

Power Stone Jump
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Introduction
In the 19th century, people are strong believers of superstition and legend. Adventures who seek fortune and glory, search the world for a legendary Treasure which has the power to make any dream come true, that treasure is called the Power Stone.

Welcome to the world of ***Power Stone***. It may resemble the place you may know as Earth, but this one is special. How so? Because of the titular treasure itself, the Power Stone. Though depending on the finer details, the Power Stone may have multiples of itself out there…

…And with what has been said, finding it may bring the opportunity to make one become powerful, alongside other legends speaking of its ability to create wondrous miracles.

Of course, to even acquire such a treasure would require going around the world on a massive adventure across many lands and meeting many people in order to find it. Though be wary of the motives of those that join you or compete to discover the treasure.

But just before you head on off, here are **1000** Stone Points to help assist you in what you are about to undertake.

Time
So as something to provide you with aid, the *'Modern World'* here will be in the very late to early portions of the 19th-20th Century, specifically around **1903.** So on one end, there is still a lot left of the fascinating unknown to explore in the world. And on the other side, there are plenty of sights to see in the known parts of the world, especially of all of the locales out there.

One more important bit to note. There may be some *'discrepancies'* belonging to a more advanced era than one may expect to find in 1903. Regardless, one could say it adds its own set of charm to an already intriguing world.

Backgrounds
Given the many origins of the *'Treasure Hunters'* and *'Adventurers'* out there, alongside coming from across all walks of life in the world, it would be rather ill-fitting to force and tie yourself down to one association. So instead, you will be able to make your own…

…This also means that your personal details, such as your Age and Gender are rather flexible, or able to be set as you see fit. So take your time if you need it to work it out.

Locations
You do not need to pay any SP to determine where you end up.

With some of the preparations finished for now, one should have an idea of where to begin the adventure from, or where to search for the clues and leads as it is underway. The following are among the many places you may visit, but to make things either more interesting or possibly easier, you may select one to set as your starting destination.

Londo: A rather fine choice to start, given that the city itself has a lovely environment alongside its river. And in fact, one of its many notable areas is a *'Fountain Square'* that holds an rather well-regarded *'Pub'* and other sights in the area like the aforementioned River and a *'Clock Tower'*. Perhaps one could find a well-known pilot out there in the Square…

Oedo: Another fine choice to start out in, given its rich history and culture, especially with one of its more well known traveling troupes with the latter. You may even be lucky and be able to see

one of the major stars of the troupe perform as well, though strangely the local Lord that presides over Oedo would soon request to see the troupe for some matter…

Tong-An: A more different choice, given its differences to the other locales out there. Its main appeal is in its history with Martials Arts, one of its more prominent Restaurants, and perhaps the tidbit that it is actually a smaller, yet, lively town. Perhaps while you are there, you may run into one of the Martial Artists about to undergo a journey in the near future…

Dawnvolta: While still befitting of being a town to live in, the main draw to be out here is the Mines in the area. Where many people work day in and day out in said mines, the town becomes more active when it all switches over to the lively establishments after a day's work. In fact, if you do attend one of those, you may find a certain miner that may be leaving in search of the legendary treasure…

Manches: Part of the same country that holds the city of Londo, though this place is still noteworthy in its own way with its history. And beyond the history, it also offers visitors and residents many storefronts selling various items and valuables of note. There is also talk of a notorious figure that has been on a theft spree for who knows how long, but as long as you don't go out in the night in Manches, there should be nothing to worry about.

Dullstown: An isolated town out in the Western Lands of the world, though it also isn't far from other isolated communities out there. The main appeal to this small town is the local Bar, where one can find a rather large man normally known as a bounty hunter out in the search for something different than just bounties on people…

Mahdad: A locale out in one of the sandiest regions of the world, but also a very well known destination for its history and architecture. It also is the home of a mysterious, wandering fortune teller, who may be leaving again soon to begin their own journey across the world. Perhaps if you play your cards right, you can get your fortune read by them…

Mutsu: Perhaps a more odd choice, given that this is one of the more noteworthy cases of being isolated. This locale is its own nation despite its small size compared to others out there, especially helping it stand out along its cold environment. One could argue that it could be a place to settle down in, but one of the inhabitants may end up disagreeing with that. In fact, that person may be heading out to explore the wider world and challenge themselves…

Skullhaven: Perhaps the oddest choice to find yourself in. It is neither a city or town, but rather an entire Pirate Ship currently docked in one of the many ports around the world. With the crew being unwise to your presence, it would be rather easy to leave and remain unnoticed. But you may wish to be careful, the captain of the vessel is known for their infamy in the seven seas…

Avalon Island: A truly mysterious island somewhere out in the Pacific Ocean. There isn't much activity out here on this island, save for a mysterious set of ancient architecture somewhere on it. Though you find yourself here for some reason, there may in fact be multiple people also due

to arrive here in the future, including one holding a peculiar chunk of colored stone around their neck…

Flying Castle: There isn't much to actually share about this one, sadly. From what few accounts there have been, this is a massive castle that is able to somehow fly across the sky. And it has been said to show up all around the world for some reason. Much like you, given that you are now somewhere inside it in what may possibly look like a prison cell…

Perks
You have a choice to get 8 Freebie Jewels for Perks if they are something that you would wish to end up with. Otherwise, you can forgo the Tokens and instead get a stipend of 900 BP to use in this section only.

Intro & Outro (Free)
You get your own opening and ending themes based on the Power Stone IP, starts when you enter the jump and ends when you leave the jump. Between special 'events' an intermission may happen, and can be scheduled when you want to experience these moments.

Familiar Reference (Free)
In short, if you end up having any connections to any media you know in your travels…You can in fact find on a semi-rare occasion that someone will make a strong reference or genuine passing knowledge on whatever it is. This is of course, togglable, in case you don't want that to happen.

Fighting Ability (Free/Various)
Like everyone in the Games and the Anime, you can throw down with the rest of them. When it comes to style, you can have freedom in picking how you fight. If you like a boxer's approach, that is an option, or perhaps you prefer Kung-Fu. Don't worry, you are covered there as well.

And in case you don't want to make up your own take on the style of combat, you can instead base them off the ways like say Falcon, Rouge, or Wang Tang would perform their fighting styles.

You can also purchase more than one 'Style' for **50 SP** each. And in case you want an fighting style of someone really powerful like Valgas, you can add **200 SP** to get a copy for yourself to use or take your own spin on it.

Intuitive Fighting (100 SP)
In case you don't actually have any real training in the arts of fighting, you can instead rely on this to have an 'Intuitive' sense in finding ways to improvise combat moves based on your skills and style.

Meaning, that at the bare minimum…You can actually put up a decent fight. All of that said, you can also still use this to mix in unorthodox moves or other styles into actual fighting arts to make them truly into your own.

Weapon Skills (100 SP)
Like everyone else you may run across while out here, if you have a suitable (or not) weapon in your hands, you know how to use it. And in the case it happens to be something akin to ranged weapons like a gun or launcher (or other complex stuff), you'll know how to fire it with decent speed and aim.

Huge (200 SP)
Someone of your stature is a bit of an uncommon sight out here. Or maybe you're not actually that much larger than other people, Either way it works out, you have the ability to lift far heavier objects and also use them as projectiles in battle. This same strength can also get you able to lift things like metal poles, lamp-posts, and trees to swing around like improvised weapons.

And as for the unarmed aspects, you can use your weight to fall on or especially slam others as a viable means to fight. In fact, as long as you do physical attacks, you'll be doing just more damage in general.



Nimble (200 SP)
Rather light on your feet there? Well, even if you don't look like it, you do have the talent to use your agility to your advantage. For example, objects in the environment like lamp-posts, pillars, trees, walls, or even the ceiling can be used by you to move around quickly. You may even be able to use them as springboards to launch attacks at new angles during a fight.

Speaking of being in the air, your agility is so good enough that you could land on your opponent's heads and also damage them with said landing. And as a further reflection of your agility, your ability in kick-based attacks are more stronger while also being just faster with the rest of your physical attacks as well.

Unnatural Contortion (200 SP)
Seems your body is far more stranger than it seems, given that you could contort your body like that infamous Jack. This in essence means that you could travel by taking a twisted quadteperdral crawl with your arms and legs that is faster and avoids more higher-hitting attacks.

Or you could also make your upper body able to spin/rotate in such a state to achieve a hovering rise and descent maneuver for both dodging and attacking. Now, if you also had some surdy weapons that can also fit in your hands…

Environmental Combat (200 SP)
A strong boost and awareness to finding methods to use your environment to your advantage. If it has an offensive, defensive, or somehow able to act as a support advantage…You can make use of it, especially in combat.

Also, allows for finding measures that can non-lethally knock out or disable anyone as well if you wish to go that route, along with minimal damage that can be applied to the object or environment as well.

Multi-Piloting (200 SP)
Seems like you got enough experience there, even if you've just recently got inside the vehicle you are currently in. In short, this piloting skill would normally work with any aircraft you can find in this world…

…But this actually works for any vehicle you happen to be in, as long as you end up being the one in the pilot or driver's seat in said vehicle. As long as that is the case, you'll find that you can fly or drive anything so well, you could outright race people in them if you wanted to.

In future locales on your travels, you'll find that you can quickly adapt into other forms of piloting vehicles or machines that aren't normal compared to things like 'Cars' or 'Biplanes'.

Chef (100 SP)
Given that people do need to eat in order to survive, it would make sense to be able to have the skill to prepare and cook the meals you and others may be relying on. However, this is more than just simple cooking, given that this grants very well-talented skills that'll easily make into a professional Chef.

You also will find it very easy to easily adapt to the new cuisines and methods of cooking in future worlds and locations you may end up in. Meaning you have a solid lead on having a possible job to become passionate after all of your adventures.

Cooking To Combat (200 SP)
Now this may seem unorthodox, but it is a viable method of training if you can apply it well. In short, the more talented you are in cooking, the more you can apply the usable skills in timing, balance, and so on to using moves in fights. Like knowing when to strike at the right time or having enough balance and rexlenxes in your body to handle multiple things at a time.

This also works in the inverse, where you can apply the fighting or combat skills you learned into the art of cooking, focusing on the same traits both will and can rely on.

And in the future worlds and settings, you can also help teach this to others, in case you want people to be better fighters, chefs, or even both.

Adept Fortuneteller (300 SP)
In terms of finding answers, the art of reading one's fortune is a viable method to get a handle of what may await you. Except you don't have to worry about finding someone, because you can handle it yourself.

In short, you can use your skill to determine divine prophecies, omens, and even just possible fortell good or bad fortune that someone may have. This would require having a foci (such as a crystal ball or alternative) to focus into, to make sure what you are in fact seeing is clearer and easier to interpret for yourself and others.

Troupe Performance (100 SP)
One of the more notable things to see out in this world is actually those who are part of a traveling troupe, with their talent in amazing audiences with their acts and skill. And thankfully for you, you have the same amount of skills to be able to join one…

…Or even make your own, alongside finding others to teach them to have more members in case you wish to have it be more than just a solo act with you. Also comes with a bit of a charisma boost in spreading the word and getting people to show up, in case you charge for tickets.

Ninja/Kunoichi (300 SP)
Of course, a traveling troupe is impressive and all. But it is also a viable method to travel the lands under the guise of something else for yourself. In this case, being one of the warriors or individuals focused on blending into the public and possibly acting as a hidden force for a higher authority.

This comes with the skills in making and wearing multiple disguises in the public and any missions/work you may be in, alongside methods to remain hidden and quiet as you trespass

into areas you may not be welcome in. And in case you need to resort to it, methods to inflict pain and damage with a variety of weapons and tools…

…And for a truly last resort, escape methods to ensure you and others do get away with what you were after or to hopefully get another chance at whatever it was.

Worldly Charm (200 SP)
While adventuring may be exciting, it does also open opportunities to meet others, especially those that you meet in either chaotic or calm moments in life. And given where your travels may have taken you, it seems the experience has rubbed off on you.

In short, this can help in that by making any efforts to develop relationships with others from all walks of life far more easily, while also helping in maintaining them as time goes on and no matter where you go.

For note, these relationships can go beyond the platonic state if you wish to pursue making those bonds with another. And said deeper bonds are also covered in the developing and maintaining coverage, especially if you may not see them all the time in your travels.

And as a last bit, you do find that the art of flirting is something that you can do as well if you wish to go that route. Depending on your approach, it may help break the ice with someone else. Though do be aware, some people may not be receptive to the approach you take with your flirting and does little to cover up any character traits that the other may not find likable.

Traveling (100 SP)
One detail to keep track of is your current whereabouts, but this matters a lot different if in context to being in a city or out in the rural wilderness. Thankfully, you have a talent for never getting lost by being very keen-eyed about your surroundings and wouldn't need to even rely on a map…

…This also works in terms of tracking others, so long as you knew where they went and an idea of what they had as a means of possible transport.

Cult Of Deception (300 SP)
One thing about recognition and fame is the ability to generate a following, one that can lead to people seeking you out just to meet you. And given that this happens, you can in fact use this to your advantage on the impressionable people that may be starstruck by you.

In short, you can use this to get them into wild goose chases that’ll eat up their time, or perhaps make them get distracted by the things they should be doing to instead try to meet you. And the best part, as long as you have your fame…You can keep doing this to the same people over and over again.

Alternatively, you can use your influence to get things done for your schemes involving people that are part of your group or perhaps any connections you may have. Like using orphans to guide people out of the public eye to steal something from them…

…You also find that these fame qualities apply to future worlds once you establish yourself out there. And no one will also find it easy to connect you to the amount of deception and tricks going on at any given place without solid evidence or credible eyewitnesses.

Wanderer (200 SP)
While the value of having an 'set-in stone' place to call home is of immense value, the thrill of adventuring means that you may actually not see it for long stretches of time. However, you seem to have found a way to still remain a wanderer of the world.

By actually finding that the 'home' is the experience and places you cross in your travels that will keep you going no matter how far your travels may bring you. After all, it is one of the major parts of a wanderer's heart…

Power Control (100 SP)
Of course, with some 'uncontrollable' magical items and so on…Some people just won't be able to actually handle them. Either due to not getting the 'grasp' on how to direct or use them or something else altogether.

You, however, don't have to worry about having magical items and artifacts such as Powers Stones overwhelming your ability to hold back or control how much you use and expand via your own end of control.

This also works to provide additional stronger resistances to other uncontrollable items that aren't just magical in Future Jumps.

Noble Heart (100 SP)
You find that engaging in genuine noble acts, even against people you were fighting against, have a stronger impact on them. Like something that'll perhaps get them to stop fighting you for that time, or maybe with enough time, they'll either become more neutral or an ally to you.

In other words, this helps with making noble actions pay back dividends in ways you may find surprising or useful depending on the context.

Collector Magnet (400 SP)
This is a very, very strange ability to have…But then again, you must know what you are doing or have massive amounts of luck at being in the right place at the right time.

In essence, you have the strange ability to find entire treasure chests and other large storage containers no matter wherever you go, and in alarming frequencies. And inside each of them,

can be magical items, perhaps something like a full-on working weapon, or a nice portion of clean and tasty food.

And the thing is, no one will question, (unless you want them to), how you stumble into all of these things, even if they happen to show up in the course of a fight, even in a restaurant in the middle of nowhere.

Spreading Synthesis (300-400 SP)
You will find that in settings and locales beyond this world that they will have more Power Stones out there for you to collect. And those you find out there can have new functions, like say a 'Plasma Green' Power Stone that allows you to control or shoot forms of Plasma.

And as an upgrade that costs **100 SP**, you can have whatever Power Stones used in conjunction with other magical items or resources, like say mixing in 'Chaos Emeralds' would apply their benefits to your Power Change form.

Oh, and this upgrade can allow you to make very interesting effects occur to those who are made of gem or crystalline forms, or those that rely on dependency of crystals to even function or live.

Detail Keeper (300 SP)
While this may be easy for some, it may be harder for others to actually consider things about others. Take for instance, the story of the Winslow Family. Such a tragic tale, yet something that means a lot to any long-lost member of such a family.

Well, perhaps with this…The more you uncover or learn about specific people or individuals, the more likely you are able to uncover connections to things they may be attached to. Not to mention, knowing of the other people (or person) can allow your words and actions to hold more sway on them to help convince them to change their mind on things…

…Just remember, to watch what your words or actions…This may make things more complicated and troubling than they may be worth.

Serial Killer/Thief (400 SP)
Perhaps the infamous 'Jack the Slayer'' has left something for you to gleam off from. You find it very extremely easy to hone your skills via the art of slaying others…Or for those with a desire for less spilled blood, you can instead hone said skills via the art of stealing from others.

Though in the latter case, there is still nothing stopping you from using violence in your means of acquiring the treasures and valuables of others…

…You also find that your skills in either 'Thievery' and/or 'Slaying' will provide some ease in adapting and developing to related uses in future settings and places you may visit, especially if they are vastly different then what this world has.

Ghostly (200 SP)
Something about you gives off the impression you are more of a ghost than a person, despite still being full of life and vitality. In essence, you find that your natural age limit has been extended past the upper brackets of usual cases in this setting and in future ones…

…This also allows you to have the benefits of being considered undead, like any resistances they would have and special traits like lacking a trackable heartbeat or life force (while still retaining those functions normally).

High-Functioning Madman (300 SP)
Despite what it may say, you don't need to be a man or even human for this to work. As for what this entails, you can function well even without your sanity. In fact, in a rather strange way, it may even give you an edge when it comes to combat and survival against others.

Especially if your opponent wish to remove your sanity to deliberately hamper your efforts, then you'll find that this strange boost will be amplified even more. Of course, having this does not mean you are forever locked out of healing said sanity…

…Merely that you find the lack of sanity will never be a determinant to you, unless you wish it to. This also provides some strong resistance to any method that seeks to corrupt or shape your mind from others in the form of tech, magic, or other esoteric methods.

Unpredictable Nature (100 SP)
See, most clever fighters can learn how you fight and even possibly figure out how predictable you can be and use that as an advantage against you. Now, as it turns out…You act in a manner that no one, unless they are the most talented with their senses or rely on great external aid, can get a passable read on what you'll do next…

…After all, it benefits your nature of being unpredictable. This is also togglable, in case you wish to not have this in effect for whatever reason suits you.

Unnerving Mystique (100 SP)
Something about you makes it very hard to determine a deeper idea of what you are, in the sense that you radiate either a mysterious or unnerving aura about you…

…This effect is also amplified if you put in the effort to cover/hide your form, alongside any unnatural talents or abilities adding to the effect of this aura. It can be toggled off, if you wish to avoid using this all the time.

Talented Repairman (200 SP)
Given all of the machines and eventual parts that'll make up engines, surely having an idea of how to fix them is good? Not only do you find that fixing engines is easy, but other things can be

learned to be just as quickly and efficiently, especially more complex engines or similar related bits of technology…

…And as a bonus, this makes them stay working for far longer and more efficient in their performance if you're the one working on them.

Irregular Advancement (300 SP)
Given that the world is supposed to be around the actual 1900s, they do seem to have a lot of stuff that's supposed to be in later eras in a more contemporary Earth. Now this irregularity is something you yourself can contribute to here and elsewhere.

In essence, you find it more vastly easier to use the materials and the pre-established technological advancements of a setting to create items or objects that exist far beyond their current tech level…

…And as a bonus, this also works in settings that rely more on magic or magical resources, which means you could use this to make your own irregular advancements.

Destructive Risk (200 SP)
It may be reckless or dangerous to do something like deliberately flying your plane onto a ship in the midst of traversing the water, but if its your best way to get onboard…Well, you'll get onboard.

This also translates well to future endeavors in using and taking massive risks to get to your destination by any means necessary, while also boosting your ability to escape any crashes without any harm to you.

Expedition & Survival (200 SP)
In case you find yourself deep in the wilderness or on an isolated island, you have a handful of experience in keeping yourself going, gathering food and water and other supplies, and recognizing mistakes others may make with poisonous fruit or collecting unusable fire wood…

…This will also extend to future places, especially with quickly adapting and learning on how to survive in the wilderness and other possibly dangerous environments out there.

Misfortune Creator (200 SP)
Odd. While some would consider themselves lucky…You seem to spread bad luck with your presence. Not that you yourself are saddled with nor are the friends and companions along your side.

Which means this influence is controllable, meaning you could use it specifically against those who cross your path. Especially if it makes things just go wrong for them in either minor or major ways. And this is togglable, in case you do wish to not spread any misfortune with your mere presence.

Refined Service (100 SP)
Either through professionalism or respect for who you willingly work for, you find that you have the requisite skills befitting of a Butler or other similar occupations. And this also comes with some additional skills that are connected to any past experiences you may have.

This refined talent is especially strengthened if the people you are working for have spoiled personalities or other issues, since one of such refined talents will be able to navigate the challenges far more easily than anyone else out there…

Tenacious Loyalty (100 SP)
There is a story out there of strong loyalty, namely involving an unasming individual under the name of Apollus. A weary man who nevertheless, dedicates his efforts to the family he willingly became in service to. And you seem to have taken the value of loyalty from it in some form or fashion.

In essence, this strengthened sense of loyalty works against the detrimental effects of possible dangers, misfortunes, or any personal fear you may have. Especially in the efforts of finding those that you consider your friends or allies…

…This also extends to having a boost in efforts of finding multiple ways to find your way to where you may be needed (even if the people you are with may think otherwise at first).

Scheming (200 SP)
With you, it seems like you know exactly how to manipulate things to go your way, especially if the manipulation is on the gullible or desperate. In short, as long as you have enough trust from others or the masses, you can easily have them part their fortunes and valuables to you for whatever reason you deemed ‘necessary’.

Of course, there is the danger of your scheme coming to light, but being prepared means you can either cut ties quickly to escape with what you have gotten, or take precautions to ensure no one will learn of it till either irrefutable evidence is shown…

Piracy (200 SP)
Despite the modernity of the time, there still exists the presence of piracy. And now, you have gotten the talent and skills to do the same if you would wish. This effectively gives you all of the traits and skills expected of a Pirate Captain, with being able to fight any landlubbers or scallywags trying to stop you, managing your crew effectively, and using and maintaining your vessel across the seas.

And yes, this does also account for you intimidating or demanding of others to part with their treasures, cause otherwise they’ll have to deal with you and your crew (if you have one)...

Cowpoke (200 SP)

Well, if you want to be one of those roaming wild-west types called a ‘Cowboy’, this is for you. This gives you all of the skills the less-known skills used (ranching, cattle-raising, and traveling long distances) and then all of the skills seen in movies.

Namely the art of quick-drawing, horse-riding, and marksmanship with guns. Especially if you need to do trick shots or shoot things out of people’s hands. This also covers the means to make and take care of the aforementioned required equipment and the guns as well…

…And in future settings, if they have other normal and ‘not-so normal’ interpretations of skills for their version of ‘Cowboys’, you find that you can easily adapt what you have here in understanding what you find in future places you’ll visit.

Writing Press Expert (200 SP)
Some may argue that the art of writing may not be useful in an adventure, but those individuals are possibly unaware of how it can be used. The skills of note are in terms of writing speed and clarity in what you write directly, but also apply to the mediums you place them such as notes, papers, or even things like Newspapers that get out into the public.

While these skills may seem lackluster at first glance, never underestimate the impact they can accomplish in terms of swaying the opinions of others or spreading information quickly that spreads like a metaphorical wildfire if placed into the public’s hands. Though do be careful with what you do end up putting out there, least whoever agrees would like to find you for ill-like matters.

And in future worlds and locales, you find your skills translating extremely well to other forms of spreadable media or information formats as you learn and adapt to them.

Monster Creation (300 SP)
Sometimes, there are things that mere normal people are not really suited for doing. So perhaps it would make sense to make them more than just normal people and instead into perhaps, monsters?

Of course, doing such a thing is not easy. But you don’t have to worry about it. As long as you have a means or access to something with a lot of power (and optionally, something dark or corruptive in nature), you can use it to turn people into loyal monsters that’ll follow your orders to the letter (or the best of their new abilities).

In case you wish for them to still have human forms and wait for the right opportunity, you can still give/place something on them like a dark (possibly corruptive) crystal on the back of their necks to allow them to transform later (or at your own command).

If they end up getting defeated and/or have their item supplying their ability to transform into a monster broken, they’ll awake with no memory of what they were doing. And in case of the item, it’ll dispose of itself quickly and return the spent energy back to you in an instant.

Priority Focuser (200 SP)
Perhaps finding yourself in either dire (or not-so dire) situations may require some help. And with this, you find that your efforts in finding help from those of family and friends to be very easy.

How easy? You could possibly string them along to any place you may have been to cover areas you couldn't cover/handle. Or perhaps they will get whatever items that need to be kept safe and they'll actually do. You could probably even make (or fake) an emergency that'll make them beeline for your whereabouts as long as you make sure they have the knowledge to get there…

…This also helps though, if you do have genuine good intentions (even with the deceiving parts) for everyone involved.

Item Fusion (300 SP)
This is a special talent that you can do, by naming having two items in your possession, you can outright permanently fuse them together to make something entirely new out of them. This does allow you to possibly make something like a sword and something associated with an element like fire to make a Fire Sword.

You'll find that the items made in this manner are very durable and unlikely to break apart at the worst time either.

(If you happen to also get the Fusion Machine Item, you'll find you can make far more stronger fusions by using your personal skill and the machine's method. Oh, and having both means you can reverse the permanent fusions or break down the items to have materials to use in new possible creation methods.)

Famous Explorer (400 SP)
Did you perhaps learn from the 'Pride Falcon' in how to become a famous explorer? Even if you didn't, you clearly can be considered to be someone of their calibur. In fact, you could be so good that your reputation would spread across no matter where you go in the world.

And that this even happens means a great deal of respect and ability to connect with others, offering benefits in your efforts to explore the unknown and finding discoveries that can change the world for the better or improve your already well-known fame.

Palette Swap (600 SP)
They say imitation is the sincerest form of flattery, but with you…It seems like you aren't exactly doing it on a 1:1 level. However, with what you can manage…You can actually get rather close to base your powerset and skillset of an entirely different person, like being on the lower end of their level or amount of power.

This also comes with an option to resemble the person being imitated, at which people may assume you would be related or associated with them. In case you don't want that, you can toggle that visual similarity at your discretion.

Multi-Function Arsenal (600 SP)
In essence, as long as you have an item or gear in your current possession AND something else similar to it in the same category in any storage in properties you own or your Warehouse, you can have the second item's effect apply to the in-person item.

I.E. You could have a fire sword in your hands/immediate possession, but in your Warehouse, you have an Ice Sword and a Wind Sword. You can, with this Perk, apply the Ice or Wind Sword's effect onto the Fire Sword, while it still retains the visual look of being a Fire Sword.

Limit Set Breaker (500-600 SP)
Perhaps a chance encounter crossing with a Power Stone has done something very unique for one such as yourself. While this effect may be simple, this does allow you to push yourself beyond any limitations you may have holding you back, even no matter how minor they may be…

…However, this is especially true in future settings if you have access to other forms that are restricted by a limited amount of time to use them. Namely that as long as you keep using them each time and survive doing so, you can find that you spend longer and longer bits of permanent time after the limit with no negative impact on power or effectiveness.

And for an additional **100 SP,** these time extensions will not degrade as well, in case you find the efforts too difficult or costly to keep performing given your circumstances.

Gear/ Equipment
Items may be imported into similar - items, weapons to weapons, clothes to clothes, etc.

Any item alterations and upgrades made will be maintained between jumps and are Fiat-backed.

Building complexes, unless stated to have an in-world location, will be placed near your starting location in-jump for your stay and will be attached to your warehouse after the jump is complete, they can then be imported into future jumps as desired.

Game & Media Collection (Free)
Inside this large and specifically designed large container is the entire media collection of the Power Stone series, including all of the arcade, console, and handheld ports of the games. It also comes with all of the music from the Games and Anime, alongside the latter being watchable in any format you may wish to have. And to go further, you can even get the obscure Manga collection in any format as well…

…And yes, you'll have multiple copies to give out for others, if you wish to do so.

Worldwide Attire (Free)
Perhaps the styles of clothes you see here by some notable individuals would be something you wish to have. If so, this allows you to get multiple copies that come in alternative colors of your choice and are open for easy modification.

Soccer Ball (100 SP)
A simple soccer ball to play the namesake game with. Though if kicked in the middle of a battle, it'll home in on the nearest target and score several hits. This homing effect means it'll also rebound or bounce off walls as well in case the path would lead them to a target.

Manches Chainsaw (200 SP)
A large double-bladed staff-thing with massive metal teeth, which can do some damage if swung against something or someone. Of course, it would do even more if you make the internal engine inside of it start running, turning this already terrific weapon into something more deadly.

Oh, and you find that despite its size, it is easy to carry around. Like you could spin around with it to really make use of its swinging range.

Decoy Bomb (200 SP)
A large decoy doll (or scarecrow) that when activated takes your place if an opponent hits you physically in a fight for a limited time. This will also act as an explosive when it trades places with you, meaning you get a free blast to weaken or out right stop a fight if you know what you are doing.

You can also have this merge with any distraction items you may have to also have them explode as well if you wish.

Twin Potion (200 SP)
A special gourd container with a special liquid concoction that boosts one's strength and attack speed greatly for a limited time. You can tell it works, because you radiate waves of energy and gain a red outline in case you want your allies to see it.

Amenomurakumo (200 SP)
This special sword holds a function outside of being used to slash or cut things, namely that if you instead plant it into the ground, it'll produce lighting bolts that spread out from its position in a rapid X-Shaped pattern before alternating into a different X-Shaped pattern.

You can also import this into other weapons that aren't swords to make them able to emit lighting elemental attacks, alongside the special method to plant them into the ground to unleash the lighting bolt barrages.

Crystal Ball (200 SP)
An entire crystal ball with strange energies radiating from it. If brought into battle either on purpose or accident, you'll find that it will help protect you from ranged projectiles and try to send them back to the caster/sender.

If not in battle, you can also focus intensely into it to find information pertaining to either your goals, objectives, or desires. And also others, if you wish to go that route. The information may require interpretation made with some bit of effort, but it'll adapt to be very accurate or just vague enough at worst.

Giant Boots (200 SP)
A wearable set of large boots that will automatically adjust to accommodate as needed. While wearing these, you get a brief time duration where they increase your current size and form into a giant form.

This does mean you get the obligatory strength from having such a form, but this also does make you able to especially do more damage with ramming into any unfortunate opponents that cross your path while in this state.

You'll know when you can activate this effect again, by the way.

Turbo Helmet (200 SP)
A wearable and auto-adjusting helmet that temporarily makes you move so fast that you could outrun the fastest fighters in case you wish to engage or remain evasive…Or rush for a weapon or something else to use to your advantage.

This also makes it where your body can handle going so fast, especially if it wouldn't be likely for you to do so. You'll also know when you can activate this effect again when it is available again.

Totem Hammer (200 SP)
A totem-designed hammer that when swung, makes an entire totem pole slam into a nearby area around your foes. And yes, it can still be used physically alongside the 'slamming' projectile if you wish to go that route, given its size and weight.

Thunderbolt Rider (300 SP)
A very out of place hoverbike shaped like a horse armored with machine guns and other stuff. Very fast and evasive, not to mention has a great fire rate with how many shots you can fire if one would wish to be aggressive with it.

And yes, this can in fact be modified to add in new weapons besides the machine gun, alongside any vanity or aesthetical changes you would like to make.

Stone Sweeper (300-400 SP)

A strangely modified device that is calibrated and intended for collecting Power Stones at a distance and out of the opponent's hands. This also has a quick and easy openable slot area to extract any of the Power Stones caught in its storage space.

If you end up spending an additional **100 SP**, this device will be able to take in other magical objects, items, or artifacts quickly and into its unlimited storage space in any future settings you may find yourself in. And yes, as long as they stay inside the device, they'll remain safe and secure.

Projectile & Gun Collection (200 SP)
An entire collection of the various guns seen around the world, but also includes the strange weapons found from the Flying Castle. This special set also includes a special Revolver, Ray Gun, 3-Way Shotgun, Flamethrower, and Bazooka that will never break or run out of ammo.

You can also use this collection to make other weapons if you wish, or upgrade them as you see fit (and also includes the special bundle as well). And yes, if you do happen to use up or lose anything from this collection, you'll get a brand new copy of it in about a day's worth of time in your Warehouse.

Battle Weapons (200 SP)
A similar collection, except these would be more of the various Swords, Spears, Staffs, Axes, Hammers, Tridents, and other exotic weapons out there. And within this entire armory comes a special bundle consisting of the Elemental Swords and Staffs (Fire, Ice, Electricity), alongside the Lance of Lava, Dragonslayer, and Legendary Sword.

All of them are in high quality, meaning you can find uses for them as materials for modifications or upgrades, while the special bundle weapons will never break. And these too will be restocked in about a day if used or lost, by appearing in your Warehouse in a new pristine copy.

Food Collection (100 SP)
An large container full of various and tasty food, that does include (and is not limited to): Apples, Bananas, Cheeses, Cuts of Beef, Roast Chickens, Roast Porks, Rice Balls, Hamburgers, Short Cake Slices, and entire 4-Layered Wedding Cakes.

Eating any of these items from this container will restore your stamina and health, proportal to the amount of food eaten and how well it was cooked or prepared.

Jewelry Collection (200 SP)
Perfect for the inspiring thief's collection, either found and bought or stolen by hand. This comes in the form of a large resupplying haul of gems, shiny crystals, and decorated jewelry of all forms with accopying precious metals like gold and platinum.

And hey, if you need to sell them to make money…That's a use for them. If not, perhaps you can find alternative uses for them with crafting and making things with said valuable materials.

Wrecking & Drill Machine (200 SP)
This is a pair of pilotable robot machines in a humanoid shape, with two different functions. The first one is the ‘Wrecking Machine’, which uses its wired sphere ‘fists’ to easily destroy large chunks of stone and let alone how much damage is inflicted on a person.

The other machine is the ‘Digi Drill Machine’, whose main function is to act as a far more efficient mining method, especially if used in finding and extracting valuable materials like gold and other precious metals. It also can be used to teach someone a lesson as well, if you wish to use it like its counterpart.

Both are slow and heavy, but are very easy to pilot and if they get damaged, are easy to escape/leave from if the need arises. They are also acceptable for any modifications or upgrades as well.

If either of these get destroyed or lost, you’ll find a new copy in your Warehouse fully repaired and cleaned up.

Ice Water Gun (200 SP)
A backpack device with attached gun and nozzle, perfect for spraying freezing water that will impede and quickly freeze targets in a solid block of ice. This device by itself won’t get someone killed, but it also does hold a lot of utility with some creative modifications…

Armed Dirigible (**200 SP)**
A small platform with two airlifting parts with accompanying pair of slots for a pilot and gunner. The gunner can operate the machine gun and comes with safety modifications, so you don’t end up shooting down your own vehicle.

It also is very easy to maintain and can be open for modifications or upgrades, while also having coverage to provide a new one in your Warehouse if lost or destroyed.

Famed Explorer Estate (300 SP)
An entire chunk of property containing a rather large multi-floor estate, with plenty of amenities for an entire family and staff, with an especial note on an large internal bathing pool. There also exist additional extensions for an Garage and a small Airfield for additional land.

Both the Garage and Airfield carry a vehicle inside of them, with the former having an open-air car on four wheels that’ll never need repairs or fuel and the latter with similar conditions for a two-seater biplane. And any vehicles you own that can be inside the estate grounds will find themselves being automatically fixed over time.

Everything inside the Estate, alongside the extension structures is customizable to the minute detail, in case you wish to really make it your own.

Training Temple & Restaurant (200 SP)
While both of these locations have different roles and functions to each other, it strangely turns out that an unorthodox training method can bring the two together. As such, you find yourself now owning both of these with them sharing the same purpose.

In essence, both locations can be used to train with the Mountain Temple being applicable for more physical training with its higher altitude environment and the Restaurant being able to teach more in an controllable environment for skills like patience and so on…

…And maybe making some money on the side, alongside eating good food from any talented students you may have. Of course, the first case is the real purpose after all…

Pirate Ship (200 SP)
A fine sea-worthy vessel that would hold enough for an entire crew to work in, alongside a private captain's quarters to claim as your own. Especially if you wish to hoard the treasures inside said room.

Also comes with a deck full of cannons and accompanying cannonballs to use as weapons, alongside other vital ship supplies to keep one's crew well-stocked in equipment for fighting and keeping the ship sailing on top of the water.

If the ship is lost, sunk, or permanently land-locked, you'll have an exquisite copy for your use in about a day's worth of time at the nearest safe shore or inside your Warehouse if that ends up being a more suitable case.

Golden Luck Casino and Mine (200 SP)
Sometimes, it is important to have enough money, and then there is this. An entire Casino establishment is now under your ownership, with the various games of chance and enough supplies to accommodate multiple staff members and patrons.

You also find that there is a deed to a nearby Gold Mine near the Casino's position, which is entirely full of gold in an already pre-made mineshaft network and enough equipment to support an entire mining force. And here's the special thing…

…You can make both the Casino and Mine places where they become integral parts of any town or city you may find yourself in, with both the good and bad possibilities that may happen. Just like making the Casino cheat to rack in debts before sending those into the Mine to make you money and try to pay off the debts…

Wandering Troupe Tent (200 SP)
An entire massive large tent that has enough room to pack in a very large crowd alongside the stage in the middle and back ends. Also has plenty of back room space behind the main stage to prepare for the costumes, equipment, and items for the acts the performers may wish to do.

It also can be easily packed up and transported, so you don't need to have the entire group load it into a trolley cart or something similar. It also will be easy to repair and maintain in case anyone damages in among the audience on the inside or someone from the outside.

Power Stone Altar (400 SP)
This is a very rare discovery you have in your hands. The stone structure before you is not heavy and thus is easy to move around. But besides that part for now, the main purpose of this Altar is to act as a means to recharge any Power Stones you may have that have lost a sufficient portion of their internal energy.

By placing one on top of the altar, you'll find that the Stones on it will recharge their internal supply at a very fast rate. And if they happen to be at full capacity, you can also have them be overcharged in a brief amount of time.

There are also slots on the top, which will allow for the same ability to charge and overcharge. However, placing any Power Stones in them will anchor them to the Altar and make stealing them from you far more difficult to perform.

If in the case any thieves manage to remove any of the Stones or take the Altar with them, two large powerful beast-like monsters will appear out of thin air to stop the thieves with the appropriate level of response you may wish to have. They will, of course, not cannot be made or seek to harm you, your companions, or any allies you wish to include in permission to see and use the altar.

(The appearance of the monsters and their capabilities are up to you, but do keep in mind that they would either fit the parameters of being powerful versions of normal animals or mythological creatures like say, Cerberus or Dragons.)

Iceberg/Submarine Collection (400 SP)
Quite a strange offer here. An entire set of three very weird colored submarines. Each of them is marked with a designation (P01, P02, P03), alongside an entire solid Iceberg as property that you own. Also, yes, the Ice is solid enough to build on and since you got it here…It'll stay safe from the environment and maintain its size unless you wish to edit it.

As for the Submarines, the P01 is blue in color. Its speciality is a pair of Turrets on its front, but also a massive one in the back. All of them are able to fire long distances, while the one in back has wider shots.

The P02 is colored in yellow, while it has 6 missile silo-like parts, 3 and 3 on each side in the middle. There is a red button box that acts as the activation method for the missiles to launch the missles on your foes or the environment.

And the last one, the green P03. It lacks inherent visible weapons, but has two launch pads that can send any poor saps flying if caught by them. The launch pads can also send out what look to be hover-craft that can drop bombs below them before they end up breaking apart.

Fusion Machine (400 SP)
What you see here is an entire machine, with two open slots that can allow you to fuse items together to make something new out of the combination. You'll find that you also own a manual on how to operate it efficiently and how to repair and maintain it…

…And obviously, the items made by this machine will be of high quality, so that they can easily be sold if you wish to do that.

(If you happen to also get the Item Fusion Perk, you'll find you can make far more stronger fusions by using your personal skill and the machine's method. Oh, and having both means you can reverse the permanent fusions or break down the items to have materials to use in new possible refinements methods.)



Power Stone Section

Given how much talk you may have heard of them already, it would be fitting to perhaps get into one of the most important items in this world. The Power Stone. However, to clarify…

…There are more than just one of these magical items. As you may have seen above, there can in fact be multiple of them, while there also exist far larger ones with even more power stored inside of them.

To make it easier on you, this section is dedicated to focusing on the *Smaller Versions* of the Power Stone. And more specifically, this will be focused on what you can do with this specific singular specimen you can acquire here, alongside **400 SP** in this section only, to spend on customization and upgrades.

-Abilities Info & Terms-

Power Change (Free)



Power Change is the ability to use the Power Stones to temporarily transform into a different form altogether, alongside the power boost that comes with it. It also allows you to uproot and wield large objects like those with the **Huge Perk**, alongside allowing you to also use your enhanced agility like those with the **Nimble Perk**.

While in this form, you can attack normally or with any weapons you have with your boosted power. But you can perform two other special feats while in the form. *Power Drives* and *Power Fusions.* However, using either of these will drain the supply of power from the stones in your possession till you automatically lose the form's powers.

Also, while in this state, your defensive capabilities are strongly protected from all offensive sources, to where at least those who are just normal people wouldn't be able to harm you. Do be aware, that doesn't mean you are invincible, because there will be things that still find ways to damage you if you only rely on this as your means of defense.

Power Drive/*Power Fusion* (Free)



Power Drive is the name for a smaller, but still more powerful attack in your Power Change form. These drain your energy supply by a semi-small amount each time they are used, but they will have more uses than the other attack type.

With this, you will automatically have 2 Power Drive moves available to use in your Power Change Form.



Power Fusion is the name for the larger and vastly stronger attacks in your Power Change form. These ones will drain a large chunk of your energy supply at such a level, that you would normally have enough energy to use two Fusion attacks before you lose your form.

And much like Drives, you automatically have two Power Fusion moves available to use in your Power Change form.

Power Change Form: Time Limit
The one downside to relying on the Power Change form is that it has a time limit till you revert to your previous form (or 'normal', as one could say). As for the quantity of time, it is around the ballpark of 2-3 minutes time as long as you remain in this setting.

However, as a beneficial catch…The more times you use the Power Change form beyond this world/setting, the time limit will be increased bit by bit… …Like say possibly around 5 or 10 mins in extension per use.

-Power Stone/Form Upgrades-

Import (Free)
Perhaps you have another magical rock, crystal, or gem you like in your possession you'd like to make into a Power Stone? If so, you can use this option to make it happen.

Lower Stone Requirement (200 SP)
Normally, one would need to possess three 'Smaller' Power Stones in order to achieve the Power Change form. With this upgrade, you instead only just need one (like the one you currently have in your possession).

You still get the same amount of base time limit for your Power Change form. However, you do find that the specific one you use becomes the only one you can use to Power Change as a necessary drawback. So don't lose it.

-Restriction Breaker (+100 SP)
This further upgrade allows you to override the 'One Power Stone' restriction up above, meaning you could use someone else's Power Stone that had never been used by you…And still achieve all of your capabilities in your Power Change Form.

Power Amplification (100 SP)
Regardless of the minimum amount of Power Stones you need, having more Power Stones in your possession will add more boosts to power and duration of your Power Change form. This works better with the more you have, especially if they add past your minimum quota.

Magnetic Hold (100 SP)
You find that any attacks or methods of force impacted onto you will keep the Power Stones in your possession from getting knocked loose or sent flying away out of your reach. This also accounts for anyone trying to wrestle it out of your hands as well.

Creation Function (300 SP)

Your Power Stone can actually be used to create more copies, though creating copies will temporarily drain your stone's internal energy supply till it will take a reciprocal amount of time to create new ones after it has refreshed/renewed its supply.

Oh, and you can also create limitations or restrictions, in case you want to make sure these only get into whoever you consider to be the right hands.]

Utility Power (200 SP)
As cool as Power Changes and so on are…Why not find ways to make the very combat moves have utility outside of it. Or perhaps find utilities for the very forms themselves, like say using them to absorb the impact of a long fall. Or perhaps the creativity to work with others to extinguish a raging fire or something…

Developing Power (300 SP)
Of course, utility is fun and all…But what about branching out into other elements or things related to your Power Change form? Like developing from Fire into something like smoke or plasma… …Or maybe from metallic machinery into something like magnets or rocks?

Drive/Fusion Additions (50 SP Each)
This option allows you to have more slots for Drives and Fusions, making it where you can have more options to be truly prepared for just about anything.

Thematic Power Change/Drive/Fusions (200 SP)
In case you wish to have your own copy of an existing Power Change form to use as you see fit, this is your chance to do so. Each Theme comes with one or two samples, depending if there are any overlaps between any two Power Change Forms.



(Left to Right: The Red Whirlwind, The Scorching Beauty, The Proud Eagle, The Master Swordsman, The Agile Dragon)



(Left to Right: The Cherry Blossom Dancer, The Revived Pirate Captain, The Heavy Tank, The Mad Clown, The Hell's Army Leader)

Rockets/Wind
-Based on Falcon and Pride
Hurricane Punch (Drive)
Missiles (Drive/Fusion)
Rocket Charge (Fusion)
Homing Capability (Drive/Fusion)

Ninja/Kunoichi
-Based on Ayame
Shuriken (Drive/Fusion)

Knives/Needles (Drive/Fusion)
Combo Attack (Fusion)

Machinery
-Based on Accel and Pete
Spiked Wheel Charge (Accel: Fusion)
Toy Plane Barrage (Pete: Fusion)

Guns/Bullets
-Based on Accel and Pete
Submachine Gun Arms (Accel: Drive)
Homing Rounds (Accel: Fusion)
Toy Soldiers Fire-Salvo (Pete: Fusion)

Fire Elemental
-Based on Rouge
Fire Constructs (Fusion)
Fire Rain (Fusion)
Fire Stream (Drive)

Electricity

-Based on Ryoma and Pete
Electric Whirlwind Slam (Ryoma: Fusion)
Electric Ball Projectile (Ryoma: Drive)
Electric AoE/Electric Spin Attacks (Pete: Fusion)

Earth Elemental
-Based on Gunrock
Boulder Rain (Fusion)
Rock Toss (Drive)
Giant Size Bulldoze (Fusion)

Qi
-Based on Wang Tang
Energy Blasts (Drive)
Beams (Drive)
Energy Spheres (Fusion)
Dragon Combo (Fusion)

Blades
Based on Jack and Ryoma
Quick Draw Attack (Ryoma:
Buzzsaw Launch (Jack: Drive)
Blade Swipe (Jack: Drive)
Multi-Cut Barrage (Ryoma: Fusion)
Sword Projectiles (Jack: Fusion)

Totemic/Light
-Based on Galuda
Light Eagle Wing Grapple (Fusion)
Light Arrow Shot (Drive)
Light Arrow Barrage (Fusion)

Chaotic/Carnival
-Based on Julia
Heart Projectile (Fusion)
Carousel Barrage (Fusion)

Dinosaur/Dragon
-Based on Gourmand
Fire Breath Tornado (Fusion)
Killer Chef Pot (Fusion)

Ghost/Skull
-Based on Kraken

Skull Gun (Drive)
Skull Wire (Drive)
Skull Vacuum (Fusion)
Skull Soul (Fusion)

Demon/PS Energy
-Based on Valgas
Dynamite Kick (Drive)
PS Energy (Drive Version)
PS Energy Maximum (Fusion Version)
Meteor Chain (Fusion)

Money/Cards
-Based on Mel
Material Card Attack (Drive)
Coin Scatter Shot (Fusion)
Coin Bag Crush (Fusion)

Custom (200 SP)
Of course, you can also just make up your details on the Power Change Form's theme, alongside the following Drive and Fusion Moves.

Perhaps you could go for a sort of Psychic with Telekinetic Drive or Fusion that makes use of the surrounding objects/items in your current environment. Or perhaps something else that you may prefer…

Companions
Companions can purchase more companions.

Adventurer Group (Free, 50 SP Each)
Perhaps you would wish to bring along some close friends and others you met along your travels to join you in your adventure in this world? If so, feel free to bring up to 8 of them with each of them individually getting a stipend of **600 SP.** Though if you wish to bring along more than that, you will need to pay **50 SP** each for more.

Cooperative Recruitment (100 SP)
With the people you'll meet in your travels in this world, maybe some of them wouldn't mind possibly joining up with you for new worlds to explore and discover their treasures? It also helps that most of the adventurers and treasure hunters are arguably friendly enough people. And for those who aren't, there could be something that can make it work.

(This counts as the Canon Character Recruitment Option. And this does mean you can recruit the following individuals and fighters: Edward Falcon, Ayame, Wang-Tang, Rouge, Ryoma, Gunrock, Galuda, Jack, Kraken, Accel, Julia, Pete, Gourmand, and Pride Falcon.)

Fellow Fighting Adventurer (100 SP)
Now this is a special person, not because of their fighting skills or them having the ability to Power Change like others out there. But more because they are a unique person that either convinces you (or you convince them) to work together, even beyond this world.

It is up to you to learn about them of course and what specialties they may have either in talents and passion, alongside their personality and character…

Loyal Associate (100 BP)
Either due to you possibly being very wealthy or knowing how to impress people with your character, you now have someone willing to become a Butler (or whatever alternative/fitting position) for the foreseeable future. This person isn't the best at fighting, but their sheer will and determination means they do have enough potential to be able to get a Power Change Form.

This form by default, is more themetatic/stylized akin to a Famous Knight, but the finer details may actually be different in case it is not accurate. *(Or in other words, it is up to you.)*

(If for some reason you wish to have this be Apollus, you can have this be the case. Though the Falcon Family may be saddened to have to say goodbye to him, depending on how you work out what the story goes with him already working for them.)

Hired Crew (100 SP)
While all of these people may look the same on paper (and not under closer look), they all share the same thing. Reasonable competency and ability to work with each other collectively as a large group. And they all agreed to work for you, for whatever reason makes sense between them and you.

All of them will count as Followers, by the way.

Shopkeep (200 SP)
The one and only person perhaps finding a way to make do while inside the Flying Castle. This is Mel, the shopkeep. Normally, she would be handling the shop in matters of buying from and selling to others, alongside handling other services like Item Fusions and so on…

…Except now, you find that she is now with you, with her store going mobile to make sure she can still run her business if need be.

She also, despite what you may assume at first, is a very capable fighter and able to use Power Change, albeit with her special theme and unique talent to use 4 Power Fusions while transformed by default.

Draconic Allies (400/600 SP)

To say that finding these legendary creatures is a feat would be putting an downplay on an possibly greater feat. That you can actually have one of them view you as its equal and wish to travel with you.

Of course, these Dragons in question are very small and very young, meaning that while they may do some damage thanks to their small elemental attacks, it is unlikely they'll win a fight just relying on them as they are. That said, give them enough time and raise them properly…

…You'd have an entire fully adult Dragon with all of the power and opportunity that entails…

…And regardless of that, You get three choices to pick among a Fire, Ice, or Lightning Dragon. And in case you want all three, you instead need to pay an additional **200 SP** to get them all.

Drawbacks

There is no limit to how many Drawbacks you can take, but while this is the case, do be warned that you may wish to be careful, lest you find yourself in possible matters that may be your downfall…

Alternative Adventure (+0)
Strange indeed. Rather than what you may come to have expected, things are actually quite different. Namely that the world is (possibly) divided into 'Lands' of various kinds alongside other key notes, but in exchange, offers its own level of intrigue and wonder.

(This also covers as a method to use any media like Fan Fiction in case you don't want to use the Anime of Power Stone.)

Strange Reference (+100 SP)
Normally, one would expect something in the very early 1900s to only have contexts and knowledge in the culture/media of their time. Now, that gets thrown off the boat as just about anyone you may meet may make very obvious references to things that shouldn't exist yet…

…Especially if it can be done in a serious moment. This of course, is just more of a moment/tone killer for anyone that cares about it.

Rube (+100 SP)
Not exactly the most streetsmart, are you? Whether you are an actual 'Rube' as they say or not, you do find it on the rare occasion to be fooled by something minor that'll do at best a minor inconvenience or at worst, something a little bit severe.

And no, if you do pay attention, you won't fall for the same trick over and over again.

Spot of Bad Luck (+100 SP)

This isn't the dangerous kind of bad luck, but rather of a different kind. Perhaps if you were eating something in a restaurant, someone accidentally splashed a picture of water over you. Or maybe if you were in a bathhouse, a freak accident causes all of the hot water to spill out.

Either way, this spot of misfortune will creep up again and again, especially if and when you don't expect it to happen in normal situations.

Parentless Activity (+200 SP)
You find that your possible origin into this world has left some memories to stick around in your mind, namely of the parents you may have had not being there for you. In case you don't want more memories to jumble in your mind…

…You instead feel this sense of possibly living in the shadow of someone or something, even if they aren't exactly real. This will hold some minor sway on your actions, but it isn't impossible to work your way past this with due time and support.

Kleptomania (+200 SP)
Well, that does give an additional explanation why you may be looking for the Power Stone. But do you actually have everything else you got with you?

You now have a kleptomaniac mindset to take countless things that catch your eye or attention. And this is especially true for those of the very shiny kind as well. As for why, perhaps you seem to find joy in collecting many things, admiring all of the shiny objects in your hands, or perhaps you have a motive that makes sense to you and possibly no one else.

Gambling Problems (+200 SP)
Either your luck in gambling is terrible or everyone has been rigging the games against you. And much like some people, you just gotta keep trying to make everything back. In case you don't want to have that plaguing your mind, you could instead be handed a massive debt that you are expected to pay up…

Disfigurement (+200 SP)
Did something happen to you? Your body is covered with what looked to be the kind of wounds that may never heal until a very long time. And even then, you have to make sure the wounds are fully covered up to prevent possible malicious problems.

However, even if you do make sure to not look like a fully wrapped mummy made of bandages, people will still be turned off or frightened by your visage, especially if you have to leave gaps to allow you to use your senses and so on.

Madness (+300 SP)
Oh dear, this isn't good. Much like a certain individual named Jack, you seem to have something going on with your mind. The kind that would make others say it has driven you to madness. While there is enough left in there to keep you going while staying alive, the madness

that has taken up the rest of the space in your mind will make interacting with society and others far more difficult.

And to also say, it isn't impossible to rein it in to act more like yourself for a brief time and also still have support from others…But it also won't be very easy.

Change Charge (+200-300 SP, Cannot be taken with Powerless Stones)
Either due to your unique nature or something else being different with the world, you now need to get 5 Power Stones to even be able to achieve Power Change.

And for an additional +**100 SP** to use in this option, until you hit the raised limit, you get no boost for having between anywhere from 1-4 Power Stones in your possession.

Historically Accurate (+300 SP)
It is partly a shame to admit that this world wouldn't fit the historical accuracy of a more contemporary Earth, but perhaps something can be done about it at a cost. If you take this, the world of Power Stone will be adjusted to make it where anything that exists technologically beyond 1903 will not exist unless it is possible to make it within the confines of the very early 1900s development.

And for note, this won't have an impact on the Power Stones or other mystical items out there in this world. Though was it worth it to take some of the fun out of this world for being more 'accurate'?

Heir To The Burden (+400 SP)
The burden of being too wealthy. Cause yes, this makes it where you can't be seen as not being wealthy. And even if you didn't have anything resembling the sort, you will now as in this Jump.

For note, having a LOT of money means a LOT of people would want to steal it from you and/or manipulate you due to it. Not to mention, the amount of attention that gets drawn to you as well. Of course, if you do end up severing your association to your wealth to avoid this…

…You find that situations will arise where the lack of money you have will make things more difficult for you.

Seemingly Spotless Reputation (+400 SP)
No, you don't have it…But instead, someone else does. And the thing is, you strongly believe that they can either do no wrong or whatever negative rumors are just 'rumors' or some form of lying 'slander'.

Of course, this isn't to say you can't be convinced otherwise, but it'll take a good deal of time and genuine evidence that can stand up to your scrutiny…

…Just make sure to also not be too rude to those traveling along with you if they disagree with you on the intentions of the individual in question. Oh, and hope they may not be too evil…

Powerless Stones (+500 SP)
Quite unfortunate for you. You find that being here, you are unable to use Power Change with any Power Stone while in this world. However, this also applies to any transformation Perks, especially if they give any useful benefits or things like power boosts.

This does mean, however, you may just have to rely on your wits, skills, and other talents when your foes can reap the benefits of them being able to use Power Changes.

A Pure Adventure (+600 SP)
No Outside Perks, Gear, and No Warehouse Access. You only get to use whatever you find here. Good Luck!

Scenarios

Mystery of the Slayer
*Can be taken with the Alternative Adventure Drawback**



Quite a situation to undertake, one can say. Given that it will involve the *Slayer Of Manches*, otherwise known as Jack. There will be two ways to approach this one. Either with this particular individual either as an ally or an enemy while you are here in this setting.

If picked as an ally, the notorious Jack is now going to be traveling with you for both good and bad. The reason why on Jack's end is something that makes sense for him, or if taking the continuity from the anime, it is possible he sees you as a beloved family member accordingly.

For note, Jack is still infamous in either continuity…But it doesn't mean you can't find a way to still ensure his trust and be able to help him develop into a new person with a LOT of work and effort. And stay out of trouble if you ain't for getting into it all the time.

If picked as an enemy, Jack is now aware of your nature as a Jumper through some unknown means (that you may possibly learn of as far as that end may go). And with that, begins the start of a very persistent Jack that will be tracking you and your Companions.

Jack will resort to stealing at first, ranging from in-person, to even finding a way to crack into the Warehouse to steal…though fighting him off will get him to act less of a Serial Thief and more into his other association. His stealing, combat, and power will also scale quickly to account for you as a Jumper…

…And that's NOT accounting if he gets his hands on a Power Stone.

No matter what, even as an ally or an enemy…Both you and Jack must be alive. After all, part of your objective is to unravel the mystery of who he truly is…

-Reward-

For your effort and work in pulling off what many consider to be possibly improbable, you have gotten the right to several things for your accomplishment.

The first and easy one to explain is you can take Jack as a **Companion** for free (and also be refunded if you already had him recruited outside of this Scenario). And depending on the raw details, you have earned his complete loyalty and/or friendship (especially if he is aware that you're not actually or thought to be part of his beloved family if that applies).

The second one is not as easy to explain, given that while he may have changed a lot thanks to you…The two very clear things that can be said are the following: *Jack himself will retain/gain the talent to scale alongside you, no matter how strong you get.*

And with that, also means he has a very exceptional role that he will excel at compared to everything else. Namely, acting as an 'Guardian' that will directly protect you in person, or if assigned to keep watch over places you own, like properties or your own Warehouse.

His manner in doing so may be very weird, but make no doubt that he means well and he can perform either protective role with absolute silence if it is needed. So take the knowledge your pursuit of this mystery has made you a very powerful ally and responsible with that entails or not…

The Legend of The Power Stone
*Can be taken with the Alternative Adventure Drawback**

So as you may have heard already or can infer from everything up till now, the Power Stones are filled with so much potential. And given what the Legends tell of them…Many will seek to find the means to make their dreams or even make miracles happen to shape the world.

And now, you are tasked to be the one to explore the world and-

-Well, actually there is a catch to mention first. The mention of 'Legends' means there may in fact be two ways the events you are about to undertake will go.

One version will have you travel around the world, looking for others searching for the *Master Power Stone*. And your objective is to defeat them in battle in order to find more information or clues, alongside the other critical part is that you do have to win these battles as well, in order to prove you are worthy to find and claim the legendary treasure on Avalon Island.

The other version of the Legend instead asks you to locate the *7 Power Stones* scattered across the world and its 'Lands', before bringing them to the original altar in Dark Land to allow whoever reunited them to perform a miracle that will shape the world.

However, in both versions…There exists a figure known as Valgas, that holds either a piece of the Master Power Stone or an independent *Dark Stone* that will be the final hurdle to stop you and anyone else on your side.

Your task in either version at this point is to defeat Valgas before he can claim what he seeks, and also defeat his (possibly un)intended transformation into Final Valgas, who uses either personal power source to try to destroy you once and for all.

To add as a warning, Valgas is a formidable former soldier and world famous fighter outside of his Power Change Form by nature. So be wary if he ends up using it in the fight…

-Reward-

With Valgas out of the picture, you find that your quest is over with you free to claim the Master Power Stone (or the miraculous power from bringing together all 7 Power Stones into the altar)...

…And after a moment, you find that you now possess several rewards.

Regardless of the version of the legend you went with, you get two special versions of the Smaller Power Stones. One being designated as the **'Light Stone'** and the '**Dark Stone**'.

The Light Stone holds the equivalent power of 7 Power Stones in one, while allowing you access to make your Power Change form take on a white-colored angelic theme. While the Dark Stone has the same amount of equivalent power, it insteads makes your Change Form akin to what Final Valags's theme of wild mutation or corruption.

(If either of those additive themes don't suit your tastes, you can make them whatever else you may feel fitting for either the Light/Dark Stone.)

Another set is a pair of land masses known as **Avalon Island** and **Dark Land**. Yes, the very place you (possibly) fought on is now under your ownership. While both of these places are normally barren with civilized life, these versions will allow anyone that does live and train on them grow more stronger.

Specifically, Avalon will allow those on it to get more powerful magically overall, while Dark Land will allow those on it to become more physically stronger overall instead. And yes, you can in fact bring these places with you in case you want to.

And the last reward is a special Perk called **Champ of Champions**, as befitting the fact you did defeat what many consider to be in the public's eye as the *World's Strongest Man.*

In essence, this provides a massive all-around boost to all of your combat ability, especially in pure hand-to-hand combat alongside also giving you the same kind of fame and influence that Valgas had in this world with all that entails…

…And the coverage this makes to hide your true motives, especially if others would consider your actions and ambitions to be more in line with being a monster, or someone who would be the leader of an Army from hell itself…

But then again, who may care if you feel like you're already at the top of this world and can do the same elsewhere…

Flying Castle Escape
At some point in the past, events unfolded that gave rise to countless rumors in the present of a floating castle appearing around the world. Some say that the massive floating structure appeared and disappeared in mere minutes, with people taken into its walls that were never to be seen again…

…Of course, much like the Power Stone, there is truth to the old legends of this place. You, however, will find said truth, alongside other possible secrets hidden away. By undertaking this, you will at some point in your journey here in this world be brought to this flying castle as one of its prisoners, especially split apart from your Companions as well.

Your task is simple on paper, but execution may still be a challenge. You have to escape the castle holding you as a prisoner, get whoever else is stuck thare as a fellow prisoner out, and defeat the giant monster (known as 'Dr. Erode' for reasons unknown) that rules the castle

And just in case you think you can just teleport your way out or some other method that'll make things trivial…You'll find that any Perks or Gear that fit those criteria are now suppressed thanks

to the massive Power Stone in the possession of Dr. Erode as long as you remain trapped in the Flying Castle.

-Reward-

For fulfilling the requirements asked of you, you find that the large **Shadow Power Stone** owned by Dr. Erode is now in your possession. And because of that, it ended up merging with you to give you an alternative form to use.

This entails you getting an **Enhanced Giant Form**, allowing you to easily tower over the tallest fighters in this world and possibly many more. Not to mention, you find your strength, resilience, and even vitality to be massively boosted while in this state. And with all of that power from the mysterious source now part of you, the ability to fire blasts of elemental energy (of your choice) from your hands (or whatever else is applicable) is among the least you can do now.

As for one of the other rewards, you'll find that the destroyed Flying Castle that collapsed with its Ruler destroyed…has actually reformed again, except now it has chosen you as its owner.

The entire **Flying Castle** comes with entire sections dedicated to acting as luxurious amenities for you and whoever is traveling along with you. And the Castle will also automatically adapt to suit yours and others' form no matter what shape or size it may be.

You also find that the Castle has its network of portals to make travel around it vastly easy for you and your allies. And for those who are enemy intruders or possible prisoners you brought into the castle's interior as prisoners, they will find that the network will lead them into the worst possible routes as deemed appropriate by you.

And to end this portion, if you wish to modify the Castle to the very last inch, feel free to do so. And no matter what modifications you make, this place will remain able to fly around the skies if you wish to bring it along in your travels beyond this world.

Then lastly with the final reward, you find those fellow **Prisoners*** that you escaped the Castle with you are given the chance to become Companions with you on your adventures in the future. If any of them do end up joining along…

…They gain a special **Revival Perk** that can be used to get someone fully unconscious back on their feet in tip-top condition in mere seconds. And this also works for the case if they ended up pershing very recently (the user will have a means to know just exactly how much time they'll have to revive someone), albeit at the cost of giving up a small chunk of their vitality to make it work.

And yes, you do get this special Revival ability as well, Jumper. But DO be aware that this revival method to escape 'Death' will count as a 'one and done' 1UP if used on you on the

current Jump you are on at the time. You'll get a refresh on this as soon as you enter into a new Jump.

*(*See Notes for the parameters for Prisoners)*

Cardfighters Clash!
Based on the SNK vs Capcom, Neo-Geo game.

A strange scenario with characters who are familiar in a place that seems to represent an older time of gaming.

You will need to arrange your deck, and beat others to gain cards. A deck comprises 50 cards. Can't choose 3 of the same cards. Shuffle then pick 5 cards. Decide who goes first….

First player picks one, then decide if you want to attack. Use three cards at max….

-Reward-

You can resolve combat in the form of card games, this is done by having Jumper, their companions and followers take the appearance of cards. Points will be based on their total perks, abilities, and items.

So instead of combat you can have things done with a new interface. Trust in the cards.

Also, you will go first.



Ending/Decsions

The ending time for you being here in this world is approaching very rapidly. So surely you have made your mark on this world if you wished to do so. Or make note of all your possible achievements you personally accomplished.

And now here you are, at the crossroads to determine what awaits you next for your future. In front of you there are three paths. Which one will you take?



Retirement/Game Over
Perhaps your time here was more rough than it may have seemed, or maybe whatever you experienced made you wish to return to your home. No matter what it was, you can take whatever fond memories or experiences you have with you, alongside your stuff and anyone else willing to still join you.

Set In Stone
Perhaps something about this world caught your eye, or the thrills you've had make you wish to stay. Or perhaps you may be curious to see what becomes of this world with the passage of time. No matter the case or reason, you've decided to stay here after all with whatever changes you may have caused upon the world.

A New Journey/Adventure
Perhaps with your time here, your sense of adventing has you yearning to see what else is out there. And even if that isn't the case, you can take everything you've gotten here whether it be gear, new friends/companions, or even talents and powers that will serve you well.

Notes

Based on a series of 3D Arena Fighter Games and a 1999 Anime made by Capcom. We need a Power Stone 3, Capcom!

***Locations*:**

A majority of the locations do seem like someone in translation may have misspelled the locations, but the names will be the same as the game sources.

As for the Flying Castle and its case, given what its function in Power Stone 2 is for, it is an option, but one that would be very dangerous compared to other locations.

Perks:

Taking both **Huge** and **Nimble** would make you like Valgas in the anime, a physical freak of nature.

Ninja/Kunoichi and **Cowpoke** may allow you to be like Kenichi Smith.

Palette Swap can make you be the Ken to someone's Ryu, the Luigi to someone's Mario or the Sub-Zero to someone's Scorpion.

Gear:

Battle Items:
Some of them are actually based on Unlocks or are associated with the Characters. And there in fact some not-so normal items to use, like say a Frozen Fish or a Paper Fan that may or may not be part of the collection.

Power Stone Section:

The Power Stone 'Import Option' works forward too, so you can leave this jump and use that import option for future rocks/stones/crystals/gems. Say you want a Power Stone with a Power Stone from Marvel or a Chaos Emerald.

Scenario Rewards:

Light Stone & Dark Stone: Yes, you can in fact use both at the same time. What would it do in terms of possible theme-change to your Power Change form? As far a suggestion could go, perhaps a Dark Eldritch Angel or some form of a Light Sculpted Mutant…

…Otherwise, just figure out what makes sense to you…

Prisoners: Normally, these would be the playable casts of *Power Stone 1 & 2* (save for Kraken and Valgas), so this would be a chance to get them for free (and yes, any Refunds if applicable).

You are also free to have these be entirely new people as well or perhaps anyone of especial note to you from the anime if you used the **Alternative Adventure Drawback**, for example.

Sources/Refernces
Power StoneAnime Playlist:
https://www.youtube.com/watch?v=IaB6smqmA2o&list=PLsjOSMBObWvKNbOARe2Rrhk-CKvPmrFT0
Power Stone Wiki:
-Power Stones: https://powerstone.fandom.com/wiki/Power_Stones
-Power Stone 2 Item Shop: https://powerstone.fandom.com/wiki/Item_Shop
--Item Catalog/Visualls (Video): https://youtu.be/QE74EVkksMg

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Future Suggestions/Additions:
-Inventor Perk
-Merchant Skill Perk
-Conscious Personality Shift Perk
-Personal Weapon Items
-Tribal Land Property
-Settlement Property
-Cruise Ship Item
-Coliseum Property
-Old Master Companion
-Tribe Followers
-Kinsmen and Clan Followers

Thank you for your time in reading this Jump.
-Tri-Sevon