
A NETFLIX SERIES
ARCANE
LEAGUE OF LEGENDS

Arcane jump:

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Welcome to the world of Arcane, a world where the focus lies in the escalating unrest between the rich, utopian city of Piltover and its seedy, oppressed underbelly of Zaun. Choose your side in a brewing conflict over clashing convictions and arcane technologies, or strike your own path in the world, free of all that. You have 1000cp to start your journey through this magnificent world.

Origins:

Zaunite (Free):

- You are a Zaunite, from Zaun, also known as the City of Iron and Glass, a large undercity district lying in the deep canyons and valleys threading Piltover. You may also choose this as a drop-in. No one cares about the undersiders.

Piltovan (Free):

- You are now a Piltite, one of the topsiders. You are free to design your background however you want, in case you want to be from a family like the aristocratic Medarda.

You are free to choose age, gender as well as when and where you appear in the world.

Perks:

Non-human (Free):

- You may choose to be any non-human race from Arcane.

Tunes (Free):

- You now have the ability to listen to all the music found in the Arcane series, whenever you want. You may choose at anytime if only you can hear the music or of others also can. As a bonus, you may also choose three instruments you are a master of, as well as gaining an amazing singing voice.

Acrobatic climber (100):

- You are a natural climber and freerunner, allowing you to climb and parkour your way through a city with ease.

Lockpicking (100):

- You are an experienced lockpicker, able to open up anything from doors to a hardcore safe in less than a minute as long as you have the right tools.

Brawler (200):

- You have a gift for hand-to-hand combat and thanks to your training and experience, you are able to dominate most fights even against Shimmer-enhanced opponents. You may also choose to have the expected physique of someone trained in combat, and you will find your skills will never dull, only improve.

Creative Inventor (200):

- You own creativity and ingenuity allows you to intuitively grasp how to create and tinker with technology. You are also capable of quickly reverse engineering technology with ease, as long as you have an example of the technology or a handful of pages from a research journal.

Chemically altered physiology (400):

- This has granted you strength, speed, and durability, a well as heightened senses beyond that of a normal human, and slightly beyond the Shimmer enhanced. And thanks to you paying for it, you won't suffer a deteriorated mental state from it. Optionally, this may also come with certain visual changes.

The Jumper of Progress (400):

- Born with a brilliant mind, you have been taught the science and technology of this world. But where you surpass all others, is where it comes to Magitech, the art of combining Magic and Technology. You know how to create hextech, making you able to harness magic through technology, already knowing how to create any Hextech shown in Arcane, even the perfected designs. You are one of the leading scientists in hextech innovations, far beyond the likes of Jayce and Viktor.

Mage (600):

- You were born with the innate talent for magic, and are now a highly experienced and gifted Mage, capable of wielding the Arcane. You are able to create spell crystals, and can wield the runes for a variety of purposes, as well as do anything else Magic can do. You never need to fear any corruption or direct consequences from wielding the arcane. You aren't bound to single functions, the Arcane speaks through you, in many different ways, like feeding you the runes necessary for whatever magic you seek to cast.

Items:

Lockpick (50):

- What you have here is a master lockpick, capable of being used to lockpick any lock in existence, as long as you have the skills for it.

Hoverboard (50):

- What you have here is a hoverboard akin to what the Firelight use to travel. You will find it highly intuitive to use.

The Last Drop (100):

- The bar of the undercity is now yours to do with as you please.

Iron Gauntlets (100):

- What you have here is a set of iron gauntlets, similar to those of Vander's. They are made from iron cast metal with a flat surface area and hydraulics that helps you hit harder.

Hextech archive (200):

- What you have here is a book containing the complete technical database of every scientific and technological development that has been created in the Arcane universe, mostly focused on Hextech. The book will intuitively guide you to find anything you want with ease. This book will contain all the magitech knowledge of any past jumps, as well as update in future jumps to add in a complete archive of all local magitech.

Hextech crystal chest (200):

- What you have here is a chest containing 10 unrefined Hextech crystals. Whenever you close the lid of the chest, it will be refilled back to ten Hextech crystals, should you have take some of them out of it. You can modify the chest to give larger quantities of untreated hextech crystals if needed.

Hex-Gate tower (200):

- This here is a large Hexgate tower, capable of creating hex gates to travel across the world in an instant.

Atlas Gauntlets (400):

- Exceedingly rare and powerful hextech augments created by Jayce, these gauntlets will considerably boost the user's physical attributes. This also comes with hydraulics that helps you punch harder. It can also emit an electrical field that surrounds the wielder and knocks back and electrocutes nearby enemies.

Mercury Hammer (400):

- A transforming weapon created by Jayce in order to defend Piltover from a possible war with Zaun. It can transform into a powered greathammer that has the hammer's head and pommel enhanced so that its ability to deal heavy blows is intensified, and it can transform into a blaster that can shoot lightning orbs. It can also emit an electrical field that surrounds the wielder and knocks back and electrocutes nearby enemies. It also significantly amplify the user's physical attributes.

Chemtech arm (400):

- A chemtech prosthetic arm. Out of combat it functions as a regular prosthetic, while in combat it can enhance your punches by injecting shimmer into the device and then directly into your own bloodstream. The hydraulic piston enhance the physical force of your punches, while also extend the reach of your mechanical arm. The arm include a shimmer injection port (where you can add in vials by yourself) as well as an extending blade that, when superheated, is able to dispel waves of energy thats able to cut through most surfaces. The shimmer it gives has no negative side effects. Optionally, this may come as a gauntlet instead of a prosthetic, with all the same abilities.

Turbo Chem Tanks (400):

- This is a suit that when you wear it makes you inhale a constant supply of shimmer in gas form through the helmet, which allows you to possess superhuman levels of strength, speed, and durability for extended periods of time. The suit also comes with green blades on each arm, and the Shimmer it gives you have no negative side effects.

Stabilized Shimmer (600):

- A potent and corrosive techmaturgical, serum-like substance, Shimmer has a wide range of uses. What you have here is a machine capable of creating a stabilized version of Shimmer that has none of the side-effects. It can also create the normal shimmer, but why you would want that is your business.

Stabilized Hextech gemstones (600):

- This machine is capable of making hextech gemstones, which makes wielding hextech safe for everyone to utilize and can power any new hextech inventions. The size, quality and quantity it can produce can be modified as you desire. These gemstones can power virtually anything, and are nigh indestructible, making them an incredible resource, its use limited only by the user’s imagination.

Companions:

Import - Free

- Every purchase of this option lets you import an existing companion or create a new one. They gain an origin of their choice, the freebies and discounts of that origin and 600CP to spend.

Canon (free):

- This option grants you a metaphorical ticket that can potentially convince one character of your choice to come along with you as a companion. You'll be assured to meet this person several times and even be likely to befriend them but coming along with you is something they must agree to. Can be purchased several times.

Jinx (Free):

- A skilled inventor with a high level of creativity and intelligence, Jinx is beset by madness due to the trauma she went through growing up, hearing voices and seeing hallucinations. Her chemically altered physiology has not helped her psyche, but has granted her strength, speed, and durability beyond that of a normal human. But when she's with you, the voices are quiet, the ghosts nowhere to be found, as if chased away. Her madness more controlled, her mentality stabilized. Just being with you slowly heals the hurt and trauma hiding behind a veneer of a bubbly and energetic person. As such, she has come to rely on you for peace of mind, associating the calmness with you. This has made her very attached to you, willing to do whatever it takes to not lose you, as you are the one thing she cares about and loves the most. She is still a bit chaotic and unstable, with a slight sadistic streak, but you will be able to guide her and help her become mentally stable. This can be done in three ways. You may help her embrace her Jinx identity, abandon it to become Powder again, or take the third path, where you help her merge Jinx and Powder together. You can use this third path to make her into your ideal Jinx, or something else. You will intuitively know how to do each path, and this will help solidify her personality within a year.

Vi (Free):

- A hotheaded and fearless woman who excels at fighting and likes to solve her problems with her fists, Vi is a natural leader with a very loose respect for authority figures. Her numerous mistakes in the past has left her haunted, and almost desperate to fix them, as well as a bit overprotective of the few she cares about. And though she hides it behind that tough exterior, deep down she wants someone willing to lessen her burden, someone she can tell all too, all her grievances, fear, anger and anything else, and still accept her. Then she found you, someone she could emotionally open up to, and tell you about her past and current concerns without hesitation. She is still the confident woman she always has been, with the charm of a natural leader that's been tempered by her experiences, but now she has someone she can show her weaknesses to. And she loves you for it, you two having developed a deep and intimate relationship together. So be aware that she is greatly protective over you due to her former loss. She is also best friends with Caitlyn, who's friendship helps keep her bluntness at bay, and who is the only one outside of you who Vi will emotionally open up to.

Caitlyn (Free):

- A scion of the Kiramman Clan, Caitlyn Kiramman seems to be an innocent, sweet and overprotected woman. However she's actually very mature, determined and stubborn wanting to go on her own way. Caitlyn developed a great sense of duty and responsibility after becoming an Enforcer. During one of her self-inducted investigations, she met you, where you began to show her the reality of the living conditions in the undercity. During the time you two spent together, you got to know each other well, protecting each other's back and saving each other's lives when it was necessary. And after finishing with the investigation, you two kept in contact, bonding over your experiences. So, it was to not surprise that your relationship eventually deepened into something more intimate. She is also somehow Vi's best friend, her wild nature bringing Caitlyn out of her shell.

Mel (Free):

- A disowned heir of the Medarda Clan, Mel is an ambitious politician willing to do anything to put herself at the top. Using her political prowess, the actions she will make can forever changed the course of Piltover's history. She is a clever and cunning person, able to convince and manipulate people to her advantage, being both calculating and analytical in her thought process. When she first met you, she saw the opportunity to use you to gain more wealth and prestige, but eventually began developing some deeper feelings towards you. She only began to notice when she would be concerned over your issues and would give you sound advice, all while still putting her own goals into consideration. But as time went on, Mel became less reserved around you and began sharing personal details about herself as well. While Mel's relationship with you started out as a means to an end, it ended up becoming a sincere and deep love.

Poro (Free):

- What you have here is an incredibly cute and cuddly Poro, who is now your pet. It never needs any maintenance or care, only ever existing as the perfect pet.

Drawbacks:

Supplement Mode - 0cp

- Well it turns out this entire time you only filled out part of the paperwork. You may take this jump and use it as a supplement to a second jump.
- This will allow you to either merge the two jumps or for you to take all of your purchases into a new world. Just remember you can't run from the drawbacks with this, no matter how hard you try.
- Optionally, you may use any other Jump doc as a supplement for this jump instead.

Alternate Universe - 0cp:

- Perhaps you don’t want to be in the original story. You can enter any alternate universe of the source material, or you can enter one with changes you yourself have chosen. Create your own Fanfiction idea and enter that. There are no limits here, only that the world and characters still are the ones from Source material.

Character subversion - 0cp:

- You take the place of a character from the source material.
- This will grant you the powers, skills and knowledge of the one you take the place of, but unless you have bought it with perks, you will loose the powers post jump.

Crossover - 0cp:

- This will allow you to merge this world with another world.
- How this merge is up to you. Perhaps you want to be the only one with the powers from this world, perhaps you want the world to merge fully so that the world have always been apart of the other world or vice versa. However you desire the crossover to be, go ahead.
- If taken with Alternate Universe, you can choose any AU you want, not merely locked into this worlds stories.
- If taken with Character Subversion, you can choose any character from the world you want, not merely locked into this worlds characters.

Time - 0cp:

- You are free to choose whenever you want to arrive in the world.
- If you pick Character Subversion, you can start all the way back to the beginning of their birth.

Time extension - 100cp:

- You get 100cp for every 10 years extra you spend here. Can be bought as many times as you want.

Senseless - 100cp:

- For every time you pick this, you lose one sense for the next ten years. This can be picked however many times you like, losing a new sense each time or extending the time you don't have a sense. If your jump ends earlier than the time you have sense loss, this drawback will then follow you too the next jump until you have been senseless for how many years you chose.

Memories - 200cp:

- You have no memories from before this jump, and will not have them back until after ten years.

No-Power 300cp:

- You will not have access to any of the powers, perks and etc. you have from outside this jump. This applies to your companions also.

No items – 300cp:

- You will not have access to any item from outside this jump, nor the warehouse. This applies to your companions also.

Save Silco - 300cp:

- You now have to make sure Silco survives for the next ten years.

Save Vander - 300cp:

- You now have to make sure Vander survives for the next ten years.

Scarred - 400cp:

- You have been horrifically scarred and suffers from moments of debilitating pain and discomfort from it.

Jinx - 400cp:

- You have incredibly bad luck. Almost anything you take part in will somehow go wrong in horrible ways unless you prepare and calculated for all variables, and even then it might not be enough.

Constant Misunderstanding - 400cp:

- You have the unbelievable talent for hearing just the right amount of what someone says so that you misunderstand them in the worst ways possible.

Traumatized- 600cp:

- You have been severely traumatized, and now suffer from hallucinations and voices. Your psyche is unstable, your mentality slightly warped. You will suffer from periods of rage, sadism and will sometimes freeze, unable to do something.

Head Home

Or

Stay

Or

Move On.

Notes:

- You may change anything about the companions as you desire, from their relationship with you to choose exactly how romantically and sexually experienced they are. You are free to change, alter and modify as you please.
- Perks vs Source material:
    - If the perk description and the official sources conflict, assume you have the better version of whatever conflicts.