Azur Flowers, however. Some of this can be eaten raw to get some healing, but if you cook them properly, you can get some major wound healing out of the food this stuff will become. Comes complete with a recipe book for all the most beloved Courine meals.

Pure Laurean (-200 CP):
Raw Laurean has a number of impurities which need to be refined out of the metal before it can be forged into anything useful. Fortunately, this supply of Laurean has already been purified. Remember, Laurean is harder than steel and can be given an edge only a bit less sharp than obsidian. You have 10 pounds of the stuff, and it refills on a monthly basis.

Bosco (-200 CP):
A Bosco is a much-beloved animal of the Courines, used in farm labor, travel, and in warfare. It is a large mammal resembling a combination between a bear and a badger, albeit with longer, triangular ears. Most notably, it has naturally-occurring bands of armor plating on its back and sides and is strong enough to smash through thick wooden barricades. It is an affectionate and protective creature, and now you have a Bosco of your very own.

Elixir Root (-200 CP):
Scout, Oracle, and Guardian Elixir Roots are very valuable treasures. You receive one matching your Origin. When you consume one, you become, in a word, healthier. You resist disease better, can sustain more injuries before dying, are more resistant to poison, don't bleed as much from wounds, and are harder to knock unconscious. You only receive one such root, and it will not refill.

Arcane Bracelet (-200 CP):
While wearing this bracelet, you gain some extra control over your magic. Specifically, you are able to "charge up" a spell. As long as you can spend a couple seconds focusing over it, you can increase its power, first increasing it by 50%, and then by 100%.

Laurean Sword Hilt (-200 CP):
This is a sword hilt made of pure Laurean, but it will transform into any sort of handle to any sort of weapon. Just hold it to the weapon, and it will merge into it, or unmerge at your command, leaving the weapon unaltered. With any weapon this hilt has been merged into, you can concentrate and "charge up" an attack to cause it to inflict more damage. As long as you can spend a couple seconds focusing over it, you can increase its power, first increasing it by 50%, and then by 100%.

Grappling Hook (-400 CP):
A valuable tool of both combat and mobility, this is a hook attached to a chain, wrapped up in a nifty device you can attach to your forearm. A bit of enchantment in the hook lets it always find a grip on your target, so long as its within 4 meters of you. The device can retract the chain, launching you towards your target or pulling whatever you've hooked towards you, depending on your mass compared to the target.

Oracle Talisman (-400 CP):
Magic can be exhausting, and it takes time to recharge magic that's been used up. Fortunately, you won't have to recharge nearly as much, as while wearing this talisman all of your mana costs are reduced by half.

Azur Map (-400 CP):
Right now, this is just a very accurate map of the lands of Azur. However, as you explore, you can make a mark of a notable landmark in this map. This allows you to "quick travel" to this landmark. Each location can only have a single landmark for quick travel.

Airship (-600 CP):
Featuring a balloon, a sail, and a magical engine, this Airship is capable of soaring through the skies for lengthy periods of time, and has a large hold capable of holding a number of draft animals. Yours is special and only requires a crew of 1 to fly—the pilot—but is still capable of carrying more than a hundred people as passengers. You're probably going to get a lot of friends very quickly if you show up with this.

Azur Flower (-600 CP):
You get a single Azur Flower. On its own it can't do much, but if turned into a potion with at least 2 other ingredients—no matter what they are—it will form an Azur Infusion, a highly-potent magical elixir. When the person carrying this Infusion dies, it will activate, imparting all of its healing powers unto the subject and returning them from death. This does not restore itself in your Warehouse at the normal rate: instead, you get one more Azur Flower every decade, or every jump—whichever comes first.

Primeval Cribe (-600 CP):
As mentioned, Cribes come in different degrees of potency. A Primeval Cribe is one of the highest quality, a powerful magic gem that allows Courines to reproduce and can heal and rejuvenate the land. This life-giving gem is powerful… but sufficient amounts of corruption can overwhelm it, so it can't be seen as the end-all, be-all cure to corruptive effects. It is best used in conjunction with other preventative or defensive measures. This Primeval Cribe will affect all territories that you possess, reduces corruption and pollution, and renders those who are

barren or sterile the ability to reproduce again. Additionally, with a bit of study of the Primeval Cribe and some magic of your own, you will be able to recreate the Courine race in any other world.

Companions

Family is Stronger Than Laurean (Free):
Well, you technically don't *have* to love them, but this is a pair of members of your race that are related to you by default (although you may optionally decide to only make them friends). They can either be existing companions imported into the role, or they can be created from scratch. Whatever origin you picked, they are of the remaining two. They each have 600 CP with which to purchase perks and items. If you want, you may pay **200 CP** to import or create up to another 6 companions in this fashion.

Canon Companions (Free):
You may select any of the characters in this world to take with you as a companion. Perhaps you'd like to take Greak, Adara, and Raydel with you? Or perhaps you saved Darian, and would like to bring him and his sister with you? You must still convince them to come with you, but if you successfully do so then they may join you on your jumpchain.

Riisa (-100 CP):
Riisa is a member of the Courine Scouts, and a damned good one, too. Unfortunately, she doesn't share that opinion, as she's the only member of her company to have survived an Urlag attack on the settlement they were stationed at. She's been wandering for a while trying to find other survivors in hopes of clearing her honor by actually protecting something for once. She has **The Light of My Soul**, **Weapons Master (Spear)**, and all Scout perks.

Dhartk Urga Thrull (-100 CP):
This Urlag wears the skull of a slain Bosco that's been incorporated into a helmet, and wields shamanic powers that few Urlags have mastered. They aren't really one for the war effort… which is unfortunate, because their kind outlawed them for not supporting the conquest of Azur. They don't have a very high opinion of the "soft" and "weak" Courines, but don't think anything good can happen from trying to utilize the Plague. They have a strong belief in honor, and have the

Masquerade, **Relocation**, **Sensitized**, **One with the Winds**, and **Secrets of the Oracles** perks, as well as an **Arcane Bracelet**.

Karius (-100 CP):
A Courine from near the sea, they became a Guardian long ago and have a lot of experience from fighting off Urlag raids near the border. It was from that experience that they were able to withstand the initial assault and guide their people to safety. They weren't able to secure a Primeval Cribe before their people were forced to leave for their own survival, so he stayed behind to look for one and hook up with another group of survivors. Even if he has to get there later than everyone else, he still hopes to bring a Primeval Cribe back to keep his people alive. He has **The Light of My Soul**, **All-Terrain Combatant**, **Weapons Master (Trident & Net)**, **Lighter Than You Look**, and **The Size Advantage** perks.

Drawbacks

If the Cribe Points given to you were not enough, you can make things harder for yourself here to get some more. Be warned not to bite off more than you can chew…

Puzzle Game (+100 CP):
It seems like you can't go anywhere without having to solve at least a couple puzzles to get there. Sure, in the confines of a town or another "safe" place you won't face any, but once you venture outside the borders? You're going to have to be careful. A curiously large number of these puzzles can only be solved by having multiple people acting together to resolve the problem.

"My glow was very faint without you" (+100 CP):
You begin this jump on your own; any companions or followers you may have spread out throughout the nation of Azur, and you will need to find each other once again to benefit from their company. If your companions die before rejoining you, they will not respawn in the Warehouse until after the jump is over. If you have any local family members, they are also separated from you.

Too Tiny (+100 CP):
You're now very small—a couple inches shorter than even Greak! Unfortunately, you are proportionally weak, and there will be a lot of things in this world that you

won't be able to do simply due to lacking the strength and mass. You won't be able to push big blocks around, send people flying through the air on the launch pads, and any attack against you is likely to send you flying some distance.

(Failing to) Navigate the Labyrinth (+100 CP):
Unfortunately, you have a terrible sense of direction, and are impaired in your ability to form mental maps. You can follow an actual map from point A to point B, and can follow a road easily enough, but if you go off the beaten path you're going to get hopelessly lost. In a world with as many puzzles to solve as this one, that can make things quite… difficult. Hopefully you have a good friend to guide you.

Fear and Hatred (+100 CP):
Hope you didn't have any intentions of trying to peacefully resolve the conflict between the Courines and the Urlags, because that's just become impossible. If you're a Courine, the Urlags will hate you with extra fervency, and prioritize attack you above other targets. If you're an Urlag, the Courines will be more fearful and wary of you, and will either try to avoid you or target you as the most dangerous threat. You will be incapable of talking down those opponents who hate or fear you.

Side Scroller (+200 CP):
This causes a fundamental alteration to the world around you, locking it and you into the format of the game. You and everyone in this jump are only capable of moving in two dimensions (except to walk through doorways), but the world has been rearranged so that everywhere you need to go can be accessed through only those two dimensions. It's going to be disorienting and confining for you, but to the locals of the world it's "normal".

One is the Loneliest Number (+200 CP): [Cannot be taken with **The Jumper Trio**]
You'd better look to the world around you for friends, because now you enter this jump on your own. You can bring no companions or followers with you into the jump, and any that you've purchased in this document will only join you once the jump has concluded. If you inserted into the world instead of being a drop in, you have no surviving members of your immediate family.

A Peaceful Life (+200 CP):

You are entirely lacking in any sort of combat skill; any past fighting experience you may have had disappears, and any combat-focused perks will fail to function for this jump. You can learn how to fight from scratch, but is there enough time for that?

Low Mana (+200 CP): [Requires a perk from the Oracle perk line]
You're going to have a hard time keeping up with other spellcasters, because you only have half of the mana, psychic power points, stamina, or whatever energies that you possess as you should have, and any sort of perks you may have that provide you with a larger energy pool will fail to function.

Like a Rock (+300 CP):
Here's hoping you don't run into many water-based puzzles on your adventure here, because you don't only lose your ability to swim, but also all buoyancy in fluids, making learning to swim impossible. Any items or abilities that would allow you to swim, hold your breath longer, or breath underwater will fail to function. Oh, and you also lose whatever ability to fly you may have possessed.

The Jumper Trio (+300 CP): [Cannot be taken with **One is the Loneliest Number**]
So. Remember those two free companions you received? Well, you don't have those anymore. Instead, you have yourself. You've been split into 3 separate individuals, with your perks and powers from previous jumps being dividing as evenly as possible between them. Each individual will have one "focus" that determines what types of perks it gets. This can be a focus such as Strength/Magic/Speed, perhaps Melee/Ranged/Healing, or even Power/Wisdom/Courage. The choice is yours.

Although each of your bodies has its own mind, they are all variations of your personality. You will naturally get along with each other, which is fortunate because if any one of the three of you dies, then you fail the chain. After the jump is over, you merge back together into one being, with you inheriting their memories but being unaffected by their minds, returning to your original consciousness.

"The past must be forgotten, and only the winds should be heard" (+300 CP):
You might not remember anything else, but you remember this phrase… which must be the reason why you forgot everything. Who you were before, your travels

in jumpchain, even your in-universe history is but a lost memory, at most hinted at in frustrating dreams but never remembered in full until the jump is over. All you have now is your present and your future.

Plagued (+300 CP):
Wherever you go, Plague monsters will naturally begin to sprout up from the ground. They don't actually target you any more than they target any other living thing, but if you stay more than an hour in any one place, they're going to start appearing. Fortunately, they don't appear while you sleep, but they will appear ANYWHERE you are—in a town, across the sea, and even inside your Warehouse. The longer you stay, the more monsters appear and the more powerful they are.

Nothing Special (+600 CP):
You are reduced to your Body Mod and the purchases you made in this jump, losing all outside items, perks, powers, etc. You similarly lose access to your Warehouse, and any companions you have in this jump are similarly reduced. If purchased with **The Jumper Trio**, then apart from the freebies from your Backgrounds, you must split up the perks you bought in this jump as evenly as possible among your three selves.

Escape

So the time has come to leave Azur behind, and all drawbacks are lifted from you. What will you do from here on?

Stay Here:
The people here need help and they need healing… and this world is very, very beautiful. There are worse places to stay.

Go Home:
Has visiting a world full of people forced to abandon their homeland made you think fondly of your own home? There is no shame in going back.

Next Jump:
Like the Courines left behind Azur, so too is it time for you to leave behind this world. You have new lands to explore and new jumps to visit.

Notes

Changelog:

- Version 1.0:
    - Spelling/Grammar corrections
    - Created the Stronger Build perk
    - Created the Grappling Hook item
    - Created the Telescope Lens item
    - Created Scout Medal item
    - Created Scout Journal item
    - Renamed Map of Azur to Azur Map
- Version 0.5:
    - Created jump