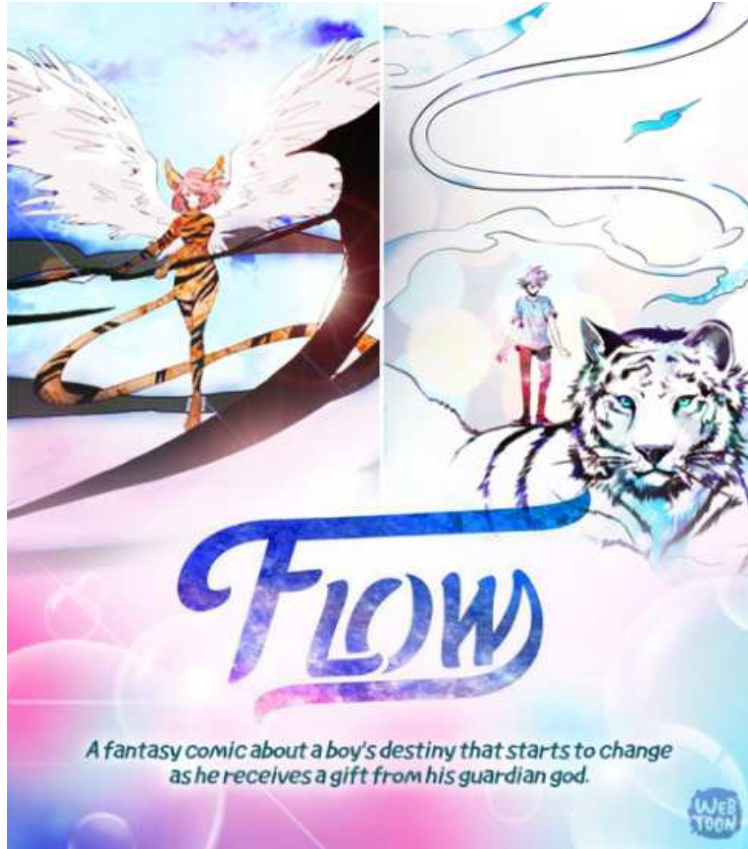




Flow Jumpchain V 1.01
By MultiverseCrossover

Welcome Jumper to a special world featuring gods. While there are plenty of gods out there in the worlds you traveled to, the gods here are all a little special. Every god here is an animal and as expected there are varying levels of strengths between individual gods. These gods typically disguise themselves in their day to day life and allow their children to make a singular wish for whatever they want in life. However, nothing is ever truly free in the world and for a good chunk of wishes, there is a cost that must be paid for the wish.

Due to the gods being an actual thing society has formed around the strength of one's own god. People with weak gods never go past middle school and usually end up getting jobs while those with strong gods end up going to high school to train with their special abilities.

You begin on the 18th birthday of Irang who has traveled back a day into the past using a wish from his god to prevent a severe and permanent injury that he would experience. This wish, however, sparks something that not even he could've predicted. Before you head out into the world remember one important thing. There are always consequences to everyone's actions.

+1000 Choice Points

Locations

Roll 1D5 to determine your location in this world.

1 - Mihol

Mihol is a famous city as the Blue Dragon's child lives here and has a school for people with gods to train in. It's a rather large city with a beautiful lighthouse near the harbor which will be the site for a killer flood that will occur sometime soon. This is supposed to be a secret but there are other guardians in this city both good and evil. If there's any place in which fate can be changed there's no place better than Mihol.

2 - White Sea

The White Sea is a stereotypical gothic-like city with an aura of gloom over it. This isn't that surprising considering this is the city of the Black Turtle which has been known to not have morally upstanding people. There's a mansion in the center which will be housing an alliance between the various known guardians in the near future.

3 - Hilla

This remote city located in the south is mainly known for its volcanic explosions that signify whenever a child of the Phoenix has been born. Unlike most cities in which a child of the four gods being born is a great thing, the people of Hilla have killed an entire family because a child was born. Needless to say if one holds the power of the Phoenix they will be chased after here.

4 - Ulmoo/Animarena

Ulmoo was a thriving city that was flooded over a decade ago. In its ashes arose something that was rather interesting. Underneath the water is an entire city in which people from all walks of life gather to gamble away their anima's. No one cares about your past whatsoever and if you wish to participate in matches to gain some rare anima's I suggest you get yourself an hourglass.

5 - Free Choice

Well, aren't you a lucky person. Might want to go to a casino after this to see if you'll strike it big. Choose from any other choices or somewhere else in the world such as the west. All up to you.

Origins

The origins here are free and you get the standard first 100 CP perk and item free of whatever your origin happens to be. 50% is off the rest of those perks and items in that same origin.

Drop In

The one choice in which you can truly call your destiny your own. In a world were seemingly almost everything and everyone is driven at least slightly by destiny you are one of the few who can call the path that they choose their own. You arrive with nothing besides the clothes on your back and items on hand.

Student

You're a student or at the very least you were in school. Once you pass middle school in this world no one cares whether or not you go to high school unless you have a strong god in which case they want you to be trained in using this power properly. You may decide whether you want to go through another year of schooling or be a recent graduate.

Leader

Challenges from the darker aspects of this world have shaped your experiences when you were younger and now you seek real change. Whether you're out for revenge or something else you seek to change how the world works. It could be building a school to teach students to protect the weak or it might be a destroying person who's downfall could free an entire city. A leader, teacher, collector, or any other thing would best describe how you're one of the few people who is attempting to make a difference.

Follower

While there are those who seek to lead the world you instead follow someone else's goals. This doesn't mean you're a minion by any means. It simply means that you're following a goal someone else gave to you. It could be a friend's last wish, a monster whispering sweet nothings or something else entirely. Regardless of the cause you may be allied with any group here such as the Blue Dragon or someone else and will be following them unless you betray or leave them. You may even be a part of the Black Turtle's group in which case... good luck.

Age & Gender

Roll 1d8+18 to determine your age. Your previous appearance and gender are the same that it was in the previous jump you' had. However if you wish are allowed to change your gender for no cost in this jump.

Perks

Drop In

Protecting Yourself (100) - It's a dangerous world out there and because of it the body needs to be forged. Your physical capabilities, intelligence, looks, senses, etc have been enhanced beyond the peak of human potential to the point of being superhuman. You're faster than the eye can see, can easily jump over buildings like a human grasshopper, and have the strength to punch a person clear across the room while breaking the wall in the process. You know a variety of martial arts and even the skills to handle a multitude of weapons. While you're not exactly a master martial artist you've yet to lose at combat with those who have decades of experience.

Something Different (200) - Throughout your adventures, I'm sure you have thought of what a world would be like if it were darker, more sappy, or something else. Well, now that's actually possible as you're able to shift the genre of the world so to speak. For example, if you wish for a comic-like world to become more futuristic due to advanced tech it will happen given just some days in the setting. You can make settings follow realistic and reasonable conclusions, both good and bad, become more action-packed or lighthearted, and could even make the darkest of worlds turn into less realistic and optimistic version of themselves and vice versa.

It's Gonna Be Me (400) - It always seems that there are rare items, abilities, talents, energies, and many other things which can only ever be held or done by someone special, have a will of their own, or can be bonded to only one person. This is a silly limitation which is why you can ignore any requirements for anything. Nothing is too unique, cursed, or special in any world that you can't safely wield or use without drawbacks. You can use any weird enchanted objects, magic, power, and any selective McGuffin that is picky about who uses it. Things bonded to a single person will immediately recognize you as their true owner and jump ship. You'll trivially draw out the full potential and powers of any ability or object as they won't fight you on anything.

I'll Remember (600) - Time is the one thing one can never have enough of and those who lord over it like a toy are a terrible opponent to face as most can't resist the flow of it. You are a very special exception to the rule however as you're immune to all forms of time and space manipulation. Time stops, slows, looping you in time, sending you backward or forward, and any time/space power imaginable will never affect you unless you allow it. Not even those who hold absolute control over time, space, or both would ever be able to affect you.

Furthermore, time paradoxes and the like are no longer a danger to you. Someone attempting to retcon, cast you adrift in time, and kill you or anyone you know in the past will have no effect on the present you. Even killing your past self will result in no repercussions such as being written out of existence or other similar fates. Finally, you have intricate knowledge of the space-time continuum which allows you to know whenever someone traveled to the past or future to change something. You'll know exactly when the time travel took place, who it was, and what has been changed in the current present giving you intimate knowledge of the new reality.

Student

Teach Me (100) - People are willing to teach you anything you wish to learn about and merely asking someone is enough to get an entire lesson. It's a bit too easy really as almost everyone is willing to teach you not only subjects they're good at but how to use powers, techniques, and everything they know. Even super secret abilities are ones they'll teach you even if they would never do it for anyone else. This extends to people you fight against as they are strangely giving you advice on how to improve the way you fight, better utilize your powers, and general life advice. Your most hated enemy will offer up sagely words of advice while trying to kill you.

Observation (200) - You've got a keen eye on you more so than the rest of people here. With a mere glance you can analyze a person and know their motivation, current emotional state, who touched them at summer camp, and any powers they have even if they are hidden from supernatural senses. Even picking up on an enemies weakness with just a look is within your grasp. With that sight beyond sight, you're immune to any and all illusions, mind altering, and pretty much anything that tries to trick your senses.

Keep Moving Forward (400) - No matter what happens one must keep moving forward in life. You have an insane amount of willpower since nothing bad can ever put you down and you'll always keep a bright outlook on life. It's why you'll never stop growing as a person as any experiences you have will always be new, interesting, and fresh no matter how many times you repeat them. You'll always grow more and more in new ways no matter how long you live. No negative mind altering effects such depression, bloodlust, simple insanity, and more will ever put you down. You will always return to the way you were originally but better mentally after having faced those trials. Even if everyone you know were to die and the world is about to end, you would keep moving forward to make the best of the situation no matter what.

Changing Destiny (600) - Fate, Destiny, whatever you wish to call it has sway over everyone and any resistance against it is often met with failure. You, however, are beyond fate's grasp making you one of the few who can say they truly have free will and as such no one can set you on a different path than the one you wish to be on. Fate's grasp on you is so futile that even if your future-self traveled to the past to tell you what you were doing is pointless it wouldn't matter for the future can be changed no matter what prophecy, time loop, divine sight, or anything else says. Those who seek to turn you and are protected by the fates or have prophecies about them will find their protection means little as they are killable just like any person.

Prophecies, danger senses, those who see into the future and past, divination, and similar abilities that attempt to view or detect your past, future, or even present self will never work. There is nothing by supernatural/magical/technological means that can view your secrets unless you want them to. This immunity makes your presence alone able to disrupt any plans that were foretold or are in the making as merely by existing no one can plan around you. Nothing can ever be considered absolute or certain as you're the ultimate wrench in everyone's plans. You're even able to extend this effect to those who you consider your allies allowing you to free people from the shackles of fate and become truly free while also granting similar immunities.

Leader

You're Weak (100) - Or least that's what your enemies and people generally assume of you. Everyone seems to have a nasty habit of underestimating you and thus hold back all the time. They'll gladly gloat in your face and explain all their abilities, how they work, and how you couldn't ever defeat them even when they told their weakness. It's almost as if they want to lose given how much they self-sabotage themselves. Even if you were to show your true power to an individual they'll rationalize it as something else to the very end. Only when it's at the last possible moment will they bring out all the stops but by then it's too late. This is toggleable if you want someone to go full out on you from the very beginning.

Changing The World (200) - As a person seeking to change the world you've gotta have the skills of knowing how to make a change. This is why you're the best person for the job. You've got knowledge of how to turn any society yinto something that will resemble a utopia, the charisma to make the most heinous of opponents agree with you, and anything related to politics will be your bread and butter that no one on earth can match. At a glance, it might seem like manipulation but someone needs to push society to a better tomorrow. Even if you're a complete nobody it'll only take a month before you're at the top of whatever society you're in and by then you'll be able to make a real difference in the world.

A Price (400) - Gods, spirits, eldritch abominations, and more always seem to mess with or help humans with a price thrown in. Somehow you're able to converse with any god or beings of supernatural nature. Merely calling out their name and asking for a sit down will result in a conversation as long as there is a truce between the two of you. The talk can be about anything from forming a contract, gathering power, to merely having someone to talk to for those lonely nights. Don't try to ask the crazy ones to help you with 'personal body' troubles. Trust me you don't want to stick it in eldritch crazy. We have enough demigods and half-supernatural spawn already from people getting frisky with the freaky.

Anyway the gods gods and abominations that are evil or wish to erase humanity are surprisingly willing to talk so long as you mean no harm. They won't manipulate, hurt, or do anything negative to you and will even help you out provided they get something of equal value out the deal. Afterward, they will still have a humanity hate boner but you'll pique enough interest that they'll decide to spare you. This mercy is rescinded if you agitate them enough. Gods and beings that are neutral or benevolent towards humans will help you out free of charge in any way they can. They'll keep tabs on you as you're of special interest and will give you many things that they reserve for their champions such as blessings, items of power, etc. When it comes to being a god's best friend no one seems to be better for the role than you.

Praise Me, Revere Me (600) - The gods of this realm can grow weaker or stronger depending on how many people worship them and now you too receive this benefit. Your powers, physical and mental capabilities, and everything else about you will be boosted. The more people worship you the greater every aspect of you will be boosted. Worship in this sense has a very loose meaning as someone merely has to feel an emotion towards you. This can be respect, fear, hatred, anger, or any other emotion you can imagine.

Humans are not the only ones who can come to worship you as anyone can do it so long as they feel any emotion. They can be aliens, fictional, in separate dimensions, or anything really so long as they can show emotion towards you. An entire city coming to worship you will result in a large boost in your capabilities. An entire world coming to worship you will grant an unfathomable boost to all your capabilities surpassing even the gods of this world. Who knows you might turn into if you manage to gather multiple worlds of followers.

Follower

The Mask (100) - Whether you're figuratively wearing a mask or even donning an actual one you can become anyone at the drop of a hat with no one able to discern who you truly are. You're so good you can replicate a person's voice, mannerisms, and actions just by being near them. One moment you're a person's lifelong brother for years while on the sidelines you'll be villain working on a plan so impossible it would actually work with no one the wiser. Either way, no one will realize your true nature until it's already too late and by then you probably wanted them to see the real you.

By Hook Or Crook (200) - Human beings are interesting in how they're so easily controllable and manipulated with their grievances. I guess it's why you're excellent at manipulation since most people don't even realize it until it's already too late. It could be a bit of blackmail, appealing to their ego, or general human fear but you can just make about anyone dance to your tune and do tasks they would never dream of doing both good and bad. Once you've manipulated people they are with you for life and no matter how much they hate you they can never seem to leave your side or betray you. Once people are in, there is simply no escape.

This Will Work (400) - Whether you're genetically engineering something, stuffing a god's soul into a corpse, creating life itself, or similar mad science most don't get it on the first or subsequent tries. This is no longer the case for you anymore. Any experimentation or modification you do on any being will always work with no negative side effects unless you want them included. It is impossible to fail on any sort of modification or experimentation, even if it something impossible such as sticking multiple gods souls into a corpse. Whether it's genetic, spiritual, or something else entirely nothing is impossible when it comes to applying science.

It Was Fate (600) - That made you choose this perk. You could be considered the universe's best friend as Fate will twist and turn the universe to make sure that you come out on top. Fate wishes for your success and will do anything in its power to help you. This ranges from giving you main protagonist level plot armor, making you impossibly lucky, able to escape from death's clutches, manipulate prophecies, and much much more. Even the ultimate of mary sue protagonists will wish they could get a sliver of the advantages you will gain from the fates.

One never has to worry about dying due to having bad luck, truck-kun, random events, assassination plots, and pretty much anything else as Fate will break the universe over backward to ensure you never have a bad day. The amount of things that Fate can't do for you can be counted on one hand with fingers to spare. Honorable combat is the only way you're dying and given all the ways fate can intervene and help even that isn't something you will worry about. You will have to be the most suicidal person to ever live and actively wishing for death's embrace before Fate can't come up with enough things to save you.

Destiny offers much more than merely giving you enough trimmings to make a mary sue protagonist green with envy. While there are those who make even the ludicrous of plans happen very few can claim that even cosmic forces themselves are helping them. That is why even the most ludicrous and insane of plans such as taking away all powers in the world can be done so long as you have the willpower to go through with it. No matter how illogical or insane the world itself will bend over backwards to make sure your goals and you come out on top so long as you occasionally push things in the right direction and let fate take the wheel.

Anima

Anima is the word which describes the animal gods of this realm. Every single person in the world is noted to have an anima that they are a child of except only one person in history. Anima's grow weaker or stronger depending on how many people worship them which is why their power fluctuates throughout history. Thus there is a divide in the world between those who have stronger or weaker gods.

During childhood anima's typically disguise themselves as animals and follow their children around before they reach the age of nine. At this ripe age, the children are allowed to make one wish of theirs a reality so long as it is within the god's power. As there is a divide between the strength of anima's it is no surprise that the stronger gods can make unique wishes while the weaker gods have some limitations.

Due to your status as a Jumper, your god's power to make a wish replenishes itself every new jump you make or every ten years, whichever comes first. Your god can follow you around if you want and can inject itself into your daily life to see what your wish is, offer up ideas or advice, or can be a listener to your problems. An anima never engages in a fight so don't expect that just because you have a god by your side it means they're going to do battle with you. Post-Jump your god doesn't have to disappear when you make a wish and can stick around.

You may choose one and only one Anima to be your god free of charge. This anima can range from a pigeon all the way to even one of the four guardian gods. Normally no one has more than one anima but it'll become apparent there are ways around this and as a Jumper, you too get to fudge the rules a bit. Buy as many anima's as you want as there isn't a limit.

Herbivore Gods (100) - These gods are the pigeon, sparrow, cat, and other weak gods which aren't really all that powerful although they're the most common ones that people have. You can just pick any random herbivore and you'll nail a weak god. Due to their common and weak nature, the wishes they grant aren't all that powerful when compared to the other gods. Some examples of the wishes you could make would be small such as making someone silent forever, cosmetic changes such as adding an animal's traits to your body, and general small things.

Ordinary Gods (200) - While calling gods ordinary might be a weird thing to say these are the gods that a lot of the people who are forced to go to high school have. These are your lions, tigers, and bears although there are even street dogs, snakes, and rats. As the gods are more worshipped the wishes they are able to grant is a good deal more powerful than those of the herbivores. Wishes such as restoring your lost limbs and eyes, making you impossibly lucky at gambling, or even eternal youth are the standard fare for these gods.

Mythical Gods (300) - Now we are getting into the truly powerful gods that everyone wants to have. These are your unicorns, griffins, american eagles, dragons, black tigers, and other mythical gods. These wishes are extremely powerful such as granting you immense wealth nearly on par with the whole world, killing anyone that is weaker than you, the creation of special relics such as a safe that can be stored in personal dimensions, or even a book that can hold many powers.

Four Guardian Gods (400) - The Four Guardian Gods are gods that are considered to be some of the most powerful and unique beings in the world. It is said that they hold the power of the world in their hands and given this rarity only one person is born of the guardian gods. In order for another to be born the previous child has to die. The unique aspect of these gods comes in the fact their child has access to a special skill that only the god has and their upgraded wishes.

The wishes these god grant can change a person's fate, obtain all the money in the world, or even just take over the world as an example. Each Guardian also has their own specialty wish which can be used up to three times safely before they require a sacrifice. The only downside is that you forfeit the general wish that would be given to you in that jump. Either you can get one general wish or three specialized wishes.

White Tiger

The White Tiger is one of two gods that hold power over time itself. The specialized wish of this god allows you to be sent back in time a day, weeks before you were born, decades into the past, or even much further into the past. You can opt to stay in the past permanently and continue on or spend up to a week in the past before returning to the present. The present will be changed according to whatever changes you made while in the past.

After you travel three times you can time travel again although any subsequent times will require a sacrifice. The sacrifice is heavy as the White Tiger is a bit of a dick. This god wants your existence which translates to your death. If there ever could be a silver lining in this shitty situation it would be that your death is not immediate. You'll be sent back with the time limit as usual, to do whatever and when your time is up you'll be erased from existence. This process takes a few moments so if you happen to be touching anyone during this act they'll be erased from existence as well. If you have any resurrection items this will negate the death and you can return to the present or stay in the past but you probably only have so many of those.

The White Tiger's skill allows one to use its power to stop time. In the beginning, you'll be able to stop time for one second. A second might seem short but in the midst of battle, it can mean the difference between life and death. With the continued usage of the skill, the duration of the time stop will be increased. Eventually, you'll be able to spam time stop after time stop however sadly a road roller is not included in the deal. As a slight benefit, you can move normally in another person's time stop or can even cast one alongside another to increase the duration.

Blue Dragon

The Blue Dragon is the other god that holds power over the future not the past. The special wish of the god is the power of foresight or seeing into the future. It shows inside your mind a vision of the future that can be months decades, or further beyond ahead of its time. The visions are always accurate as the god shows you all the major events, important minor events, and even possible future paths based on choices you could make in full detail. Should you have the power of the White Tiger as well you can instead opt to travel to the future instead. This doesn't count as a special wish for the White Tiger. Just like the White Tiger you may stay in the future and continue on or stay upwards to a week before returning back to the present.

The Blue Dragon, like any god, requires a sacrifice should you wish to use its ability after three times. This sacrifice is a whole lot less drastic than the White Tiger as it isn't as dickish. The sacrifice is that one loses a part of their body such as eyes or the ability to walk. It is merciful though as regeneration and technology can work around these issues and the dragon god isn't bothered so long as the sacrifice was made.

As its power is future sight the skill of the Blue Dragon is precog. In the beginning, you'll be able to see one second into the future. This can be done at a moments notice giving you a clear picture of what will happen in any situation. This future vision could be used in manys ways ranging from a danger sense to petty gambling. With the repeated usage of the precog, you'll be able to extend the limit on how much time you can see into the future. With the blue dragon being a god, both of the precogs are capable of trumping others who have precog or similar abilities while limiting what they see of you.

Red Phoenix

The legendary bird that is known it for its control over life. There are two uses for the wish of the god. Should you die by any means the phoenix shall use its power to resurrect you. You'll come back in prime condition, stronger than you were before, and extremely resistant to whatever it was that killed you provided it was some sort of exotic or hax effect. The second usage allows a person that is long dead or someone who died in a special manner such as being retconned out of existence, to be resurrected with the same benefits as yours. As you have three special wishes this lets you have three resurrections for yourself or someone else in the beginning.

The sacrifice is unique the god doesn't want you to sacrifice anything. If you die or need to resurrect someone and have run out of special wishes the Phoenix will use the last of its power to fulfill your wish. The sacrifice is that you forfeit the power of the god itself align with no more until ten years pass or the next jump. However, there two ways to get more of the special wishes without forfeiting the Phoenix's power. The Phoenix loves to see bloodshed and wants the lives of others in return for the continued use of its resurrection but it's also a dependable ally and friend. By killing any sentient being i.e humans, gods, orcs, undead, aliens, fantasy monsters, etc it will add one more wish for the continued use of its resurrection powers. However you could also choose to help or heal people symbolizing life's duality for the same benefit. You can use whichever method works best for you.

The Phoenix is known for being supportive and its skill reflects this. With a mere touch, you can restore a person and instantly heal them to their prime condition. The person can range from slightly sick to the recently deceased. So long as something remains, no matter how miniscule, of an individual. anyone can be brought back. This healing touch cures them of any and all ailments, diseases, mental illnesses, curses, and anything that negatively affects their mind, body, and soul. You can turn a person age back into their prime years by reversing the aging process. Yes, you can instantly heal yourself back to full power with a touch.

Black Turtle

The Black Turtle does not have a specialized wish and only has a generic wish to offer you. It makes up for this by giving you powerful abilities. At a moments notice you can conjure up a storm so powerful it can flood an entire city given a few minutes. The Black Turtle also is able to give others a portion of its power strengthening all of their other abilities while allowing access to the Black Turtles main ability. These people who you bestowed power upon will be able to gift others with those same powers as well although unlike you this has a nasty side effect of turning them into monstrosities and killing said individuals.

The most terrifying weapon of The Black Turtle and all those who have a piece of its power is the ability to take other animas. This can be done by either the person voluntarily giving up the anima or through force. By force, I mean that the person has to die in order for you to gain their power. In future jumps, you will gain the souls, powers, innate abilities/energies, etc of beings that voluntarily give them up or you kill. You are also able to take nay sealed beings that are inside a person or object. Due to its strange nature, it is possible for you to put anima's into dead bodies although the process is not easy. In future jumps, this turns into a general soul stuffer and may be used on living bodies.

Basic Skills (Free) - Even after a God disappears people can still use the power of their god in various manners. Some are obviously weaker than others due to having a stronger god but everyone can train to improve their skills and abilities. There are six categories of skills that one can use with their anima along with certain combinations of others that you'll have to discover. You have a basic understanding of how to use all these skills and with a bit of training could even develop some of the more advanced ones.

While weak gods can train to become more capable the stronger gods just have a head start among the lesser gods. They start out stronger and are able to pick up skills within mere days of being taught them. It's not fair but it's just how the world works.

Ignition - Ignition is the formation of your anima allowing you to not only see it but to use it in other abilities as well. This is the starting point for all the other skills as ignition comes first before anything. At advanced levels, one can make this form solid allowing them to ride their own anima and move it around easily as if it were a limb. It's been noted among the stronger anima that they are able to increase even in size to tower over buildings.

Separation - This skill is the act of splitting your anima into smaller pieces of itself that can then be used as a ranged attack which around the strength you punch. Unlike most other powers splitting into multiple pieces doesn't decrease the power of the attacks. At the advanced level, it's possible to separate your anima into dozens if not hundreds of pieces that can be flung all around.

Transferral - This is the act of transferring your anima's power into an object allowing you to wield ordinary objects as weapons from a staff to even popsicle sticks. One can even use transferral on their own body allowing them to gain traits of their anima such as wings, ears, tails, etc. They can also use this to enhance their own power to the point where they'll jump miles into the air and are able to punch with enough force they cause massive shockwaves across a city.

Amplification - As the name suggests this skill amplifies your anima's energy allowing you to get more bang for your buck. By concentrating slightly it's possible to amplify an attack many times over with no cost. This skill can be used in conjunction with all the other skills as well increasing their potential. This amplification can be used in conjunction with all of your other abilities not from this world boosting them many times over as well.

Transformation - This skill is for one to change into their anima's form or even slight variations of their anima although the shape can't be too far from the original form. When one is a master at this skill they'll be able to turn into a hybrid containing the best of both worlds from their anima's form and the human body.

Vow - A vow is an irregular skill in which you give a person a part of your anima under a limit of some kind. A vow can be placed on various body parts with the requirement being an oath of some kind being taken usually with the one receiving the vow. This is typically things like having some return an object within a time limit or else they die or forcing their body to do something drastic such as killing a person. The only way for a vow to disappear is for you to rescind it or have the oath completed.

Elemental Transformation (100) (One Choice Free For Every God You Have) - This is a rather advanced skill that people in the world don't have. By using your anima's power it is possible to turn the energy into an element such as fire, electricity, ice, to even exotic elements such as bubbles that cause everyone to float and water that drowns a person in a hypnotic past.

Items

Drop In

Moped (100) - This trusty moped is the stuff of every working person's dreams whether its used for escaping from a car chase or general travel. It can be summoned at a moments notice anywhere, has unlimited gas, can self-repair within 24 hours, and if you don't like the design, it can change to other vehicles such as a motorcycle, bike, or anything else with 2 wheels.

Inheritance (200) - You must be one lucky person as you've just mysteriously inherited a vast amount of wealth that will luckily not break the economy or get the IRS on your tail. Whether the wealth comes in the form of cash, material objects such as gold, or other rare items are left up to you. There's enough of this inheritance to last a king several lifetimes and should you ever run out of this wealth you'll quickly come to find you've inherited another obscene amount of riches to continue on. You never have to worry about money ever again.

The Diary (400) - This book is a personal diary filled with a limitless number of pages to write in. Its true potential lies in its usage of being a diary to someone else. By thinking up a specific person the book shall be filled with that person's thoughts written like that of a typical diary. Only one person can be assigned at a time but you can switch out one person for another. You'll get that person's innermost thoughts, what they are doing or have done, and so on. It is constantly updating as the person who is assigned goes about their life. While it is a tremendous invasion of privacy they won't seem to question the diary whatsoever.

Animarena (600) - This city could be considered the Las Vegas on steroids of this world. This exact replica of the underwater city is yours for the taking and can be located underwater in whatever world you're in or underground if there is no water. This super city of vice is fully stocked with workers that will listen to your every command, endless supplies of food and drink, hourglasses that people will use to gamble that hold their powers, all manners of attractions that trigger the gambling addiction, and four giant hourglasses that can raise the dead across an entire country that will follow your command once per jump.

It'll attract the adventurers, scum of the earth, heroes, and people from all walks of life. Of course, no one bets with money in this place but their own innate abilities, powers, and whatever MacGuffins they have on hand effectively making everyone who enters nerfed in a way with no way to access their full power. Once a person enters this city no one seems to want to leave either unless you kick them out as you're the head boss.

Student

School Uniform (100) - This is the stereotypical school uniform that all anime students alike wear. This uniform is stuck in the reaches of your closet although unlike the others this one is special. In addition to being self-cleaning, this particular uniform can morph itself to mimic any clothing style imaginable just in case you're sick of the school style.

Artificial Limbs (200) - These metal limbs are the greatest technology here. The senses are an exact match to regular body parts and have togglable pain receptors. In addition to being much stronger and vastly more efficient than ordinary limbs, these limbs have the ability to use any powers that you have even if it's not a flesh and bone one. Instructions come along with the details to make arms, legs, and even ones that haven't been developed such as eyes, hearts, and other organs.

The Key (400) - This key is something that would make most thieves salivate at the mouth for it. If you touch this key against any physical lock, no matter what sort of lock it is, then that lock will open up. This doesn't even stop at physical locks as the key can open up supernatural locks such as a locked personal dimension. Although for these you have to be in close proximity to the owner of said locked dimension or be right next to the dimension itself before it'll open.

Golden Hourglass (600) - This small hourglass is made completely out of gold and can easily fit in the palm of your hand. Besides the high selling point, this hourglass has the ability to seal any being regardless of power or origin inside it. Once someone is sealed inside the hourglass there is nothing that can unseal them internally or externally except you. You must merely touch any being in question with the hourglass and they shall be sealed forever although only one being may be sealed inside at a time. To make up for this however, you are able to use any powers or skills that the sealed being had to their fullest potential.

Leader

Blank Letter (100) - This simple blank letter is your ticket to the high life. While it's an empty piece of paper for you to anyone else who gazes it'll be a very important document that'll get you into practically anywhere with the big movers of the world. Parties, military bases, secret cities, and more are just the tip of the iceberg of places that you'll be able to go to. No one will find it strange when you're in these places so long as you don't cause trouble.

Anima Book (200) - This large blank book contains limitless amounts of pages for drawing, journaling, and anything else and can be summoned to your side at a moment's notice. This relic has the power to store an infinite amount of abilities and along with the power to supercharge them. A person could put in a spell, curse, elemental ability, or any other special power that can be projected on the outside world. When these abilities are stored in the book they are supercharged making them much stronger than normal. The longer these abilities are stored within the book the stronger they will be when released.

Bodyguard (400) - With a mere snap of your fingers you can summon a bodyguard to come protect you from all manners of threats. This bodyguard is highly trained in all things that are needed for the job which includes driving, combat skills, and even miscellaneous arts such as culinary skills. No payment is required for the services and they will be by your side until you dismiss them. When summoned they will be slightly stronger than the average power of the world you're in along with the basic skills and powers of that world if there are any. Should they die you can immediately summon a bodyguard again to continue the service.

The City (600) - Whether through royalty or just having some seriously high connections you now own a self-sustaining city. You can plop it over anywhere in the world at the start of a jump, even pasting it over cities but you'll probably have to explain how another city got there and all the deaths. The city is fully customizable as you're able to choose how each building looks all the way down to even how the dirt looks. Whether you want that futuristic look or medieval look anything is possible.

The city can attract any manner of people you want to have and those you don't mysteriously find themselves never coming near your city. You'll have to implement any advanced technology itself as the city only comes with current modern technological trimmings. As a slight bonus, you have a supernatural sense of everything and everyone in this city. Nothing to invade privacy but you'll know whether the city is in danger, whether crimes are being done, someone needs immediate help and things like that. This effect can be turned off if it's not your thing.

Follower

Rabbit Mask (100) - This blue rabbit mask is one that wouldn't be out of place in a carnival. It's comfortable, easy to breathe through, and can even shapeshift to other forms such as a mask, mask around the eyes, or some other silly disguise although those are just minor details in comparison to its real potential. So long as you wear the mask your identity shall be forever hidden as the mask changes your voice, hair, and won't allow anything to pierce through it. No superpowers, technology, magic, or even basic common sense will ever reveal who you are behind the mask so long as it is kept on.

Black Pills (200) - This large suitcase is full of of little black pills that refills itself whenever empty. If swallowed the pills allow anyone to gain the powers contained within the pill. Originally one could gain a fraction of the power of the Black Turtle, however, your pills can be modified to gift a power from any one of your abilities. It could be an innate power, from one of your gods, magical, or something else entirely. Whatever the case once swallowed these powers are a permanent part of the person although they will never reach the level you have with the power.

Chaos Beast (400) - This shapeshifting black beast of dark mass known as Chaos can easily shift to tower over houses and though it only has enough basic intelligence to follow simple orders it is absolutely loyal to you. What makes the Chaos Beast frightening is its ability to gain the powers, memories, and anima of whomever it kills. This makes it not only stronger but more intelligent as well making it more and more of a dangerous opponent to face. In future jumps, this will include a person's soul along with any powers. Rest assured that no matter how intelligent Chaos grows it will always be loyal to you. Should it be killed it will quickly reform itself the next day to get back to its duty of protecting you and following your orders.

Water Hourglass (600) - This wondrous relic is a small hourglass that when smashed releases a large hourglass filled with water. Its purpose besides causing inceptions and boggling the minds of scientist forever is to create a massive flood over an entire city. This isn't just any ordinary flood however as this one is much worse. The flood takes the anima and in future jumps, the souls of beings that touch the water. Those who are weaker than you will have their souls ripped out immediately and go into the hourglass. Those that are comparable in strength to you can resist this up to an extent but even they will succumb after a few minutes. Only those who are stronger than you are immune to this effect. Afterward, the hourglass full of souls is yours to do whatever with. This item can only be used once a month so be careful targeting.

Companions

Companion Import (50-400) - You can import up to 8 of your companions at 50 CP per person for this adventure. They get a free background, anima, and 600 CP to spend on whatever. If you want you can instead create a new companion in this world for 50 CP.

Canon Character (100) - Soon after your arrival in this world you'll become to meet and befriend any canon character found in this place. Anyone goes and that even includes some of the more evil guys but hey some people like a challenge against the odds. At the end of your jump you'll have a chance to convince them to join you on your jumping journey.

Drawbacks

You're not satisfied with the cp that I have given you? Well, I can allow you to have more cp for whatever you want but it's not going to be free. Take as many drawbacks as you like but remember Jumper that there will be consequences if you want more power.

Bullied (+100) - Not unlike other similar settings some people can be well real assholes. Bullies are plentiful in this world as everyone seems to be dealing with some personal issues. While you won't run into any people who will seriously maim some of the people will try and hurt and humiliate you. Luckily the bullies acknowledge those who are stronger so if you beat the stuffing out a couple of them then they'll leave you alone for a brief period.

Depressing (+100) - Is there something in the water here that makes everything so dull? It's not like you won't have happy moments here but for the most part expect everything to be kinda sad and depressing. The world despite the bright colors is dull, it's constantly raining, people are dealing with personal issues, and no one seems to want to go to therapy.

So Cold (+100) - Ice wishes it could be as cold as you. While you're not exactly emotionless you can't just ever seem to put emotion into your words or body language. You're blunt, kinda off putting to people, generally never seem to smile, and are described as similar to a robot. While you could convey happiness with your actions it'll somehow be misconstrued as to you being a person not to be bothered.

Limbless (+100/200) Due to a rather unfortunate accident one of your limbs was unfortunately torn off. While this would be severely dangerous in another world there are luckily technological replacements to help get you a new arm although it won't be the same. You won't seem to throw a full powered punch and it takes some getting to the new arm. Better start training to regain that sense from the metallic arm. For the full 200, you can have your other arm removed as well.

Blinded (+200) - Whether due to an accident, the price of a wish, or a group of blind people taking them your eyes are completely gone from your body. Technology and medicine here don't offer much of anything really in the way of service so forget about ever seeing normally again for the stay here. Though a rather sad event there is nothing preventing you from doing what other characters in fiction have done and use your other special senses to make up for the handicap.

Assassin (+200) - You're being targeted Jumper. You're on someone's hit list and they sent an assassin to deal with you. They're highly trained at their work, can be practically anyone, and won't stop until you die. If you manage to kill them that will be the end of it all as no one will send another assassin after you. Get used to sleeping with one eye open as who knows when the assassin will strike.

Collector (+200) - Apparently you've shown up somewhere in Animarena's records and now they seek to bring you back as most of everyone is not allowed to leave Animarena once they're gone. Expect to be hounded by their collectors to retrieve and bring you back to the city by any means necessary.

Betrayal (+200) - Did everyone start a backstabbing business while you weren't looking because you sure get betrayed a lot. It seems that groups you're a part of or even people you're working with will just up and betray at a moment's notice or run away at key moments. Unless they're your companions or the people are truly good and fighting for the right causes expect to be ghosted during important events or even literally stabbed in the back by people.

Restrained (+200) - Due to some circumstances, there's a monster inside of you. It's not harmful or anything like and is more of a nonentity but man is it a pain. This monster within you restrains not only your body but your abilities slightly as well so you never can make use of your full power. You'll need to find someone to rip the beast out if you to go all out again.

Fate's Course (+200) - You can forget about any plans on ditching the main story and taking a plane to a different country. Fate has its goal set on making sure you're involved in the plot no matter the cost. Circumstances will conspire that actively force you to join the main cast and participate in their events. All is not lost however as if you can shake the plot hard enough you might just loosen fate's grasp on you and change things completely.

Inevitable (+400) - You can make a lot of friends here despite the depressing mood that happens here. You'll laugh, have fun, share memories, and then have to inevitably bury another friend when they die. Anyone, you become a friend to sans your companions are fated to die. There is no saving them, no protection, or even resurrection as absolutely nothing will work. You could pile all your resources and powers into keeping someone alive and it won't work.

Their death could be the next day or even in a year from now but know they will all die. Every friend you make here will be another mark on death's list and you'll be right there next to them to witness all their deaths each time. Better steel and distance your heart jumper unless you want to bury a lot of dead bodies whose blood will be on your hands.

The Gamble (+400) (Can Be Taken Multiple Times If You Have Multiple Gods) - Seriously you have a gambling power Jumper because not only did you gamble away all your money but you gambled away your anima power as well. Well, half of your anima is gone to be exact and is now currently located somewhere within Animarena. It might be with the head boss of the city or it could be a prize in a tournament. Either way, your anima is at half strength and if you want to regain the full power again you're going to have to get your anima back by any means necessary.

Long-Time Friend (+400) - The child of the black turtle, Young Lee, remembers you due to a rather strange set of circumstances when he was just a kid. You're a top priority on his list as you influenced how he came to be just as much as Irang. He will manipulate his allies, events, and innocent people to force you to give you your anima and power to him. Should nothing else come of this then he shall personally fight for your powers.

A Price To Pay (+600) - When will you learn Jumper, that your actions have consequences. Your lust for power can't be quenched and it has turned into something darker much darker. To be blunt your actions will have consequences. If you save someone it will somehow lead another person down a dark and lightless path. It almost seems that the more you try to do good and make the world a better place the more fate will go out of its way to twist your actions to have a consequence of some kind. Don't even try to do anything bad as Fate will drastically make the situation even more horrendous than if you did something good.

However, fate while sadistic can be merciful and allow your actions to do good. The price though is your suffering. Whether through pain, a sacrifice of something you hold you dear, or drowning yourself in misery and sorrows, so long as you suffer in a saddening manner then the world won't screw you over.

The Odd Child (+600) - Congrats on becoming the second person in existence without an anima. Naturally, you don't have an anima and unless you find some alternative way to gain one you're pretty much stuck without a god. To make matters worse there are anima's without bodies in the world that you now see and hear. These ancient horrible beast are comparable to eldritch abominations as they will haunt you every day and there is no escape from them.

Manipulation, haunting your dreams, wanting you to kill people to find bodies for them, and more will be the typical task that you must refrain from doing while trying to stay sane. The first person in the world who didn't have an anima killed an entire city and in the future killed 90% of the world so I suggest that you don't listen to the monsters. The other person like you is alive and would absolutely love to meet a friend in the same situation as him so expect him to pop by.

Where's My Anima (+600) - All your powers, perks, skills, and everything else not taken from this world has been turned into your own personal anima. The only problem is that this anima is not in your possession anymore making you rely on the powers you've purchased here along with the connection to your warehouse. To make matters worse the person who has your anima is a newborn child. Luckily this little bundle of dangerous joy ended up with you and now you must take care of the child. While you can instead wait the ten years for your powers to return it is possible to get them a few years earlier if your child makes a wish for your anima to given back to you. This can be done if you properly protect the kid, make sure they live a decent life, and also be a good parent. Good luck.

Ending Choices

Go Home - Perhaps something from this world reminded you of where you came from. Well everyone gets homesick and you're no exception to the rule either. You may go home with piece of mind and pat on the back.

Stay Here - Something here caught your eye? Well it might be all the beautiful and bright colors here or maybe it's the colorful cast of people. Either way once you choose this you'll be staying here till the end of time.

Move On - You're going to keep moving forward huh? Well I don't blame you as there's a bunch more worlds adventures to be had. Just remember that when things get tough to just go with the flow.

Notes

- Anima's are noted to be more powerful based on differing location such as the west favoring the eagles or lions and the eastern countries having dragons. Despite this there are clear levels of gods being better than others such as the guardian gods regarded as the strongest. This isn't something you'll have to worry about but it is some useful information to note.

- If you want you can carry anima's into other worlds post jump although there are a few things needed. You'll have to choose people to unlock their anima. The anima they get can come from this world or other worlds if you want. The rule still applies that whatever animals are worshipped more will be stronger than the rest. What anima people get is completely random or up to you. Fanwank basically.