

A Jumpchain CYOA
Version 1.06
Created by Jack of Olives.
Loosely based on the original Aion jump by Aionon.

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INTRODUCTION:

Welcome to Atreia; a fantastical, if somewhat broken, world created and watched over by the god known as Aion.

Atreia was once a hollow world, with biospheres on both sides of the planet's surface. The insides lit by the Tower of Eternity; a massive structure that pierced the inner skes from one end of the planet two the other, and was said to be the physical embodiment of Aion.

Unfortunately, what started out as an idyllic paradise was soon ruined by conflict, as the rule of the mighty Balaur, whom Aion had created to rule over and protect the sapient races of Atreia, turned tyrannical, as they began experimenting in forbidden and destructive magicks in their quests for personal power and glory. In order to help them fight this threat, Aion ascended humans he deemed as worthy into the Immortal Daeva; demigods capable of breathtaking feats of might, magic, and ingenuity. Led by the Empyreal Lords, the greatest of the daeva, they waged a great war against the Balaur tyrants.

The war, which became known as the Millenium war, lasted for centuries without any real progress, until one day when the Balaur requested to meet at the Tower of Eternity to discuss peace terms. What happened at that meeting was unclear, but there was a betrayal of some kind, which ended with the Balaur's forces attacking and partially destroying the Tower.

The damage to the tower caused a chain reaction, shattering Atreia, and scattering all, Balaur, Daeva and Humanity alike, across the shattered planet. The Balaur who were weakened by the aether released by the Cataclysm, fled to the ends of Atreia, while the humans and their daeva protectors did their best to rebuild on whatever half of the damaged planet they found themselves on; many blaming their opposite others for causing the catastrophe.

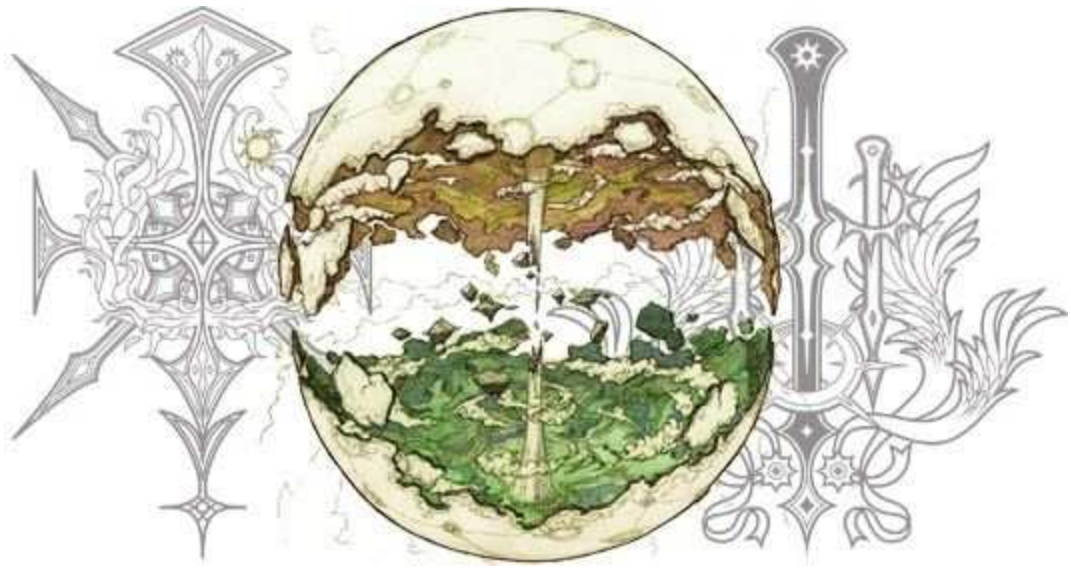
In time, the humans adapted to their various environments, rebuilt their civilizations, and formed their own cultures. However, both sides held the other faction responsible for the Cataclysm.

In recent years, after centuries of isolation, the two factions made contact again for the first time since the Cataclysm. No one knows exactly what happened during that encounter, but everyone can agree that it didn't go well.

The Elyos and Asmodeans are now at war, as they fight over resources and attempt to explore (and hopefully even repair) the shattered and anomaly-filled no-man's land known as the Abyss, that occupies the center of Atreia.

You will be spending the next ten years here, amidst this world war, where you will not only have fellow humans and daeva to contend with, but the many other threats that have sprung up since the fall of human civilization during the cataclysm.

May Aion watch over you.



You start with a budget of 1000cp.

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Starting Location:
You may start in or just outside your faction's Capitol city at no cost.

Alternatively, you may pay 50 cp to choose anywhere in or on Atreia that's under the control of your faction.

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CHARACTER CREATION:

Starting Age & Sex: You may freely select whatever age and sex you want to start as during this jump. No charge.

Origin:

Note: Any origin can be toggled to function as a Drop-In, if desired. Drop-ins gain all the skills they normally would, but lack any history, contacts, or knowledge they would normally receive from having lived in the world outside of the knowledge needed for their classes and jobs to function.

Priest [free]: Your devotion to Aion was apparent from a young age, and your knack for healing is said to be a sign of his blessing. Most groups would be grateful to have you along.

You're trained in the use of maces and staves, as well as cloth and leather armor.

Mage [free]: Your sensitivity to aether was noticed at a young age and you were sent off to learn magic from a local mage at the age of ten. You have a knack for manipulating aether to produce effects both amazing and dangerous.

You're trained in the use of focus-orbs and tomes, as well as cloth armor.

Warrior [free]: Your physical prowess was always something special, and before your ascension you'd already made something of a name for yourself as a skilled fighter. Specializing in melee weapons you bring swift death to your enemies at close range.

You're trained in the use of swords, maces, and polearms, as well as shields and all armor types.

Scout [free]: Whether growing up on the streets or on the edge of civilization, you came to realize one important fact; fair fights are for suckers. Whether using swift attacks or ranged weapons you cause your enemies debilitating injuries or other deleterious effects.

You're trained in the use of daggers, one-handed swords, and bows, as well as cloth and leather armor.

Technist [free]: You've always had a knack for mechanical devices; and you've spent years honing that talent. You specialize in magitech weapons and channeling magic through mechanical devices.

You're trained in the use of pistols and aethercannons, as well as cloth and leather armor.

Muse [free]: Growing up, you were often both praised and criticized for your artistic talents; both of which only spurred you on to greater heights. You know the basics of casting magic through music and other artistic endeavours, and using a strange magitech device known as a chromablaster to throw around more magical paint than a squad squid-people.

You're trained in the use of the previously-mentioned chromablasters as well as the harp and one other musical instrument as both weapons and foci. You're also trained in the use of cloth armor.

Note: Harps are the most common instrumental-foci in the setting, so if you want to make use of others, expect to be commissioning a lot of custom weapons.

Races:

Asmodean [free]: Those stranded on the darkened, northern half of Atreia named it Asmodae; and themselves Asmodians. Due to the cold, dark, and often barren conditions, the Asmodians' evolutions were dramatic; gaining talons and claws to help them hunt and survive, and a mane of hair down their backs to assist in staying warm, and many even gained blue or purple tones to their skin. Their daeva tend to have midnight-black wings, and their eyes glow red when in combat or emotionally-.

As a culture, they are a pragmatic, meritocratic, and often cynical people. Most believe that the reason for the towers destruction was due to treachery on the part of the Balaur, and the Elyos foolishly lowering the Tower's defenses.

In addition to being physically tough and having claws and talons on your hands and feet, you can see in low-light conditions as if it were broad daylight, and can make out basic shapes in any level of darkness. You also have a mild resistance to ice/cold effects.

Elyos [free]: Those stranded on the sunlit, southern half of Atreia named it Elysea; and themselves the Elyos. Due to their land's lush vegetation and warm climate combined with the ambient aether, they developed a strong, angelic visage; and came to believe that they'd been

blessed by Aion. Their daeva tend to have beautiful, white wings that almost seem to glow in the light.

As a culture, they are a noble, proud, and often arrogant people. Most believe that the Asmodeans betrayed them by disrupting the peace-talks with the Balaur, and hold them responsible for the Tower's destruction.

In addition to being a physically strong and beautiful specimen of humanity, you are almost impossible to blind with Light. You also have a mild resistance to fire/heat effects.

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PERKS:
Origin perks are discounted for those with the corresponding origin, with the 100cp and one Class perk being granted for free.

General:

Ascendance [free]: You are an immortal daeva. You are capable of manifesting wings on your back for flight, your physical, mental, and magical abilities are noticeably greater than that of an ordinary human, and your potential for growth will see you worshiped as a demigod, in time.

By merely summoning your will you can cause a pair of majestic wings to appear on your back. Aside from looking amazing, so long as there's sufficient ambient aether to sustain them, they'll grant you the ability to fly through the air with grace and speed; and with some practice, you can eventually learn how to fuel them with your own mana.

Wings aside, as mentioned above you are now immortal; aside from no longer physically aging, you are also capable of reforming your body if slain, so long as your spirit still clings to life. However, this does not mean that you have nothing to fear. Reforming a body can be quite difficult without outside assistance, and you will be left exhausted physically, mentally, and spiritually after doing so.

There are some caveats to this due to your status as a Jumper. See the Miscellaneous Notes section for more information.

Immortal Perspective [free/-100]: Humanity was not designed to live forever. Thankfully, Daeva are partially spiritual beings, so the limits of the human body have little hold on them.

Your memory and recall are greatly enhanced, and capable of storing a seemingly infinite amount of information; certainly more than should be physically possible for a human. In addition, you never suffer any ill mental effects from aging, won't have to worry about getting set in your ways, and are resistant to the effects of ennui.

For an additional 100CP, you are also completely immune to the effects of ennui, will always be able to find something in life to interest and inspire you, and can easily keep up with the current generation's innovations and culture, should you put in at least a minor effort into doing so.

Daevic Beauty [free]: While not universal; most daeva have stunning looks, that put all but the most beautiful mortals to shame. You're no exception. Your ascension has given you a noticeable boost to your appearance. You can decide in what way this manifests itself.

Essencetapping [free/-200]: You know the basics of magically extracting valuable materials from your surroundings in a way that won't damage the environment or source. In addition; post-jump, you may use this ability to gather resources native to other settings.

For an extra 200cp, you have mastered extracting all but the most exotic materials, and as an added bonus; you often find rare materials in your endeavours. Also, your post-jump essencetapping will find the occasional Atreian material gathered alongside native ones.

Aethertapping [free/-200]: You have been taught how to extract Aether from vortices, which can then be used by daeva to catalyze their crafting. Post-Jump, you will be able to find the occasional vortice-like anomaly spread across the setting seemingly at random, which you will be able to draw aether out of. They'll be invisible and undetectable to anyone who doesn't have this perk, however.

An extra 200cp will grant you mastery in this art, and make post-jump vortice-anomalies considerably more common.

Crafting [2 free/-100+]: You have begun learning the basics of the crafting techniques of this world. Each purchase of this perk lets you select a category of crafting from the list below; making you proficient in the basics of that craft. You must choose a different category with each purchase.
-Alchemy [potions and enchanting]
-Armorsmithing [heavier armors]
-Cooking [delicious foods that grant the consumer temporary but significant enhancements]
-Handicrafting [woodworking, tinkering, and gem-cutting]
-Tailoring [lighter armors]
-Weaponsmithing [metal weapons]

For an additional 100cp, your skill in one of your chosen field is now comparable to those hailed as masters of that profession. This can also be bought multiple times, but each purchase must be used on a different field of crafting.

Feathercrafter [-100]: This relatively simple spell will allow you to alter your wings' appearance.

Step one is find a feather or sample of another wing-type that you'd like to emulate. Step two: perform a simple ritual involving meditating on the feather for 10 minutes or so; which will add that form into your wing-library. Step three, cast the spell to change your wings to whatever form you desire from your library; even back into your old wings.

Should you desire, you can even teach this method to other daeva!

Domain [-200]: As an ascended being, many daeva take on (or have forced upon them) a mantle that resonates with them. While they are not all-powerful in this domain, anything that falls under its umbrella simply comes easier to them. Spells are more powerful and cost less mana, skills that deal with them seem to be second-nature, and those who try to use it against them often find their efforts frustratingly ineffective.

When purchasing this perk, you may select a concept to tie to your being; granting you similar effects. In addition, the more specific the chosen domain, the more powerful the effect will be.

For example: selecting 'Tailoring', would make your skills in that trade grow ludicrously fast, and let you take it to heights never seen on the face of Atreia.

On the other hand: selecting 'Battle' as your domain would grant you a minor boost in any skill involving conflict; be it direct combat, war tactics, weapon/armorsmithing, or even hostile debates.

Experienced [-200/-400]: You're not some freshly-ascended daeva; you've been around for a bit. For 200cp, In addition to having lived in this world for decades, you also have the years of experience with your powers and skills (as determined by your Origin and any classes you may have) to go along with it. This also includes the appropriate social position of a daeva who's been around for a while.

For a total of 400cp, you can instead have *centuries* under your proverbial belt, and the skills, experience, and renown that comes with it.

As a note: Drop-Ins who take this only get the experience with their powers & skills; which is still nothing to sneeze at.

Priest:

Healing Touch [-100]: You can cast some basic healing magic; healing wounds, curing diseases, removing poison, and the like. In addition, all your supernatural healing abilities receive a moderate boost to their effectiveness and efficiency.

Chanter (Class) [-200]: You have learned the ways of the Chanter; a warrior-monk capable of using magically enhanced… well, *chants* to enhance yourself and your allies. You also become surprisingly proficient in the use of a staff, and can even enhance your body with magic and attacks with elemental power. Not quite to the level of a Gladiator, mind you; but certainly nothing to sneeze at.

Cleric (Class) [-200]: You are capable of casting powerful healing and dispelling magic, as well as magical barriers. With practice, you can even learn to return the recently-deceased back to life. You're also capable of using a mace and shield, as well as calling upon the elements to smite your foes, or render you assistance.

The limits on your resurrection magic will extend with practice, but have a soft-cap of 30-minutes after their death, and at least 80% of the body (including the head) available.

Miracleworker [-400]: Your ability to heal and resurrect have to be seen to be believed. You are now capable of bringing people who have been dead for months as well as fixing nearly any ailment.

That is not to say that such feats are *easy*, and may often be tiring to accomplish. Still, your abilities will grow with time and practice, eventually reaching the point where you can resurrect someone with no body and a scattered or fragmented soul, or heal a cursed wound inflicted by a god.

Demi-GOD [-600]: Have you ever noticed in your travels that healing and resurrection magic seem to always involve calling upon a god's power? Well, as a demi-god yourself, why not cut out the middle-man?

Aside from receiving a fairly-large boost to both the power and finesse of any divine magic you're capable of performing, you no-longer need to call upon an outside source when using such magics; instead fueling them with the divine spark that resides within you.

With time and practice, you may become a source of divine magic for others to call upon; and eventually, be able to nurture similar sparks in others. The latter will not be easy to accomplish, and will likely take you decades to achieve.

Mage:

Basic Spell-slinging [-100]: You know some basic spells to use fire, ice, and electricity to harm your enemies, as well as some basic magical training-exercises. In addition to this, any combat magic you use is a bit more powerful and efficient than it would otherwise be.

Spiritmaster (Class) [-200]: You are trained in summoning elemental spirits to aid you in your endeavours, as well as cast spells to weaken and harass your enemies. You've also been taught to use magical floating orbs and enchanted spellbooks as foci for your magicks.

As a note: the spirits summoned with this class' magic are not particularly intelligent, and can't be used for much other than combat or manual labor. Still, they're capable of following simple orders, and who knows what you might accomplish with their assistance and a bit of creative thinking.

Sorcerer (Class) [-200]: Years of training in manipulating mana and aether have gifted you with tremendous power. Your arcane prowess is such that you are capable of casting magicks, capable of locking down or devastating an enemy force with little trouble. When you begin casting a spell, all but the most powerful enemies brace themselves for pain. In addition, similarly to the Spiritmaster, you've been trained in the use of orbs and spellbooks to further enhance your spellcasting.

Arcane Flexibility [-400]: It's one thing to be able to throw around bolts of fire or lightning, but it's quite another to be able to safely warm a room or charge a battery.

With this perk, you'll find that your control and understanding over your magic has improved to the point where you can easily create spells for mundane tasks based on combat spells you know. With a bit of creativity, you'll even be able to reverse this, and turn cantrips into dangerous battle-spells.

Naturally, you'll be able to teach these new spells to others, should they be capable of using magic of the same kind.

Why, do this enough and you might be heralded as a new magical genius.

As a Final bonus; any beings you magically summon and bind will be more intelligent than normal, and you gain the ability to alter their form to suit your function and/or aesthetics. This can't be used to change their inherent nature, and its effects are less effective the more intelligent or willful (respectively) the summoned being is.

Aetheric Harmony [-600]: There are many kinds of magic in this world.

Indeed, there are many kinds of magic throughout the *multiverse*. All similar in that they let people tap into the energy of higher planes of existence, and yet different in application. There are those who spend thousands of years studying them, and barely scratch the surface of the potential knowledge that is the supernatural.

By taking this Perk, you will be granted a powerful tool to help you in your quest for understanding.

First: You will gain great insight into the nature of any magic you observe, which is increased even more should you be able to wield or interact directly with it.

Second: You can now convert one type of supernatural power into another. This means you could (for example) turn Exalted's essence into Tamriel's magicka or Naruto's chakra. This will require a bit of practice at-first, and somewhat wasteful; but with time and effort will become second-nature and relatively efficient in its use.

Third: You'll find that you can almost always convert your skills with one system of supernatural abilities to work with another. Adapting Potterverse-style spells into in the framework of Tamriel's magicka or Exalted's supernatural martial-arts into Street Fighter should prove relatively easy; Trying to convert the sophisticated magi-tech system of Lyrical Nanoha into the significantly-softer magic of the Dresden-verse might prove a bit more difficult, but you should be able to make *something* similar with a bit of effort (maybe using runes or something).

Lastly: Whenever you learn a new type of magic, your understanding of other magics will become… greater somehow; like the more you learn about magic in-general, the greater you become at all magics.

With enough time and effort, you may one day develop a unified magical theory.

What that might lead to… Well, perhaps it's better that you find out on your own.

Warrior:

Warrior's Strength [-100]: As a seasoned combatant, you are physically mighty, and you're only going to get moreso as you continue to hone your body and skills.

Upon taking this your already-impressive daevic-might will be elevated to a level that few of your peers can match, much less surpass.

In addition, any gear you use is somehow less cumbersome or bulky than they should be while you wield it.

Gladiator (Class) [-200]: Aside from being skilled in a multitude of physical weapons and heavy armor, you're now trained in channeling magic through your body and weapons to enhance your fighting ability. Should anyone be foolish enough to try facing you in melee combat, your skills will quickly make them think twice about that decision.

Templar (Class) [-200]: Much like the Gladiator, you're trained in channeling magic; as well as fighting in the heaviest armors. Unlike them, however; your damage-dealing techniques are

rudimentary at-best. Instead, you are a master of defense; both of yourself, and your allies. Trained a heavy shield and a one-handed weapon; when you're on the job, enemies will find going through you to be a daunting proposition, indeed.

Living Weapon [-400]: What is a warrior without his weapons and armor? Helpless? Hardly! Not only are you capable of using all your weapon-based techniques while unarmed and unarmored; should the need arise, you can *create* temporary armaments out of your own magic.

Weapons and armor created this way scale with your magical/spiritual power, and are obviously supernatural. They only last for a short-time at first, but with practice it's not inconceivable that they could last all day, or even longer.

In addition, you'll find that any abilities that involve enhancing your body or gear now become second-nature to you, and take considerably less time and effort to learn, as well resources to implement. This includes abilities from outside Atreia.

Legendary Resilience [-600]: Even the weakest daeva are tougher than mere humans, and you are head-and-shoulders above *that*. You are absurdly tough; capable of tanking blows unarmed that would be difficult for a daeva with medium armor. Additionally, your endurance is a thing of legends; allowing you to fight for days on end without rest. Should you actually be wearing armor, and you will find it trivial to walk through a battlezone nearly-unharmed (unless your enemies are specifically focusing their efforts on you, anyway).

In addition to increased toughness, you gain a powerful resistance to negative effects. Whether it be poisons and diseases that affect the body, corruptions and curses to afflict the spirit, or fiendish torture or head-games to affect the mind; you'll find yourself able to shrug off all but the most powerful attempts to harry you. And those that do will be severely weakened

In addition to all of this, you now have a moderate healing-factor that will both let you survive seemingly-lethal blows and recover from nearly any injury in a matter of minutes.

While the destruction of your heart or brain will still be enough to slay you, you will be able to walk off anything short of them. And getting a weapon *to* said organs will be a herculean task for all but the mightiest of foes

These abilities will scale with your magical/spiritual power.

Rogue:

Finesse [-100]: Brute strength, can be so gauche. Thankfully you show more grace than the average fighter. Your speed, agility, and manual dexterity are *well*-above the average daeva.

Assassin (Class) [-200]: You know the secrets of moving silently and can channel your magic to go nearly-unseen and unheard for short periods of time. Caution should be used, however; as magical detection skills or superhuman senses are capable of piercing your shrouded form, should you wander too close. While you start only being able to use this ability for a minute before needing to rest an equal amount of time, with practice you could extend the duration greatly.

In combat, your dirty tricks and skill with blades, both of which are enhanced by your magic, make you a deadly opponent.

Ranger (Class) [-200]: You are a master of the bow; capable of channeling magic through your body to enhance your physical skills and archery abilities as well as through your arrows to give them various debilitating effects. You're also a skilled scout, capable of surviving in all but the harshest conditions, trained in making simple but effective traps of various effects, and are capable of enhancing your body and senses to avoid dangers.

Instinctive Awareness [-400]: You have a sixth sense for when things are out of place. You can easily spot traps, magic often fails to hide people or objects from you, and you can spot an illusion practically a mile-away.

In addition you can sense when you're being watched, and gain a general idea of said-watcher's opinion of you. Should an enemy attempt to catch you unaware, you will find yourself instantly aware the moment they begin their attempt; and you always seem to know the best ways to dodge, block, or roll with the attack to keep yourself safe.

Finally, you have a more broad form of sixth-sense that lets you know when something isn't right, danger is approaching, or you're getting yourself in over your head. While this won't give you specifics, it *will* scale with the situation and will be impossible to mistake for mere paranoia.

Once you've gained some experience in using this ability practice, you may find yourself casually waltzing through the battlefield, seemingly effortlessly. Much to your enemies frustration

The Monster in the Dark [-600]: You are a terrifying opponent.

Your enemies whisper your name in fear of accidentally summoning you, and your allies thank the gods that you're on their side; for when you set your sights on a target, they're guaranteed to have a Bad Day.

You now have a zen-understanding in how to trick, hamper, and outright slay others; no matter who or what they may be. Whether your diabolical ability to sabotaging an enemies' support structure, fiendish knack at setting up cunning and deadly traps for your enemies, your ability to strike fear into others, or simply your ability to always be ten steps ahead in a fight; only the

most skilled, prepared, and paranoid stand a chance at escaping your wrath, should it be roused.

And you'll only get better with time and practice.

Technist:

Grease Monkey [-100]: You're simply good with machines.

In addition to an innate knack for mechanical work, you know the basics of this setting's magitech, and with a bit practice will find yourself quickly growing to be one of the best.

Gunslinger (Class) [-200]: You're skilled in the use and maintenance of both pistols and aethercanons, allowing you to deal devastating damage to your enemies. While not as agile as a Ranger, your combat abilities are more magic-based, giving you a bit more versatility when it comes to straight-up fighting.

Aethertech (Class) [-200]: You've been gifted with a Bastion and trained in its use and upkeep.

A Bastion is a miniature mech capable of going toe-to-toe with powerful enemies in both melee and at range. It's powered by your magic and summoned by a key-shaped axe.

While your skills will only improve with time; keep in mind that, more so than other classes, you will need to be constantly upgrading and improving upon your equipment in order to keep up with the other classes.

Clockwork Efficiency [-400]: The problem with building and maintaining all your own tools is that it takes time and effort to do so. Sure, the people of this world have developed methods to speed these things up, but even magic can only do so much.

... Or can it?

Whenever you work on a crafting project, you seem to enter a fugue state of where time seems to warp around you; allowing you to accomplish hours of work in less than a *tenth* of that time.

In addition to this, you're capable of working even without tools, and can easily jury-rig any missing parts without losing much in the way of functionality.

Being in this fugue doesn't interfere with your ability to think and reason, and you'll find yourself able to perfectly recall everything you did, and your reasoning behind doing so after leaving it.

Magical Engineer [-600]: Why stop at just knowing how to work off proven designs when you could create your own?

You are now one of the greatest experts on the technology of Atreia, capable of designing and building anything from teleporters to airships to better guns.

Not only that, yours is a genius matched only by the greatest daeva lords; and you'll find yourself easily comprehending all but the most complicated of schematics or devices.

In addition, you will not often find yourself wanting for new or creative ideas to solve a problem; although this will usually (but not always) involve building something to help; Combining magic or other foreign energies with technology, being something of a specialty for you.

Muse:

Artistic Flair [-100]: Let it never be said that you don't have talent! Whether it's singing, dancing, painting, storytelling, or acting, you'll find that you're never without inspiration; and will always put on a decent performance. You also benefit from being a bit more unpredictable than people realize.

Songweaver (Class) [-200]: Your skills as a musician and dancer are now wonderful and terrifying to behold, and they will only improve with time. Your melodies are capable of feats of healing that can rival a Cleric's and calling upon the elements in ways that only Sorcerors can surpass. You've been trained to use a Harp as your focus, but with a little experimenting and practice, I'm sure that you could find other instruments that would work for you.

Vandal (Class) [-200]: You're a bit of a rebel, aren't you? You've unlocked the secrets of the strange magitech devices known as chromablasters, and are capable of using them to summon magical paint from the aether. Using them as your focus, you're capable of tricks to leave your enemies scratching their heads in confusion, even as you colorfully decimate their ranks.

Don't worry, the paint is environmentally-friendly.

Creative [-400]: You are extremely talented at thinking outside-the-box. Aside from being able to more-easily think up creative solutions, your foes never seem to be able to figure out what you're going to come up with next. People in combat with you often find themselves on their back-foot; and outside of combat, you have a tendency to interfere with any plans your enemy has (half of the time without even trying).

That last part is toggleable, should you wish; but doing so will reduce the power of this perk a bit.

Life is But a Dream [-600]: It's been said by many that music is connected to the divine. There are even those who suggest that Aion created Atraia by singing it into existence.

While you don't know about that last part, Muses *do* seem to have the ability to alter reality with their art.

Whether by singing, painting, or any other form of artistic expression, you now have the ability to channel your passions to alter reality in accordance. Whether this takes the form of a musical number, a living drawing, or whatever your creative mind can come up with; if you can dream it, and have the will, magic, and artistic talent to back it up, Reality is yours to manipulate at your whim.

Please note that the use of this technique is exhausting on the user, and only gets more so, the further you push it. While its use might just make you fatigued at lower levels, overuse has the potential to knock you out, or even send you into a coma.

As always, the more powerful and skilled you are, the further you can push this ability and the less it will tire you out, so careful practice is recommended. Also, using a focus such as your harp or chromablaster will take some of the strain off of you (although doing so runs the risk of damaging or destroying them). Sapient beings may resist this being used on them with an effort of will.

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ITEMS: You receive a 200CP stipend for use in this section.

Starting Gear [free/-50]: Everyone starts with a set of basic weapons and armor matching their Origin or Class for free. This usually consists of a basic set of armor, a weapon, as well as some minor healing and mana potions.

You may pay 50cp to purchase equipment for another class or origin, if you find yourself wanting it for some reason.

Kinah [-50]: The currency used by both factions of humanity and their champions. One purchase grants you 100,000 kinah; enough to last you a while, if you're frugal.

Potion Pouch [-100]: When the going gets touch, sometimes you just need to quaff a potion; and this item is just what you need. This small sack contains 15 powerful potions; 5 of which will heal most wounds, 5 of which will restore a good chunk of your mana, and 5 which will heal any of the more common ailments you'll run into on your journeys here.

The best part though, is that the pouch will replenish its supply of potions once a week, so there's no need to be stingy!

Clothing Skinner [-100]: A magic device that allows you to apply the appearance of one set of clothing or armor onto another. Devices like this are likely why all the skimpy armor you see are still so effective in combat.

Advanced Gear [-100/-200/-400]: While the starting gear is functional, perhaps you'd like something a bit more powerful to start with. For a mere 100cp, you can get yourself a set of Superior gear; a major improvement over the common type.

If that's not enough for you, 200cp will buy you some Heroic gear; the kind of equipment practically made for high-level adventuring. And if you *really* want the best of the best; a whopping 400cp will let you buy Fabled gear. There's not much in this setting you can't take on while using such equipment.

Just be careful, or others might think you're some sort of legendary figure (or on discovering otherwise, may think to *relieve* you of such obviously precious treasures.

Cloudrunner [-200]: This magitech machine flies at approximately 100 mph and never needs fuel. Resembles a mix between a motorcycle and a jet. If destroyed it will reform in your warehouse a day later. Can be tinkered on by those with the skill.

Resurrection Kisk [-300/-600]: A portable statue that can be set-up practically anywhere. When attuned to a specific daeva, it will gather their essence upon the daeva's death and resurrect them beside it; weakened, but unharmed and with all the possessions they had when they were struck-down.

While it need not be in the same dimension as you to work, any barrier that would prevent magical transportation across dimensions (that you would be unable to break through with a bit of effort) will also prevent your spirit from traveling there. In addition, It can only be used once a jump (or every ten years, whichever comes first).

For an extra 300cp (for a total of 600), you may purchase a Greater Resurrection Kisk, that starts each jump with a 'charge' of resurrection, and will generate an additional charge, each year. It can store up to 10 charges.

Armsfusion Device [-600]: This powerful magical machine will merge any two items (of similar shape and function) placed into it into a single object with the best traits of its components. While making weapons and armor are the most common uses a creative user can find many ways to abuse this power. The machine is roughly the size of a coffin and can not affect items that will not fit inside it.

When used the items merge so that it keeps the superior properties of each without stacking old properties. (For example: Sword A has +5 str & is made out of mithril and Sword B has +3 str as well as deals lightning damage. The resulting sword would be a mithril sword with +5 str and lightning damage enchantments)

If the functions of the two items are incompatible for whatever reason (for example: one sword can never kill, and the other is always lethal with even a scratch), the fusion process simply fails to activate, leaving both items as they were.

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COMPANIONS:

Group Up [-50/-100]: You may create or import up to 2 companions per purchase, each with a free background, 600CP to spend on perks, and 200CP to spend on items. Alternatively, you may pay 100cp to create/import up to 5 companions.

We are Legion [-200/-400]: Five companions not enough for you? Then grab this to bring in more! 200CP will let you import up to 24 separate companions, while paying 300CP will let you import all of your companions.

That's right; every. single. one. Each will get a free background and 600cp to spend on perks. You can leave some out, if you're so inclined, but why purchase this if you're going to hold back?

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DRAWBACKS: You may take up to 1200cp worth of drawbacks.

Limited Flight [+100]: There's something wrong with your wings, specifically their ability to absorb ambient aether to diminish as you fly. You find yourself having to set down and take a rest from flying often. If you're not careful, you may find yourself falling from a great height.

It's possible to find some way to fix this, but the process is guaranteed to be difficult. In the meantime, you might want to consider picking up an alternate form of aerial transportation.

Oh, and until this problem is dealt with, any other methods you might use to fly that don't involve external equipment will suffer similar issues.

Mandatory Sidequesting [+100]: People always seem to have work for you to do, and it's always something boring and repetitive like 'gather 20 bear asses'. You can always say 'no' of course, but do it too often, and you'll quickly find people's opinions of you taking a nosedive. Refuse enough jobs, and you may find yourself with a reputation as a good-for-nothing bum.

Idiot PCs [+100]: Is it just you, or are daeva kinda assholes? Not all of them, but more than a few of your fellow ascended seem to be going out of their way to get on your nerves. Honestly, their actions are childish and most who seem them doing so treat them with scorn. This doesn't seem to dissuade them, though.

Why are they always jumping, anyway?

Toxic Environment [+200]: It's not just them, though. Now it seems like every-other daeva you run into has it out for you. They'll steal your loot, sabotage your fights, and dozens of other things to harass you. It's like tormenting you is their life's calling or something.

Lag Spikes [+100]: Something seems to be wrong with the flow of time. Occasionally, things will just stop for a second, before skipping ahead as if everything was perfectly fine. Everyone you ask never seems to notice this; they just see you space out. Maybe it's just you?

Connection Issues [+300]: Did I say ***a*** second? Sorry, I meant *several*. At any time, you should be prepared for up to ten seconds of sitting there, waiting to see what just happened. Thankfully, one of these time-hiccups lasting this long are unusual, but I'd make sure I was capable of taking some hits; because when things catch up to you in combat, you may end up taking a *lot* of damage.

Enmity [+200]: There's a member of your faction that hates you. For some reason they will go out of their way to make your life miserable; whether it's discrediting you, making sure you get the most dangerous missions, or blocking your access to vital services.

With time and effort, you might be able to make them come around, but don't think it will be easy.

Pariah [+400]: Not just one member, now your entire faction seems to believe that you're the scum of Atreia. While you're not a wanted criminal, or anything; people will be eager to think the worst of you.

While it's possible for individuals to overcome this strange mental bias after enough time around you, you'll never be able to convince everyone.

Aetherically Challenged [+200]: Your ability to absorb aether and other external energies is noticeably slower than others. Your mana pool takes longer to recharge than normal, and aethertapping will seem frustratingly slow. This can be partially mitigated through the use of mana-recovery items, but even those will only work at a third of their normal rate/amount.

This will affect all your supernatural abilities, by the way. Hope you aren't planning to be in any drawn-out battles.

Get Lost! [+200]: Daeva are immortal; they do not age past their prime, and should they be struck down, they have the capacity to one-day reform themselves.

Unfortunately, the latter feat is not always easy, and daeva are known to get 'lost', greatly increasing the time they take to reform. In some cases, this has been known to take centuries.

During your time here, you will be unable to use your daevic nature to resurrect yourself; or any other form of 'extra-life' effect, for that matter. Should you be slain, it will instead count as an automatic chain-failure. No exceptions!

Trouble Magnet [+200]: You weren't planning on sitting around during your time here, were you? These are dangerous times, and people are looking to the daeva to help them! You'll find that, whenever there is trouble locally, you'll be asked to take care of it. While you won't necessarily have to handle it alone, don't expect the local forces to help you out much; they'll all be too busy doing other things.

Oh, and as the name implies, you're also something of a trouble-magnet. Expect to deal with dangerous incidents at least once a month.

Prophicized Champion [+200]: There's not time to relax, because this world needs saving! You are now taking the place of the Chosen Daeva from the game; and if you don't help, this world is doomed! If you hear of trouble or adventure, no matter how far away, you better get there as fast as you can, or things are going to go south quickly.

Oh, and should you have taken Until the End… well, let's just say that you're really going to have your work cut out for you.

Amnesia [+300]: All of your out-of-jump knowledge about this setting is sealed away; including any external sources you may have in your warehouse. Should you have companions who knew, they forget as well. You still have your Origin's memories though, unless of-course you chose to Drop-In...

Aether's All You Need! [+300]: You know the drill, no outside powers/items. You're limited to just what you've purchased here and your body-mod.

Until the End [+400]: There's a lot of bad blood between the Elyos and the Asmodeans. At the rate things are going, peace is a long way off. But don't worry, you'll be there to see it!

Upon taking this drawback, Your jump doesn't end until the war between the Asmodeans and Elyos is over. Hopefully, you'll be able to help them along, or you may be here for centuries.

Good luck!

The Balaur Hordes [+600]: The Balaur have not been idle during these many centuries. Believing themselves to be betrayed by both Aion and humanity, they have rallied themselves, built up their forces, and now they wage vengeful war against the humans and their daeva champions.

To make matters worse, their war-machine is fueled by the discovery of huge pockets of Drana (the aether-alternative that the Balaur use) recently discovered deep inside their territory. Taking advantage of this surplus, they have begun creating aether-inhibiting towers that interfere with the powers of Daeva, and using them both tactically to hamper their foes in battle (via portable devices), and strategically to secure their territories from enemy retaliation (in the form of great monolithic structures).

In addition to interfering with their powers, daeva killed under the effects of these suppression fields become 'lost'; severely inhibiting their ability to reform. Should you be slain under such an effect, and not have an alternate form of resurrection, your chain will be over.

And just to top things off, the Asmodians and Elyos are *still* fighting amongst themselves.

Do you have what it takes to save this world?

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ENDING:

Go home: Tired of all this jumping from world-to-world? Select this to end your Jumpchain adventure and return to your home-dimension.

Stay here: Atreia has grown on you, has it? Well, they could almost certainly use the help. Good luck!

Next jump: Onward to your next adventure!

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MISCELLANEOUS NOTES:

As a bit of a disclaimer: I haven't played Aion in years, and even then I never got to max level. Please forgive me if I get the lore wrong somewhere.

Daeva are, quite frankly, superhuman. They start out just above the peak of what a human in this world is capable of, and with time and training, will be able to accomplish feats that are blatantly superhuman. That isn't to say that a mortal *can't* defeat a daeva, or be better than them in some way; but considering a daeva's growth potential, it wouldn't be long before they'd need an army to have a *hope* of defeating them.

The power-scale that daevas in this setting work on is roughly that of a wuxian or low-level shonen setting (like Kingdom Hearts).

In regards to Jumpchain-failure and your new Daeva-nature: Jump-chan is willing to meet you half-way. You have 24 hours after being struck-down to pull yourself together, whether through a pre-made item of power, an ally's ritual, or sheer willpower, before she will declare it a chain-failure.

Of note about the above examples: An item of power will be expensive to create (even more so if you want it to be reusable or only be active for a limited time), an Ally's ritual will drain them of much of their spiritual strength and willpower (although this can be partially mitigated if more help), and sheer willpower is extremely draining (such that willpower-enhancing perks will be wholly or partially suppressed afterwards*, depending on their power). Also, keep in mind that there are (admittedly rare) circumstances, techniques, and items that can interfere with the reformation process; so try not to get overconfident.

After being ~~reconstituted~~ resurrected, you will be severely weakened in mind, body, and spirit; and this effect can only be *partially* mitigated through perks. Thankfully, this state will gradually wear off over the course of a week, but being slain again during this time will make another resurrection near-impossible inside the needed 24-hour window.

This effect can be toggled, should you want to use a resurrection/1-up perk or item from a different Jump; and the resurrection sickness' drawbacks do not apply to out-of-jump means of resurrection that are purchased with CP.

*you can choose whether these perks are completely unavailable until one month after you recover from resurrection-sickness, or simply can't be used to help resurrect yourself for the rest of the jump. Having multiple willpower perks may help with this.

While using your daevic wings to fly requires a steady flow of aether/mana to maintain; using them to glide takes an almost trivial amount. This means that, unless you're in an area completely devoid of aether and entirely out of mana (assuming you've mastered flying using your own mana), you will always be able to use them to glide safely to the ground.

The ‘universal magical theory’ aspect of Aetheric Harmony is intentionally left vague. Feel free to fanwank.

Clockwork Efficiency allows you to get roughly an hour’s worth of work done in five minutes.

A note on Classes, Weapons, and Armor: technically speaking, anyone can use any weapon, no matter what class they were trained as. That is to say: a sorcerer could decide to use a two-handed sword, if they so choose. They’d probably need training, but there’s no rule saying ‘they were trained as a sorcerer, so they can’t hold a sword in their hand. Likewise, if they decided to wear plate armor, after adapting to moving around in the extra weight, their spellcasting abilities would not be noticeably affected (aside from maybe needing to adjust the arms and gauntlets so it doesn’t interfere with their casting motions).

Mixing magical styles, on the other hand, is not something that is easily done. That isn’t to say that a jumper can’t use more than one type of magic; for example, a Jumper with the Gladiator and Sorcerer Classes would be able to cast spells at an enemy at a distance, and then switch to melee techniques as they close in. However, attempting to cast a fireball with a punch would involve inventing an entirely new sub-school of magic.

It’s doable, but it’d almost certainly be difficult and time-consuming.

While you’re in this Jump, the Ascendance perk’s benefits will still work even if you’re not in your Asmodean/Elyos form; with the exception of the wings, which will only work in said form. The boosts granted stay roughly the same, no matter how strong or weak your alternate form may be, but will begin to taper off should your alt-form stray too far from the humanoid shape.

Post-Jump, you may manifest daevic wings in whatever alt-form you happen to be in at the time. In addition, your wings base form (and some features from custom wings) will change to reflect the current form you are wearing; much like how Asmodean and Elyos wings are different due to their different environmental mutations.

Nearly all of the higher-level crafting techniques of this world rely on solidified aether to act as a catalyst. While most items can be made without it, they will take considerably longer to do so.

1.06 Changelog:

-General phrasing and error fixes
-Miracleworker now grants a flat bonus to your ability to heal and resurrect others
-Altered Arcane Flexibility to make it feel more organic.
-Living Weapon now boosts enhancement-powers.
-Legendary Resilience buffed to compete with the other 600cp-perks.
-Instinctive Awareness moved to the 400cp slot & Kiss of Death removed.
-New 600cp Rogue Perk: The Monster in the Dark added.
-Aetheric Repair replaced with Clockwork Efficiency
-Life is But a Dream no longer involves resurrection-sickness; instead merely causing fatigue

1.05 Changelog:

-Cleaned up a lot of the wording on things and clarified some descriptions.
-Renamed Mighty Endurance to Legendary Resistance.
-Switched Kiss of Death and Instictive Awareness' costs as wellas buffing the latter.
-The Resurrection Kisk can now break though weak wardings (scaling with your power) and the improved version no longer resets its charges each Jump.
-Clarified a few things with the Armsfusion Crafter.
-Made a few changes to Limited Flight

1.04 Changelog:

-Made some changes to Arcane Flexibility, Aetheric Sight, Mighty Endurance, Kiss of Death, Creative, & Life is But a Dream.
-Renamed Aetheric Sight 'Aetheric Harmony' to fit with its changes.

1.03 Changelog:

-Cleaned up the Origin descriptions a bit.
-Added the Immortal Perspective perk
-Made some changes to Miracle, Demi-God, Aetheric Sight, Mighty Endurance, & Magical Engineer.
-Added a 200CP item-stipend.
-Added the Pariah drawback & renamed Aether Challenged to Aetherically Challenged.