

Tales of Phantasia
Jumpchain-compliant CYOA
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Version 1.0

“Truly, if there is evil in this world, it lies within the heart of mankind.” - Edward D. Morrison

Welcome to the world of Aselia, Jumper. This is a world where magic is either dying or dead as a result of the planet's life force, mana, being used excessively. The story revolves around a being known as Dhaos, who is considered a Demon King and an enemy of all within the world. Still, there is more beneath the surface, and what you encounter depends on what time you find yourself in...

You receive +1000 points for your trouble.

Eras:

Roll 1d8 for Era, then 1d8 for your Location within that Era. You may spend 100 points to choose your Era and Location. The Future, in which the Mana Tree is currently (will be?) very dead, is uncertain but perhaps not very different...you may choose to go to Year 4352 if you spend points on this, but know that I cannot say for certain what you will encounter there.

1-3 The Past – Year 4202: Dhaos has begun a war against the Kingdom of Midgard and other Magitech-using Kingdoms, having made a pact with the demonic realm in order to do so. This war, the Valhalla War, rages on. If history progressed uninterrupted, a group of heroes led by the mage Edward D. Morrison will defeat Dhaos in combat, forcing him to flee to a different Era. However, the arrival of two individuals from a different age may upset these course of events...

1. Belladam Village – An isolated but peaceful village on the south of the continent. Not terribly remarkable.
2. Euclid Village – Another small village, though this one notably has the would-be summoner Claus living within it, a dedicated scholar of magic...even though he himself can't use any yet. Still, maybe with a little help...
3. Forest of Spirits – The resting place of the Mana Tree, Yggdrasil, and its guardian spirit Martel. Though the tree currently provides mana to the world, it is beginning to slowly die from the mass consumption of mana in the world, and is teetering on the brink of death.
4. Kingdom of Midgard – A prosperous but militaristic nation that has begun to utilize magitech. It may even include a certain superweapon from a lost age...it is the primary target of Dhaos' attacks.
5. Valhalla Plains – A large, open plain that currently houses a powerful demonic army in the thousands. You arrive in the middle of a skirmish between Midgard and Dhaos' forces. It may be wise to leave.
6. Kingdom of Albanista – A strong but peaceful kingdom that is allied to Midgard. The crown prince has recently been acting strangely...
7. Ymir Forest – Home of the elves, with their village not too far away from where you appear. Human visitors aren't allowed in without strong diplomatic ties to Albanista, Half-Elves are forbidden entry entirely. You should leave quickly if you fall under either of those 'nots'.
8. Free Pick! Choose any location above, or any location in Aselia, so long as it's not Dhaos' Castle or Magitech ruins.

4-6 The Present – Year 4302: Magic has long since perished from the world, but has been supplanted by Divine magic, a power which any race can make use of without needing mana in the world. The world enjoys a period of peace, but dark shadows from the past begin to make their move...and as you enter the world, the village of Totis is burning.

1. Ruins of Totis – You arrive minutes after Cress and Chester witness their destroyed village. There are no survivors. You may console, join, or leave them at your leisure...but perhaps, you too, are a survivor?
2. City of Euclid – It's come a long way since 100 years ago, turning into a prosperous and bustling city. Home to the Order of Knights, an independent organization of Skill users.
3. The South Forest – It's a forest not too far away from Totis. It holds a gigantic, dead tree trunk somewhere in its center. You can sometimes hear a woman's whisper near it.
4. An Empty Field – Nothing here but a way towards Valhalla Plains. You can sometimes unearth bits of stone or traces of life, if you dig long enough.
5. Valhalla Plains – A snowy plain that is empty and devoid of any civilization. There's ruins of a castle somewhere north of there.
6. Kingdom of Alvanista – The Kingdom has outlasted its former ally, Midgard, and is still in a period of relative peace and prosperity.
7. Ymir Forest – Humans are now welcome in the Elven Village and the Ymir Forest, but Half-Elves are still forbidden entirely.
8. Free Pick! Same rules apply as Free Pick in the Past.

7-8 – Either Era!

Species:

Before we begin, you must choose a form for yourself. This will determine both your innate capabilities and your place within Aselia. Regardless of which, you will start at 13+1d8 years of age, and whatever gender you had before. For 100 points, you may change either of these or your leisure...but bear in mind you cannot be older than 48 years old. You'll probably figure out why later.

Human [Free] – What more can be said? You are one of the many humans who roam this planet. They are a hardy people who come from all walks of life, but lack the long lifespan or innate magical connection of their elven cousins. At least there's no social stigma attached to you from birth.

Elf [100] – In a time before time, Elves came to this land from a distant world. Since then, they've isolated themselves from humanity and the world at large, living their long lives within a hidden village. Elves look similar to humans, but with strangely colored hair, pointed ears, and a natural connection to mana. You may start in the Ymir Forest for free.

Half-Elf [Free] – In theory, this is the best of both worlds. You are a Half-Elf, meaning you have a natural connection to mana, the well-rounded potential of humans, and a long lifespan. In practice, however, you are a social outcast who is looked upon with scorn by both races. Still, it's not as bad as it used to be...you will take the 'Outcast' drawback with no points.

Dwarves [...] - They're not here anymore, Jumper.

Backgrounds:

Drop-In [Free]

You, wanderer from another world, enter Aselia as you were with your new form and whatever you purchased, but you receive no memories or context for the world you're in. Nobody will be expecting or prepared for you...but perhaps, you won't be prepared for them either.

Warrior [100]

If there is something certain about the fate of this world, it will be settled by force of arms and the might of one's blade. You have trained your entire life in martial skills, whether as an aspiring soldier or a hunter making your keep in your home village. You lack the arcane might of Mages and Summoners, but you more than compensate with skill, finesse, and an ability to use Skills that don't rely on the presence of mana.

Cleric [100]

Something of a misnomer, you are a user of Divine Power, energies channeled through faith and personal willpower. Though limited to healing and support, you are an invaluable asset to most adventuring parties, especially since you do not need the presence of mana in the world to use such skills. Through prayer or study, you wield Divine Power with a refined method, and whether you work as a healer for hire or a mercenary, you will find many doors open to you. You may start in the Present for free.

Mage [200/Free for Elf, Discount for Half-Elf]

You are one of the arcane casters of myth and legend, able to utilize mana to cast powerful offensive spells that can turn the tide of massive battles or conflicts...and one of the only things that can reliably hurt Dhaos in his prime. However, your magic is largely dependent on the existence of mana in the world, and will be so until post-jump unless you take certain measures. It's extremely unusual for a human without elven blood to use magic, but not impossible. Expect to be accused of being 'part-elf' if you're human. You may start in the Past for free.

Summoner [200/Free for Human]

A power that even humans can wield. By making pacts with Summon Spirits and other such entities in the world, you may wield powers tied to their nature and indeed summon them to your side in battle or when the moment calls for it. Summoning is a lost art – indeed, the only living user of it currently believes he invented it! - so expect some questions if this is ever revealed. Unfortunately, like 'classic' Mages, you are also dependent on mana, as are many of the Spirits in the world. You may start in the Past for free.

Perks and Abilities:

All perks receive a discount for their matching origin. All 100 point perks that match said origin will receive them for free.

[All Origins]

Skits [Free] – As it turns out, people who travel a lot together tend to become very chatty. Whether out of friendship, rivalry, or just boredom, this will be happening with a little more frequency. Any time you and your companions, or anyone you're traveling with for the long term, are doing anything besides fighting or sitting idle, time will briefly freeze and you will be able to 'tune in' on them talking. Obviously, you'll be involved as well if you're part of the topic or talking to them yourselves. These amusing little conversations won't last more than a few minutes at a time, but can provide some insight about your companions' feelings and their thoughts on a current situation...or some entertainment as your Mage's awful cooking causes grief and suffering during meal time that night. This can be toggled at will, and you can choose to ignore particular 'Skits' when you need to concentrate. This never

activates in the middle of battle or otherwise intense and stressful situations (like a ‘cutscene’). It also, obviously, never activates if you’re traveling alone...unless you consider the voices in your head company.

Titles [Free] – As a result of reputation or skill, you will find yourself and your companions developing a name for themselves. ‘Master Swordsman’, ‘Legendary Archer’, ‘Archmage’, ‘Peeping Tom’. Whenever a significant incident occurs that would place such a label on you or your companions, enough that the occurrence would stick out in your memory for a long time afterwards, you will gain such a ‘title’. This ‘title’, when you wear it, will be part of what everyone remembers you as, and you will gain a very slight increase to all skills involving it (Peeping Toms will be a little better at running away and hiding, a Legendary Archer will have better dexterity, etc.). This will never be more than a slight boost and will never push you to superhuman levels, but it will be helpful to the relevant skills. What’s more, the more significant your achievements (or failures) that warranted such a title, the more potent the boost will be. You may only have one ‘title’ equipped at a time, though folks will know you by any that you have if you so choose. This perk applies to yourself and all companions you gain from this jump onwards.

[Drop-In]

What Now? [100] – Aselia is a big place, with a lot wrong with the world and a lot you need to do. It can be a little confusing to navigate at times, especially if you’re only given a vague hint of where you need to be. Now, you instinctively realize when and where something ‘eventful’ is going to happen, or who you need to talk to next to advance your goals. It doesn’t give you any context, however – you may waltz right into a trap or have to spend a day’s time convincing someone to help you. At the very least, things won’t be boring wherever you end up.

Common Sense [100] – Common sense isn’t common, and this especially applies to particular groups of adventurers in Aselia. You can now recognize obvious warning flags regarding someone’s personality or an incoming trap, or just anything that would hint towards an impending disaster. It’s up to you to find out if something is worth the risk or not, but now you won’t be completely blindsided by stupidity.

A Hearty Meal [200] – A good diet is essential to the adventuring party, and sometimes food can be good enough to make you forget about your injuries for a while. This doesn’t do that, but instead gives you basic cooking lessons, and when you eat any food you find delicious, you will heal slightly and restore some of your body’s energy reserves based on the quality and taste of the food. Terrible meals will barely heal a papercut, while a great feast will turn near-lethal injuries into slightly itchy scratches. This won’t let you grow back lost limbs or organs, but will make every break period or meal something to look forward to...well, moreso than before.

You Player, You [200] – Aren’t you a lucky one? Through coincidence or odd strokes of luck, you seem to attract your desired sex to you wherever you go or whatever you do. This is a fairly minor effect on its own, but it becomes stronger the more you travel or spend time alongside someone who matches this criteria. Expect to become very popular, very quickly...just try to watch out for any jealous types. Or don’t. Either way, it will be amusing.

Genre Savvy [400] – A step up from mere common sense, you now realize this world and many others depend on certain archetypes and conventions...ones that you can now perceive. You will recognize the ‘heroes’ and ‘villains’ of the main story on sight and be able to discern their immediate motives, though

not their exact goals or methods. This only applies to narrative weight, not moral alignments or untapped potential to be such – however, this awareness will let you nip problems and conflicts in the bud if you act in a clever enough fashion, because now these archetypes can be ‘changed’ with your actions. A villain can be made to see the error of their ways and misunderstandings can be more easily cleared up, and a hero can be twisted to fall from grace by paving their own road to hell. You must make a direct effort to manipulate or talk to them to do this, and they will be able to resist you, but if you work hard enough and use enough charisma or scheming...you can change the story completely.

Bonds Eternal [400] – There are two important things that are forged in fire here, Jumper – steel and comrades. You will be journeying for a long time, both here and other places, and you may find it difficult to keep your companions or immediate allies happy. Now, so long as you make some effort to address their wants and needs, you will inspire iron-clad loyalty in those close to you, enough so that many would be willing to stick by your side until the bitter end of your chain or otherwise. They will still object to anything that blatantly contradicts their own beliefs or personality, but so long as you reach your hands out, your friends will be by your side for eternity. Even better, any new allies or companions you gain will steadily warm up to and mesh with the rest of the party – so long as there is no direct opposition, your companions will find ways to get along (or harmlessly bicker) even without your help.

It'll Be An Experience [600] – You're a fresh slate in this world, an open mind ready to be filled. That just means you're all the more ready and willing to learn, isn't it? Your ability to pick up new skills and trades has just increased dramatically – you can pick up a gun and learn how to operate and maintain it within minutes, you can gain an effective swordfighting style through an hour of practice with one weapon, and so forth. These must all be things you are capable of learning in the first place, but you will go from ‘beginner’ to ‘adept’ in a skill within a short window of training time. This will be less potent when you want to go from ‘adept’ to ‘master’ of a skill or trade, but you will still find training and sharpening your skills will take less time than it did before, and you will never get bored or weary of it on a mental level. An ordinary human who enters the jump with this perk has the potential to end it as a master swordsman who is known worldwide...or a shopkeeper with cutthroat deals and on demand merchandise.

[Warrior]

Wasn't Born Yesterday [100] – How can you call yourself a warrior without any martial skills to speak of? You gain about five years worth of combat experience and skill using either one melee weapons or a bow and arrow. This can be bought multiple times, and the first purchase is free for a Warrior. The weapon in question must be something that isn't unusual for a medieval fantasy setting – guns or extremely exotic weapons are out of this category.

Odds and Ends [100] – Mercenary work is common, but not quite common enough. Luckily, you have an eye for this sort of thing. You will always have an idea of where you can find (usually) legal work that you can use your combat skills for that will pay you, whether working as a bodyguard or a hunter. You also develop basic trade knowledge of how to hunt and skin ‘ordinary’ creatures in the world, like common monsters or boars.

Aerodynamics [200] – The ever-mythical double jump, or just being able to jump really high. Your body has become incredibly light and you've become much more acrobatic, enough so that you can jump several feet in the air despite wearing a full suit of armor. Basically, you'll be incredibly mobile despite anything that would logically weigh you down. This grace disappears if you wear or carry

something that would be too heavy for you to lift normally, however. You can also jump twice by kicking yourself off the air. While you can only do this once per leap, it will cancel any momentum you built up, letting you survive a long fall or dodge an incoming attack you might otherwise be helpless to.

Stronger Than I Look [200] – Ordinary steel is not enough to deal with the monsters of this world. You must have the skill and willpower to make use of it, as well. You've taken the first steps to using your willpower as a weapon, and any weapons you hold or use will be slightly stronger in your hands, and your body a little more durable against physical attacks. More than that, however, any weapon you're currently wielding will be more durable and last longer, requiring twice as much use before it breaks or dents from wear and tear.

The Dream Will Never Die [400] – The world is full of hardships and tragedy, and it takes someone with a steadfast heart to overcome it all. You may or may not qualify, but damned if you aren't going to try. Your willpower increases greatly, and your mental fortitude against trauma and tragedy is increased with it. You will maintain determination and a healthy attitude even as you journey across time in the name of revenge or saving the world, and only the absolute worst of experiences can slow you down. What's more, any ideal you choose to dedicate yourself to will always shine bright in your mind, guiding you as you go so long as you choose to hold onto it.

Tougher Than I Look [400] – There are many terrifying monsters and powerful magic spells in this world that can turn the tide of battle, or make short work of an ordinary person. But you're not an ordinary person, are you? You gain the ability to focus your willpower into your defensive abilities, and you become much more skilled at counterattacking or parrying in melee. In addition, you can now block attacks that would normally tear you apart, such as a magic spell or a blow from something much bigger than you. This greatly reduces, but does not nullify, such damage to where an explosion of fire only leaves a slight burn on your arm instead of setting your entire body ablaze. This has a limit, however – attacks powerful enough to instantly kill you or are otherwise unblockable (such as one Dhaos Laser) cannot be blocked, and will strike you as they would normally.

True Skill [600] – There are certain Skills that are taught in this world, that give you the ability to shape your will into a weapon. These become short but potent bursts of power, such as setting your weapons ablaze for a few seconds as you strike with the force of a miniature tank, or even lunging forward with lightning around your blade of choice. These Skills use the will of the soul and years of training instead of the arcane might of Mages or Clerics, and while their manifestations only last for a few seconds at a time, they make you into a terror on the battlefield. You start with three years of training and several basic Skills of your choice. These are stronger if you string them together with physical attack combos, until you may eventually gain mastery and use 'Mystic Artes', extremely powerful and explosive techniques, against an enemy. Be aware that while these don't rely on external mana, they still drain from the personal mana and stamina of their user, so you must use these powerful techniques intelligently lest you wear yourself out in the middle of combat.

[Cleric]

First Aid! [100] – Not the spell, but the practice. The first step to understanding how to repair the body of a living being is being able to understand how it works. You develop enough medical training to be considered First Aid-capable in the modern world, and any knowledge you gain related to healing or treating wounds comes to you much more easily.

Warmth [100] – Long journeys can wear down the soul and the heart with enough hardship. But you can't just hang your head and accept it, right? You have to make sure everyone has the strength to go on. You are better at encouraging others and increasing morale, as well as being able to convincingly smile and raise others' spirits regardless of your own feelings. This does not affect yourself – but you're good at seeming well and fine when you want to be, despite this.

Healing Hands [200] – The first step of learning divine magic, and perhaps the most important, is being able to use your personal mana reserves to heal yourself and others. This starts out as being able to use the actual spell, First Aid, which will restore a percentage of physical health to the individual you cast it on. In time, you will be able to learn stronger spells that heal more for the cost of more mana, or group spells that can heal several people at once. This cannot revive the dead or cure disease or ailments, however...that comes later. In addition, you cannot heal or restore someone or something that is much stronger than you, or requires more mana than you have – the talented and then-experienced Cleric Mint Adenade could not heal the planet-nourishing Mana Tree with her strongest spell, even as the Tree itself was still alive.

POW HAMMER! [200] – What? Don't look at me like that, it's a legitimate strategy! You see, you use your personal mana reserves to...throw a squeaky, difficult to aim hammer at an opponent. It will never actually do any damage, but if you can strike an enemy with it, it will temporarily stun them. This will let your allies take advantage of the opening or let yourself flee to get some distance. Strong opponents won't be stunned for more than a second, however, so this is best used in emergencies in such a case.

The Wind and Rain [400] – Divine magic lacks the raw destructive power of its counterpart, but it is no less potent on the battlefield. You gain the ability to weaken your enemies and strengthen your allies through various spells, whether by reducing enemy accuracy with Deep Mist, or making your allies move more quickly with Haste. Despite the name of some of these spells, they lack any real offensive capabilities, but one should never underestimate the value of support spells in battle. With time and training, you will not only gain greater support abilities, but be able to Dispel similar 'buffs' and 'debuffs' your enemies use with enough force and concentration. Additionally, you can now remove poisons and toxins with the Antidote spell.

What Was Can Be Again [400] – Something that is broken and destroyed is just something that needs to be put back together. By touching an object or a person, you can gain an intuitive understanding of what it or they need to be restored to full health, whether a change in diet or a several pounds of building material. This doesn't give you access to such materials nor does it make the impossible possible, but you do figure out an intuitive sense of where to find such a thing if it exists on the same planet. Note that while it will tell you what you need and how much of something will restore someone or something to full health, it does not tell you what that item does or how to make more. If you know this perk and Healing Hands, you gain the ability to remove supernatural afflictions, and can resurrect the near-dead or recently dead so long as it hasn't been more than twenty minutes since they passed.

Temporal Oddities [600] – Time is a strange beast in Aselia. One day it's like a river, going from one place to another. In another, it makes forks leading to different but almost identical futures, sometimes continuing on even if something in the past was changed. It's very strange, and seems to obey its own laws at times...it's a good thing you have such a firm grasp of it, right? While you can't change history with your newfound magic alone, your understanding of the flow of Time has given you access to the Mystic Arte 'Time Stop', bringing time to a complete halt for up to one minute, freezing everyone but yourself and your allies in place. This costly spell, which will take at least one fifth of your full mana, lets you and others either prepare and heal, or strike while the enemy is vulnerable. As a bonus, you

gain a resistance to other such temporal meddling – someone killing your ancestor or creating a paradox involving you will let you remain untouched, and other such ‘time stops’ will be hard-pressed to actually influence you. For this jump and any other involving time travel, you will instinctively sense when the timeline has changed, and receive a rough approximation of where (and when) the change occurred.

[Mage]

Mana Flow [100 – Free for Elf/Half-Elf] – **All [Magic] perks require this perk.** Whether through Elven lineage or some form of experimentation, your mind and body have opened to the ebb and flow of mana within the world. This enables you to learn and use magic, an art long thought lost depending on the era you’re within. You also can sense when living and sentient beings are nearby, and a good approximation of where they are, up to about a mile away from you. If you are an Elf or a Half-Elf Mage, your connection is especially strong, to where you can sense beings and emotions up to ten miles away, though the details will be vague and unreliable, leaving it up to guesswork and investigation to figure out who is doing what. Humans receive a diluted connection in comparison...unless they spend an additional undiscounted 100 points.

Excited! [100] – Whether from your connection to mana or just from being easily excitable, you have a constant source of enthusiasm and emotional energy whenever you need it, letting you remain determined and unburdened by the terrible beast of boredom. This doesn’t last long against genuine trauma or things that would deeply disturb you, but at least you won’t be a downer at parties anymore, right?!

Elemental, My Dear [200] [Magic] – Everyone starts somewhere, and you’re starting with the basics. You gain the ability to control fire, water, air, and earth currently in existence around you, with a mile-long range. Moving a flame from a candle takes very little energy, but parting a brushfire to open a path for yourself will require much more energy and focus. You can also create these elements from nothing using your own mana, but doing so is draining...at first. With time and practice, you will be able to create room-sized wildfires, call lightning down from nowhere, and more.

‘Cause I’m Cute [200] – Aren’t you a little mischief maker? You’ll find that no matter how many times you prank your allies, act like a jerk, or get caught stealing food from the barracks, your allies won’t hold as much of a grudge against you as they should. They won’t LIKE you for it, but so long as you never cause serious harm to someone or do something they would consider unforgivable, any small or petty antics are more easily tolerated.

Intensify! [400] [Magic] – Mana flows through emotions and life, but the core of magic is using that energy for other purposes. Like blowing up that poor monster’s stupid face. You can now create ‘magical circles’ from thin air using focus and a large amount of your mana, which will greatly increase the magical energy output of whatever you’re using it on, though only until you run out of mana yourself. It does not create any new energy on its own...however, combining this with ‘Elemental, My Dear’ will let you cast much more powerful spells. That room-sized wildfire is now a firestorm that can tear apart a small building, that lightning from nowhere becomes the mighty Indignation spell, and more. This is draining and takes time to focus, but this magic knows very few peers in this world – consider yourself among the best.

Watch It! [400] – An unfortunate risk that you run when throwing powerful spells around is that you might actually hurt someone you didn’t mean to. Well, not to worry – now, no matter how powerful or

destructive your attacks are, they won't be lethal unless you intend them to be. Even better, your attacks will not harm any companions or allies you currently want untouched, though this benefit doesn't extend to pedestrians or neutral entities nearby. Collateral damage still happens normally, however – try not to start any fires.

Light and Darkness [600] [Magic] – Finally, you've reached the pinnacle. A step beyond harnessing the powers of the Elements, you can spend a large amount of mana to control the elements of light and darkness, as well as celestial powers. Combining this with 'Elemental, My Dear' lets you cast the incredibly powerful but draining Meteor Swarm. By itself it lets you focus light into an incredibly powerful laser that most defenses will crumble against, or by focusing on darkness, you can create miniature vacuums of death with the spell Black Hole, which will quickly end the lives of any being not strong enough to resist it. If they would count as an important or powerful figure in the world, or if you are seeking not to kill, this spell is nothing more than a flashy intimidation tactic...but perhaps that is enough.

[Summoner]

A Price, A Bargain [100] – Being a summoner means being able to make an oath that both satisfies the Summon Spirit and is reasonable for your own abilities. It's a juggling act that requires you to be both fair and pragmatic. Luckily, you now have a knack for making such deals. You know how to make agreements that satisfy both your immediate needs and abilities that will satisfy the opposite party. Note this won't help if they're already hostile or suspicious towards you, to which you'll have to do some legwork to convince them to work with you.

According to My Studies [100] – It pays to know a lot of things, because then people will rely on you for that knowledge. Upon entering a new world, you immediately know a lot of trivia related to common and even uncommon knowledge in said world, to where you can identify a peculiar species of flower on sight. This is context-sensitive and won't teach you any well-hidden secrets, such as passwords or Dhaos' true motivations, but it will activate whenever you want to look smart to your other companions. People that are genuinely more knowledgeable than you may call you out, though.

A Bite of the Fruit [200] – Elves and their half-breed kin may have a natural connection to mana, but only you have actually taken the time to study how mana flows in the world. It is shaped by willpower and magic, that is true, but you've taken the first steps into putting that into equation form. It does not give you magic of your own, but you gain a strong understanding of how mana and magic in this world function, to where you could impress and awe even Elves with your knowledge. You may even be able to artificially grant it to yourself...or take the first steps to understanding Magitech.

The Matchmaker [200] – Well, romance might be all well and good, but what about your companions or friends? Or even those random bystanders who made eyes at each other for half a second? You have become an expert on relationship and romance advice, to where you could turn a dysfunctional year-long marriage into a happy one if you tried hard enough. You also become very good at setting people up with each other, so long as even the tiniest amount of compatibility exists between them. Just don't take cues from Claus if you want to actually succeed.

To Me, My Minions! [400] – The first step to summoning is...well, summoning someone or something. You might not have nailed down the actual process of calling Summon Spirits yet, but you can now summon your active companions to your side at will, and always have a rough idea of where they are when they're not with you. You can mark up to ten non-companions at a time with this power, and

summon or track them in the same way. This marking can be done so long as you are face-to-face with them once and can make the mark with touch contact. It's important to note – this does not have to be voluntary for the target. This does not summon anyone who is currently in a different dimension, jump, or time period, however.

The World In A Bottle [400] – You've made an amazing discovery. Mana can be contained within nonliving objects, even by non-Elven practitioners. With a very long ceremony that will drain your stamina and personal mana reserves considerably, you can now enchant weapons with elemental properties, such as blade that is covered in flames when wielded, or a bow that uses the force of air to cut across the battlefield like a bullet.

More than that, combining this with A Bite of The Fruit will give you an understanding of how to create and manufacture Magitech. You will begin with simple automatic doors and gates or computers on the level of the late 20th Century, but you will eventually be able to make something as destructive and grand as a Mana Cannon. But take heed – Mana is not an infinite resource. Using such technology in large amounts in a short amount of time will slowly kill magical energy in Aselia, until nobody can use it anymore. In worlds beyond this, rapidly using something with enough power to wipe a large city off the map will cause a quick decline in flora and fauna, slowly killing the planet if it is not given enough time to heal. Perhaps, in another time and place, you may find a better power source...or perhaps the power of Mana makes such a thing worth it?

Oathmaker [600] – There are mighty beings of the Elements in this world who hold the world's Mana connections as their domain. These are the Summon Spirits, who will sometimes make pacts with individual Summoners. You are now such an individual who can call upon the powers of the Summon Spirits, so long as you meet them personally and make an oath the Spirit can accept. Their loyalty to you is equal to how dedicated you are to your oath – break it, and your summons will not be heard. The Summon Spirits are called by a sum of your personal energy reserves and only appear for seconds or minutes at a time, but they will use their powers in combat or otherwise to aid you however they can in this short time. Any Summon Spirits or future summons you make pacts with in this world can be summoned as normal in future jumps, but do not count as companions, and will disappear once they've performed the actions you called them for. Any spiritual entity that is willing to can make a pact with you, but extremely powerful entities that are summoned will only be at a fraction of their power – but enough to be useful during the short window of time you have them at your side.

[Generic Perks]

A Certain Charm [100] – Well, aren't you a looker? You're easily one of the most attractive people on this planet, and every inch of your body compliments the rest of your appearance. Alternatively, you can appear demure and adorable to those who look at you. You can put an additional 100 points into this perk as many times as you like, intensifying your look until...well. You won't have any shortage of admirers or people wanting to hug you, depending on what you do.

Master Chef [200] – Who can cook? You can cook! You are an excellent chef, able to make meals fit for a King...or several! Your true talent, however, is being able to prepare gourmet dishes with the absolute bare minimum of ingredients. Only have some meat and bread? You will make the finest sandwich in all the land, or even something entirely new! Eat, and be merry, Jumper!

Gear:

You receive +200 points to spend on items only. Discounts work the same way as perks do for matching backgrounds.

[General Items] -

Trademark Gear [Free] – You receive an outfit and a set of basic gear that suits your class and your fighting style. A suit of armor just your preferred size and weight with a training weapon for a Warrior, some robes and a staff for a Cleric, and so forth. It's never anything special, but it always looks good on you and fits your personality.

Mysterious Pendant [Free/Mandatory] – A strange pendant with a pentacle inscribed onto it. Your companions all receive an identical one. You may use this pendant to enter the flow of time and appear in the same location in a different Era (The Past, The Present, and Futures listed above)...but this becomes dormant for one in-Era month after being used once. The sole exception to this is if you are chasing someone also using time travel, at which point, you simply 'ride' the energies they have graciously provided to pursue them. Post-jump, these items become mundane and completely ordinary, regardless of any efforts you make to preserve this quality.

Gald [Free/100] – You start with 500 Gald for all Origins, except Drop-Ins, who begin with 1,000. Each additional purchase of this increases your starting Gald to spend by 500.

[Drop-In]

Gummies [100] – About 20 different flavors of fruit 'gels' that will restore your body's health or energy reserves by a small fraction of your maximum capacity. In short, this will always be helpful and heal you slightly. Restocks weekly. Can be bought multiple times to gain 20 more each time.

Spectacles [100] – Sometimes called the 'Magic Lens'. Lets you see the exact amount of physical health and power an enemy or a subject has in number form upon using it on them once. This will last for the remainder of the hour.

Holy Bottle [200] – By drinking this flavorless liquid, an aura of holiness and warmth will surround you. Enemies and monsters will be hesitant to approach you so long as this lasts, which is about 30 minutes at a time. The strong-willed or powerful will not be affected by this.

Dark Bottle [200] – Want to start fights? Want to get into a Ballroom Blitz? Drink some of this! An aura of hostility and killing intent will surround you for 30 minutes, intimidating the weak and provoking the strong into feeling the urge to fight you. Expect to get into a melee or several with this in effect.

Basilisk Scales [400] – A magical scale from an equally magical creature. Upon being applied to a wound, it will immediately restore a living target to full health, and even restore any lost limbs or organs within seconds so long as they still have a pulse. This takes time, however, and can't be used in the middle of battle or conflict.

Wing Pack [400] – What a marvel of a device this is! This travel-sized pack actually continues a Rheabird, previously known as a Rheaird, a two-seater flying machine that can circumnavigate the planet within minutes while protecting the passenger and pilot from the effects of its high velocity. It can even operate itself without any ambient mana in the world, just running off a self-recharging electrical

battery, letting it fly for about four hours at a time before needing a one hour recharge. Every active companion you have in a jump even gets one of their own!

Mana Cannon [600/1200] – Couldn't resist, could you? This is either one of two things, Jumper – the schematics on how to build a working Mana Cannon for 600, a tower-sized device of ultimate destruction, or just a completed one that is waiting for you to use for 1200. Discounts are available for either price. It cannot be operated or used by anyone except you, and this is something you'll be thankful for. This superweapon drains mana directly from the planet and fires it as an extremely powerful blast of energy, enough to turn a major city into nothing but a crater. This power comes at a terrible price, however – merely firing it once will fatally weaken the Mana Tree, and continual use after that will certainly kill it. Obviously, this weapon is useless if Mana does not currently flow within the world, but post-jump it can be used anywhere and is stationed somewhere you'll know where to find it...but it will instead cause mass famine, slowly kill most life on the planet, and otherwise cause permanent damage each time it is used.

Dhaos himself will take issue if you own a working Mana Cannon or plan to use one. If you buy your own Mana Cannon, take 'The Demon King' drawback for no points. If he discovers you building one in-jump, expect a similar reaction.

[Warrior]

Standard Weapon [100] – It's a step up from training gear, even if it's something you could normally pick up at a store somewhere. It's one weapon of your choice that would be in place for a medieval fantasy setting, such as a sword, bow, spear, or whatever else would fit. It's of good craftsmanship and is actually a suitable weapon, unlike the gear you start with. A bow will receive a quiver full of about 30 arrows, and these will restock daily. If destroyed or lost, you get a new one the following morning.

Standard Armor [100] – Second verse, same as the first. It's a nifty suit of armor or just a light set appropriate for your weight. Good enough to protect against most mundane weapons and weaker spells. If destroyed or lost, it gets replaced in a day.

Sage [200] – Herbal remedies can be helpful, Jumper. By eating this leaf, you will receive a short boost in vitality and stamina, giving you the ability to withstand a little more physical damage than you normally would and letting you fight a little longer. This only lasts for about an hour at a time, and has diminishing returns if you consume more than that in a single setting. Afterwards, the effect vanishes, and any injuries you still have catch up to you. Think of this as 'temporary HP' that brings you just above your normal peak performance.

Lavender [200] – Do you like ~~drugs~~ herbs, Jumper? I hope you do! This lavender leaf will increase your strength a little bit above the human peak upon being consumed, and lasts about one hour at a time. Taking more than one doesn't increase the effect, sadly, and your arms will be amazingly sore once it wears off. Good for heavy lifting or more easily swinging a huge weapon around.

Magical Weapon [400] – Now we're talking! This weapon channels one of the elements of this world, whether it's fire, water, lightning, or anything previously described under the magic sections. It runs on a self-sustaining mana supply, able to function even without an existing mana flow in the world. It's especially potent as a weapon against other powerful spellcasters, like say, a Demon King who is said only to be harmed by magic. Is unbreakable, but is replaced if permanently lost or stolen the following week in the Warehouse.

Magical Armor [400] – It's like the last one, but in armor form. This magical armor is enchanted to resist and reduce the damage you take from magic, as well as other supernatural powers or physical attacks. A deep gash becomes a thin cut, a magical fire blast merely burns you instead of reducing you to a crisp, and so forth. The armor's protection is not infinite, and powerful enough attacks will make such protection useless in the long run. Sometimes, it's better to dodge or run away. If permanently lost or stolen, a new one that matches your size and weight preferences will appear in your Warehouse a week later.

Excalibur [600] – A weapon not of this world, said to have been wielded by a legendary hero from an ancient time named Gilgamesh, used to slay the demon Druaga. The sword cuts through human flesh like butter, and very little mundane material in this world can actually protect against it. It is especially potent against demons, rending the spiritual bodies of the unholy with a good swing. It is unbreakable and has a mind of its own, finding its way back to its user so long as they live. That said, the sword is not a perfect weapon – incredibly powerful entities can withstand its might like any other mundane blade, with the exception of demons.

[Cleric]

A Staff [100] – A simple but holy staff, designed to channel divine magic. Any healing or 'support' spell you cast is slightly stronger so long as you are wielding it. Is replaced in your Warehouse the following day if destroyed or lost.

Holy Robes [100] – Fit for your role, don't you think? You receive about three sets of robes that make you look like a wise or trustworthy individual to those who do not know of you, and all of them are comfy while modestly complimenting your appearance.

Cooking Bag J [200] – It's an ordinary cloth sack in appearance, but when you use this bag to store cooking ingredients or food, it will act as though it has enough space to fill your Warehouse twice over. It will never be too heavy to carry or reach an inconvenient size, and you will always pull out what you're looking for when you search through it. Anything you store is perfectly preserved so long as it is inside the bag, as well.

Old Key [200] – It's such a hassle having to constantly backtrack in a dungeon or somewhere else because you need a key hidden somewhere you missed, right? Well, no more! This key can open any physical lock, though not any magical or conceptual ones. Slapping it against a keycard reader will somehow work, but trying to unseal a great evil or 'unlock' a magical barrier will not.

Remedy Bottle [400] – You might need these. These are about 20 bottles containing an immediate cure for most physical and magical afflictions in this world, such as poisoning, paralysis, and even petrification. Good for moments you just don't have time to cast a spell. Works just fine on other mundane diseases that would be common back at your home, too.

Moon Crystal [400] – A unique accessory made for you, Jumper. When worn, this item increases your mana reserves for magical purposes greatly, letting you cast nearly twice as much as you could normally. Not only that, but this version applies this to your other energy reserves for magic, so long as they exist within your body. This does not affect your ability to regain said energy, so try not to go too crazy with your increased mana meter.

Sarcophagus of Sealing [600] – Those who would underestimate the usefulness of Divine Magic and its properties would be wise to learn from their mistake. This sarcophagus, surrounded by a ritual circle, can be used to seal away a powerful individual or entity, locking it away until it is unsealed. The entity within is fully conscious and aware of their situation, mind. This sealing requires you and three other powerful spellcasters (Divine is unnecessary, but helpful), and for the target itself to be weakened enough to be captured by such a contraption. This can only contain one being at a time, but the sealed Sarcophagus will follow you for all jumps onwards, and so will the sealed entity as a non-companion until you see fit to unleash them on a particular world. Be aware, they are likely to be more than a little bit insane depending on how long you kept them locked away. This cannot work on entities beyond your reach, or beyond a physical form entirely. Also, be warned – an entity sealed this way, once released, cannot be re-sealed using this item or any reproduction of it.

[Mage]

Tiger Plushie [100] – It's a cuddly little tiger plush. Good for sleeping with.

Broom [100] – An ordinary broom. This particular one, however, can fly when in the hands of someone who can use magic – and any kind of magic will do, in this case. It doesn't protect you from the complications of extreme heights or speeds, so don't go nuts with it. Still, it's good for bypassing dungeon obstacles or a village that refuses to let you in for some stupid reason.

Hooded Cloak [200] – It's a very suspicious-looking black cloak with a hood, just your size. When worn, your identity and your race will be concealed from sight, and everyone who examines you won't even ask you to take it off for a closer look, or suspect anything about you. This doesn't work if someone has already seen your face and is actively looking for you, or any place that has been put on high alert for you.

Lipstick [200] – No, I'm not laughing, it's just your imagination. This is very nice lipstick that, when worn, will make folks who make business transactions with you more willing to give you discounts or give you some sort of bonus in the deal. Yes, even if you're male. Yes, even if it looks awful on you. Whether it's pity or attraction, I'll let the results speak for itself.

Mystical Rune [400] – It can be a little stressful trying to finish a long spell incantation right when you have a monster staring you down and the majority of your party is dead or unavailable. That's why you need to be quick about it, after all. The spellcasting time for any magic you use has been reduced, nearly halved, so long as you're wearing this rune.

Armlet [400] – Why. Does. Everyone. Hit. You. First?! Well, no more of that nonsense where people keep interrupting your spells or trying to knock you out of the fight first. When this is equipped, you are much more resistant to stuns, spell interruptions, or any sort of mind alteration that would distract or disable you. It will take an entire horde of enemies to break your concentration now!

Chamber of Sacrifice [600] – Such an ill omen around this ritual chamber. Mana exists in all living things, even if the Mana Tree were to die and fade away with magic. It is this principle that led to Dhaos' companions sacrificing themselves to empower him with enough mana to use powerful magic even in an era where mana did not flow. The same principle applies here. Anyone who willingly, without mind control or deception, gives their lives for you in this chamber will die (companions become unavailable until the jump's end), and the mana in their bodies will empower you or an individual of your choice with a tremendous boost of mana. A spellcaster yields even more. This will

give you a self-sustaining pool of temporary mana that does not regenerate when spent, but will let you use powerful magic despite any form of deprivation – anti-magic fields fail to stop spells cast with this, and things normally immune specifically to arcane might will be harmed by this grim power. This pool lasts until it is completely spent or at the end of a jump, and cannot be regained except through another sacrifice.

If the idea of such a thing sickens you, you may instead draw energy directly from the planet for a weaker but similar effect – you cannot bypass magical protections or immunities using this, but instead, you receive an innate connection to the planet itself. You are aware of any disasters or world-threatening danger, and have a rough idea of where to find it. Plants grow more quickly when tended to by you, animals are docile and even helpful to you, and you have a telepathic link to anyone or anything else intimately connected to the planet. Even if the world is in agony or hates those who walk upon it, it will consider you kin so long as this connection lasts, which will be 48 hours at a time. You cannot use this version of the Chamber's power more than once a week. Post-jump, this becomes a Warehouse attachment.

Regardless of which version you use, only one sacrifice or mana-link can be made at a time, and the effects do not stack with each other. It can only be 'renewed' once the previous one has expired or been spent.

[Summoner]

Nice Hat [100] – It's a nifty little hat with a design of your choosing. Will remain on your head as long as you want, even in extreme weather or speeds.

Arcane Book [100] – It's a book that contains a detailed explanation of how any spells or magic you have actually work. Unfortunately, it doesn't actually grant anyone else the ability to use it and just explains what you already know. Good for when you want to look smart or have trouble remembering all of your magic.

Persian Boots [200] – Maybe people really dislike spellcasters, or just Jumpers in general? Anyways, these boots give you the ability to move much more quickly, being a little bit above the human peak running speed, and give you reflexes to match. Good for putting distance between you and an angry enemy.

White Mist [200] – Speaking of running away! Sometimes, a situation turns bad in a hurry. Sometimes you don't really stand a chance. Not to worry! Upon throwing this glass orb onto the ground, a white mist will deploy and immediately transport you and any allies about one mile away from danger. Can only be used once a week, at which point, a new one will appear in the Warehouse.

Laboratory [400] – Magitech is an art that requires a lot of care, a lot of materials, and a lot of time. Luckily, this building provides all of the above. You receive a fully stocked workshop and laboratory designed to research and build Magitech, giving you enough materials to build such devices by hand. Any project that requires more than a room's worth of materials will require you to work for a long period of time, for any supplies within restock only once every two weeks. Post-jump, this Laboratory becomes a Warehouse attachment.

Super Protect Ring [400] – Sometimes, people just die. It can't be helped, especially if you just took a Mana Cannon to the face. I understand that you in particular have a problem with this, however, so

here's a safety net. If an attack would undoubtedly cause your demise or mortally wound you beyond repair, this ring will shatter and negate the damage completely. It will then be unavailable until the next jump. All attempts to duplicate this ring will fail, and while your companions can buy this item, it will only work for the one who bought it in the first place. Stealing rings is rude, Jumper.

Pact Rings [Free/600 – Requires Pactmaker] – By merely taking Pactmaker, an incorporeal avatar of each being you have sworn a pact to will be available to converse with in your Warehouse, lacking their full strength but fully interested in your adventure and progress, as non-companions. For an extra 600 (discount available), I offer you even more to go with that. The summoning ability that I offer to you does not require the rings that Claus used to make pacts with the Summon Spirits, for such things don't exist in other worlds. However, should you take this, each pact you make in the future will create a new ring for each pact. The ring will have a telepathic connection to each pactbound entity you have made a deal with. In addition, you will receive powers and benefits from the entity that match both its powers and your dedication to your oath – Efreet will make you immune to fire damage or let you channel it offensively, - Undine will let you swim like a dolphin and breathe underwater, and so forth.

Be warned, greater power means more difficult oaths, and any powers these rings may grant can be taken away should you ever willingly break them. And they WILL know when you have done so. Until you repent in their eyes, consider their ring useless.

[???

The Eternal Sword [-] - *You wish to claim the Eternal Sword, Jumper? To wield the blade that once cut the world in two, to hold boundless power over Time and Space in your hands? Whatever disgusting madness or greed that consumes you, I shall deny you. Even if I were to consider a pact with someone such as you, the Sword's power is meaningless outside of this world...it would be naught but useless metal anywhere else.*

But perhaps...you wish to claim it anyways, and prove you are worthy. Very well. Come to me, and accept my challenge, Jumper. Should you be victorious, the Eternal Sword will be yours, and some of its mighty power will follow you forever onwards. Perhaps even more should you reach the end of your journey...

Hmm. A little unusual, but this could be fun to watch. You've been challenged by the Summon Spirit Origin, Jumper. Should you accept, take a look at the 'Trial of Origin' section for me. Make it good, alright?

Companions:

The Gang's All Here! [Free] – It's dangerous to adventure alone! Luckily, fate will conspire you to eventually meet allies who sympathize with your cause, whatever it may be. You receive (or may import) 3 companions with 600 points to spend, in addition to a free background and species of your choosing. Drop-Ins can only be imported, for obvious reasons. Note that companions do not receive a free +200 to spend on gear.

A Friend In Need [200] – Beyond the initial three, perhaps you will meet more allies along the way? Either way, they cost 200 points for a new companion to be created or imported, receiving the same bonuses and limitations as the above.

A Friend Indeed [200] – Want a canon character to come with you instead? Not to worry! Fate will conspire to have you both meet under favorable conditions, and if you can convince them, they will become companions at the end of this jump. Just a warning – you cannot companion any Summon Spirits (who require pacts instead), Dhaos, or Martel with this option.

Drawbacks:

You may take up to +1000 points of drawbacks, and no more.

Mysteries of an Ancient Past [+0] – A long time ago, the world was split into two – Slyvarant and Tethe'alla. Legends speak of angels from the heavens who were laid low by heroes of this world, and a Chosen One who saved the world from its ultimate destruction. Now, it has been so long that this era is left only to myth and rumor, but still, echoes of its history can be felt today. Perhaps you, as well, walked in this time? If you've taken Tales of Symphonia as a previous jump, this will account for your actions in the timeline. Perhaps you changed everything with a whisper. Perhaps you changed nothing despite your might. The only thing that will always be certain is Dhaos' appearance and his mad desperation to save his people, in whatever form it may take – and depending on the mark you left on Derris-Kharlan in the past, he may recognize you and your abilities. As for how he reacts? That depends on the sort of legacy you left.

DeJap [+0] – Everything is a little...different. The plot unfolds the same, events and places are the same, but people's names and their behavior is a little 'off' somehow. Awkward and perverse conversations also happen on boats with alarming regularity. Try to ignore it.

What the Heck is that?! [+100] – What is wrong with everyone's voice?! Nobody sounds their age and they sound like they're talking through a century-old speaker! It's incredibly annoying and distracting, and there's no escape from it! For an extra +100, this also affects the voice of you and your companions, ESPECIALLY any inner monologue you have. This also stacks with DeJap. Have fun.

Mana Embargo [+100] – Well, crap. Any magical abilities you have are now dependent on the flow of mana in the world, just like the in-universe magic. What's worse, any technology you have that would put magitech to shame is now prone to shutting down harmlessly but inconveniently at random intervals. Your abilities are not useless, but they're incredibly unreliable.

Errand Jumper [+100] – Why does everyone you talk to need some sort of favor?! Whenever you work to accomplish your goals or try to advance the plot, insurmountable NPCs will constantly need unrelated quests and favors done by you in order for you to get what you want. You can't bypass them, either. While this will never make your goals impossible or do more than inconvenience you, it will get annoying, fast.

Outcast [+100] – People just don't like you very much. Maybe you look suspicious, or are part of a minority race of some kind. Either way, you will get glares and suspicious looks from everyone in a town, and people will be slower to open up to you. You might even get unfair prices at shops. This can be overcome, but it'll take time to change everyone's impression of you.

Hard Mode [+200] – Monsters in this world are especially aggressive and hateful towards you, in addition to being much stronger and tougher than they would have otherwise been. People are harder to talk down from fighting you, things become increasingly challenging in conflict, and more. Nothing will ever easily overpower you, but expect a long and uphill battle in this world.

That's...That's Impossible! [+200] – It turns out that you're kind of nervous about the prospect of being hit with powerful magic. There is a single offensive spell in this world that bypasses your defenses and invulnerabilities, and it hurts A LOT. Not only that, but when someone casts it, you will loudly proclaim your disbelief at them using it. Every. Time. Nobody will know this to begin with, but if there's witnesses, word may get out eventually...

Morrison's Warning [+200] – Humans are bastards. Elves are bastards, too. Everyone is. Unfortunately, they're also the majority of the populace on this planet. Somehow, petty selfishness or ambition will find ways to directly or indirectly hinder you and your journey, often in tragic circumstances that could have been avoided if the offending party had a few extra brain cells. This will be unavoidable and will find ways to annoy or emotionally harm you in different ways, battering down on your sanity, little by little. Try not to lose it.

Lone Wolf [+200] – You don't need allies to save or doom the world – you'll damn well do it yourself. You do not have any companions for this jump, nor do you gain any allies in your goals no matter how well they align with others. The sole exception to this are any Summon Spirits you make pacts with.

Blood and Vengeance [+300] – Oh, dear. Shortly after your arrival, an evil spirit will take over your body, bypassing your defenses and precautions. This ghost holds a powerful hatred for everything that lives – perhaps out of jealousy or spite, or some sort of wrongdoing. It will never gain full control of you, neither can you be rid of it...but each time you sleep, you will wake up with someone's blood on your hands, the spirit forcing you to murder each time you close your eyes. And you WILL need sleep if you take this. It may be possible to put the spirit at rest, but not until at least two years of fearing what happens when you shut your eyes...

The Hunt Is On [+300] – What did you do?! Every single major kingdom in every era has declared you public enemy #1, to the point where they will happily fire a Mana Cannon at you if you're in one spot for too long (about a week – news travels slow). Bounty hunters and swarms of soldiers will be after you, magitech monstrosities will hunt you down, and civilization is all but barred from your access. This will not be fun.

The Demon King [+300] – Dhaos has somehow learned about you, and believes you are a threat to his goal of saving his people. He is not invincible, especially against an experienced and powerful foe, but he is clever and has taken time to account for you in his plans – his magic will be frighteningly potent against you, and should you prove too much for him to defeat in a fight, he will somehow slip away from your grasp before the killing blow is dealt. This will persist even if he is slain as fate would demand, cheating death just to claim vengeance on you.

NO! JUMPERS! EEEEEER! [+600] – Oh my, it's a little early for him to be showing up, isn't it? Jumper, you've somehow attracted the attention of a mad warrior from beyond time and space, one Barbatos Goetia. And he has decided he absolutely HATES you. The good news is that he is alone and won't be pursuing you every waking moment of his time here. The bad news is that any time you're in one place too long, he WILL find you...and his attacks WILL hurt, while you won't be able to injure or even impede him. The only way to avoid him is to flee and drop whatever you're doing long enough to escape. But still, no matter where you are, if you sit idle for too long (a day at the most), he will find you again.

Finally, on your tenth year, you will be able to actually fight the madman and harm him. However, there are conditions. The literal second you call upon your companions, your out-of-universe abilities,

or even the simplest gear from out of this world, even the most passive and simple of non-jump abilities during this duel, you will immediately die. Because he will kill you while screaming the drawback name without any way to save yourself, regardless of your preparations. You need to fight and defeat the powerful warrior using only what this jump gives you, and you must still do so alone. As a small mercy, you CAN in fact use in-jump items without him immediately killing you, though using an All-Divide or some way to instantly end the fight will make that mercy disappear in a flash. You will be given at least a day's advance warning for the final duel, and be able to shut off any abilities you have if you lacked the capacity for this occasion and this occasion only. Make it a good fight, Jumper.

Scenarios: You may take as many of these as you want, but try not to bite off more than you can chew. Losing a Scenario does not end your chain unless you happen to die or fulfill a different loss condition during it, with a single exception noted below. You'll need it.

[The Wonder Chef Returns!]

Era: Any

Time: Anytime before the end of the jump.

Difficulty: Easy – Hard (Dependent on your culinary skill)

Danger Level: Very Safe

Sometime during your journey, no matter where you're going or what you're doing, you will eventually discover something blatantly out of place. A lone palm tree in the desert with no hint of an oasis nearby, an upside-down snowman in the middle of nowhere, or even more alarmingly, a computer desk you don't remember having in your Warehouse. Examining it will make the object burst into a harmless puff of a smoke, and standing before you in its place is a man in a chef outfit.

He greets you with cheer. "Greetings! I am the Wonder Chef!"

Any questions about how he got to where he was, whether in the depths of a dungeon or in your own damned Warehouse, will be met with vague and unhelpful answers. You will get the distinct impression its your benefactor's doing, though.

"Many years ago, I provided recipes and culinary insights to travelers and adventurers. Now, I've returned, and I wish to hold a cooking contest involving many heroes from this world and others! And wouldn't you know it, you're on the top of my invitation list!"

Any protests towards being a 'hero', even with glaring evidence to the contrary, will be completely ignored.

"So, please come to this location at noon tomorrow if you wish to participate!" He will then give you directions to either a still-intact Village somewhere in the Era you're within that is out of the way of danger. If this is unavailable for any reason (what did you do?!), it will instead be in the Forest where Yggdrasil resides. If you're unable to get there in time, you may use your Pendant to immediately transport yourself there once.

Once you're there, you will see a cast of characters that look strangely out of place for this world. First, there is a tall man with blue hair and a pair of handcuffs firmly latched onto his wrists. He may recognize you if you took Mysteries among your drawbacks. Another is a very grumpy-looking red-haired young man with a black outfit and a very twitchy sword hand. Yet another is Mint Adenade, who is alive and well despite whatever state she was in when you last saw her. And more.

Every Tales game has a single individual who was considered the best chef in the party, and every single one of those has appeared here. If you've done other Tales jumps before now and involved yourself with the protagonists, they will recognize you. If they were dead before now, they're alive for the purpose of this contest. **Note that you cannot pod or otherwise recruit any of these cameos unless they were already companions or if you've done their jumps already. They do not count as options to buy as companions for A Friend Indeed.**

The Wonder Chef appears with all his usual flair and says that the best-tasting dish will be the winner, but there are some restrictions: You may only use ingredients native to Aselia, you may not use any magic or highly advanced science (magitech, clarketech, etc.) to enhance your dish, and you must finish cooking within one hour. This is because this is a test of culinary skill, not which world just happened to be blessed with the best way to get ahead. The judge will be the Wonder Chef himself, who has an excellent sense of taste and will be able to immediately tell what ingredients and techniques were used on the first bite.

Cheating via mind control or otherwise, breaking the rules, or otherwise trying to inconvenience or murder the Wonder Chef or other contestants will be funny for a few seconds before you're informed you've lost the Scenario. You do not get a consolation prize, either, and are left to march back to your journey in shame. They're not even carrying any of their unique gear or have any of their in-universe powers, so you don't even get anything out of it if you planned on stealing someone's stuff. They'll be back in whatever state they were in once the contest is over, as well.

Should your dish fail to be superior for any reason, you are given a consolatory round of applause from the others present, and a nifty looking chef hat that lets you transform into (really obvious and borderline useless) mundane objects as a disguise.

Should you win the contest, you will receive praise from the Wonder Chef, who instead grants you The Wonder Fridge. This refrigerator contains at least 5 copies of every ingredient you've used in worlds before now and from this point onwards, all perfectly preserved and ready to use, and will restock every week. It's bound your Warehouse, however, and cannot be moved or used elsewhere until your journey ends. It will function even without Electricity, at least. Whatever you're looking for will always magically be the front of the fridge, too.

Regardless of how the contest ends, all cameos will return to their times and universes and will be impossible for you to follow. Perhaps you'll meet them again someday?

[To Valhalla]

Era: Past

Location: Valhalla Plains (**OVERWRITES STARTING LOCATION**)

Time: Jump Start

Difficulty: Normal – Very Hard

Danger Level: Very Dangerous

It is not blind ambition that motivates Dhaos to subdue Midgard and other magitech-using kingdoms. He has seen firsthand what such mana-consuming superweapons can do to the planet, his people slowly but inevitably dying from its misuse. His attempts to peacefully disarm Midgard of its Mana Cannon was rebuffed with failure and an opportunistic scientist, and now consumed by grief and the growing malice in his heart, he marches to war against the world. This will be known as The Valhalla War, and will begin a string of tragedies that could have been avoided completely if someone was in the right place and the right time.

That's where you come in. You will receive one, and only one, chance to undo this senseless tragedy before it truly begins. You will appear in the Valhalla Plains exactly one day before Dhaos begins his first attack on Midgard, beginning the War proper. You must reach Dhaos' Castle and confront him within 24 hours. What you choose to do from there is up to you, but if you can finish this Scenario

before time runs out, you will be able to stop a grim chain of events before it truly begins. Leaving the Plains or Era by any means will count as a Scenario failure, and your chance will be lost. You will also be alone for the majority of the Scenario – your companions are missing or unavailable until the last four hours of time. You may wait for them and make a mad, last-minute dash, or choose to move forward on your own.

Your first obstacle is the gigantic horde of demons, dragons, and other powerful monsters that are assembled in the Plains. You have a few ways to deal with this. **First, you may simply prefer discretion over valor, and sneak past them.** This is easier said than done as many of them have enhanced senses and magical invisibility may not work on some of the more powerful ones, but an army this large is difficult to manage, and you can slip past them if you're careful. Having demonic traits (real or artificial) or a large amount of charisma will make it easy to bluff your way past them, but this will only work so many times before you're recognized as a stranger.

While the demons can be convinced to let you pass, they will not turn against Dhaos for any reason, bound by the pact he has made. You could break it if you confronted the actual commander of the Demons and convinced them to, but you will not be able to do so under this Scenario, for they are not present on the field.

If you prefer to fight your way through, it will be you (and possibly your companions) up against nearly a million demons of varying size and power. No mundane army can hope to stand against this, and your might or tactical ability must be truly terrifying to possibly make short work of them. It will be a long and difficult battle, and the enemies become stronger and stronger the closer you are to Dhaos' Castle. It may be easier if you have some sort of army or heavy artillery at your disposal, but do not forget you have only a day to accomplish this and cannot leave the area until your mission is complete.

An easy way to dispose of the army, is to follow in the footsteps of Midgard and fire your own Mana Cannon at the army, which will materialize close by if you had bought one yourself. The army will immediately attack it upon noticing its presence, so you'll have to work quickly. **This will lock you out of possible rewards and alternate paths, however – Dhaos has no mercy for someone who would use such a terrible weapon.** The remnants of his forces will be manageable, but not completely annihilated by one shot. A second shot will leave nothing but a token battalion of demons. A third shot will destroy the army entirely.

Regardless of how you proceed, success will lead you to the front of Dhaos' Castle.

If you approached in a flashy or destructive way such as fighting your way through, it will be surrounded by a barrier. You can walk past this barrier, but doing so will greatly weaken all of your out-of-jump abilities and any arcane magic you had, including technology you were carrying. They're still there, but at a mere fragment of what you once were. The barrier is being guarded and maintained by three powerful demons within the Castle basement. You can fight them, but they will use any form of underhanded trickery to distract or delay you, taking away precious time you don't have to waste. If you don't have a magical weapon of some kind, you will not be able to harm Dhaos at all in this state, so you may not have a choice if you seek to end him yourself.

If you used subtlety and trickery to reach the Castle, there will be no barrier, but all of Dhaos' strongest demons are still guarding the gates and the interior, and they will not be so easily deceived as the rank-and-file outside. You may choose now to draw your weapon and fight your way through, or

continue to use stealth. Invisibility and long-range teleportation do not work here, the saturated demonic energies and mana disrupting such attempts to move undetected. You will have to use all of your cunning to make your way to Dhaos' Throne Room without being noticed, for the guards and security become more intense the closer you get.

Through might or cunning, if you reach the Throne Room, Dhaos himself will be waiting there. How he reacts depends on a combination of your actions and your drawbacks.

If you used stealth or diplomacy and fought as little as possible, Dhaos will be surprised at your arrival and completely taken aback by it. Still, he will be impressed with the effort you have gone through to reach him and ask what you want of him. He is still suspicious you may be a pawn of Midgard or his other enemies, but it is here he will be most receptive to dialogue. Should you fail, however, you will have to fight him, as described below.

If you fought your way through but didn't use the Mana Cannon or similar superweapon, Dhaos will be very prepared for your arrival, standing tall and with magical power crackling around his body. He will demand an explanation for what you've done or plan to accomplish standing in his way. Regardless of what you say, he will be prepared for a fight, and very little will convince him to stand down – you have just disrupted or destroyed his last chance to save his people, after all. You will have to fight him, but you may still have a chance to reason with him. Dhaos will be at the peak of his power, and able to use magic as though charged by the Chamber of Sacrifice tenfold – magical immunities or protections will not aid you. You must find another way to withstand or avoid his spells.

If you have taken The Demon King, this is the result you achieve even if you snuck or moved past his army. Unless...

If you fired the Mana Cannon or used a similar superweapon, Dhaos is more than ready for you. But more than that, your actions have made his mission impossible, and he knows it. The Mana Tree is now going to die, and it's all your fault. He will be a vengeful, gibbering madman when you meet him...and the demonic energies, still fresh from the mass summoning he accomplished, will saturate around his insane self. His body and mind have twisted into a true Demon King, boosting his power fivefold, giving him an infinitely regenerating pool of mana fueled entirely by his hatred for you. This on top of what he can already do, as described above. Diplomacy, mind control, or trying to deprive him of his power will all end in failure. The only way this will end is when only one of you are left standing.

The final choice of this scenario depends on how you choose to deal with Dhaos himself.

Slay Dhaos? Dealing a mortal wound to Dhaos will make him stumble, proclaiming that this is impossible. He will be especially surprised if you had managed to defeat him without any form of magic. Before the final blow is struck, he throws open a portal in time, planning to fling himself into the future.

Moments before he does, your Mysterious Pendant appears and glows a bright blue, absorbing the temporal energies that would have saved him. His eyes widen in horror and comprehension as he realizes what is happening, his body disintegrating into the vacuum of energy before he disappears into the Pendant. The last thing you hear from Dhaos is him begging you to stop.

The Pendant glows a bright blue and changes into a sapphire-like material before gently floating into your hand. The Mysterious Pendant has transformed into The Knowledge Jewel. Dhaos is now gone

forever, but something of him has been left behind within this item. When worn, you will be given great wisdom and knowledge on how to properly run a country, and an aura of trustworthiness and wisdom will surround you and your every word. A peasant wearing this pendant could ascend to a government office within weeks if he played his cards right. The Pendant still loses its time travel abilities at the end of the jump, but keeps this new power.

If you instead overcame the True Demon King that Dhaos transformed into as a result of your actions, something similar happens. Mortally wounded, he makes a final attempt at taking you with him by firing a tremendous blast of demonic energy. The Pendant appears in front of you and absorbs the blast – and with it, Dhaos, his last words screaming curses at your name. However, the Pendant is now glowing a blood red and changes into a ruby-like material. Wearing it will give you the ability to change into a demonic form with horns and bat-like wings (or just provide a glowing red aura, if you prefer). Your magical power and capacity is greatly increased while you are in this form, but you will also be more prone to irrational behavior and rage so long as you remain within it if you don't have defenses for your mind. If you lack magical power, this instead translates into a great strength and durability boost, letting you lift up to five tons and survive hits from a tank shell.

Spare Dhaos? Perhaps you can manage to either subdue Dhaos non-lethally or convince him to stop fighting long enough to listen to you. He is no fool, and will recognize if you are actively trying to keep him alive as opposed to slaying him outright. Or perhaps he has already opened his ears and mind to you, with no fight necessary? Regardless, this will open a new path.

Upon asking him to leave Aselia in peace or asking him of his motives, he will explain his true objective: His home, Derris-Kharlan, is dying because of the use of Mana Cannons that drained the planet's life-force. Unlike Aselia, every inch of his home planet is made of mana, and so its fade will result in the extinction of his people. The only reason he could use magic is because his comrades, against his wishes, sacrificed their lives to give him enough mana to arrive at Aselia and use sorcery long enough to complete his mission.

He had heard that Aselia possessed a living Mana Tree, which could create a new Seed that would be able to save his world by germinating a new source of mana. However, the Tree is currently dying and losing its strength, no thanks to the abuse of Magitech using by the Kingdom of Midgard. He had diplomatically tried to warn them of the damage this was doing, but he was ignored and labeled a Demon King.

He will happily leave Aselia alone, but only if there is a way to save his people. If you can do that, he will end the War and be eternally in your debt. As of reaching this stage, you are no longer under a time limit. Your new mission is to provide a way to save Dhaos' people. You must provide enough self-sustaining magical energy to keep an entire planet alive.

If you lack any such means, you will have to do what Dhaos did and find a way to heal the Mana Tree while preventing the use of magitech. You will have to locate a Unicorn Horn to heal Yggdrasil, which can only be approached by a 'pure maiden' (I hope you have a companion or friend who will fit the bill). This will restore any lost Mana in the world and give the Tree enough strength to survive, but that is only half of the problem.

The other half is that the Kingdom of Midgard still has a working Mana Cannon. Diplomacy will fail outright now that you have aligned yourself with Dhaos, who they are convinced plans to dominate or destroy the entire world out of ambition. Through sabotage, a show of power, or some other means, you

must deprive Midgard of their Mana Cannon and prevent the construction of a new one for the next five years. Dhaos will happily become your ally in this endeavor, following your methods in as you see fit to use them. Only then will a Mana Seed appear. This applies to all Kingdom who possess or plan to use a Mana Cannon, now or in the near future.

Regardless of how you do so, this act will save Dhaos' people. He will be eternally grateful to you, and you may choose one of two rewards.

1. If you wish it, Dhaos will swear loyalty to you and follow you as a companion from this day onwards once the future of his people is secured. He is an extremely powerful spellcaster, a wise ruler and leader, and has knowledge of more 'mundane' magitech that doesn't involve warfare and destruction. Be aware, it wasn't mere grief that motivated him, and he holds a great malice in his heart for anyone who stands in his or your way, fully believing the end justifies the means. It may take some work to completely clear his mind of what happened before your arrival...unless such things don't bother you, of course.

2. Instead of taking Dhaos with you, he will provide a treasure from his planet as a thank you. The Emblem of Derris-Kharlan will give you glowing angel wings that let you fly at running speed upon being used, and lets you use light-based magic or abilities with much greater intensity. Your presence will also heal and restore those around you, closing wounds and causing flowers to bloom, if you so will it. You cannot revive the dead or restore what is forever lost, but this healing aura will make you appear as a savior or a hero to those who look upon you, as if recognizing the lengths you went to save an entire people. Should you choose to stay, Dhaos will personally welcome you to his planet, and you will live in a reborn world of magitech and angels for the rest of your days, should you wish it.

Whether through bloodshed or words, the Valhalla War is ended before it truly begins by a lone Jumper, and perhaps their allies as well. The future changes, and Totis becomes the lively village it once was. The page closes on these Tales, but perhaps now a new one will begin?

No matter what path you chose, flowers from Totis Village will appear in its own section of your Warehouse, providing a feeling of warmth and gratitude from the many lives you have saved through your actions – no matter what they may be or what it took to get there. If you saved Derris-Kharlan as well, angel feathers will softly fall around this garden before disappearing, providing a nice bit of scenery.

[The Trial of Origin]

Era: Any

Time: Anytime before the end of the jump.

Difficulty: This Is Gonna Suck

Danger Level: Bad Time

Whether from having your pride challenged from Origin barging into the Item section like a jerk, or genuinely wishing to claim the power of the Eternal Sword, you have accepted the challenge. You must claim the two Material Blades, Flamberge and the Vorpall Sword, and the Divine Ring that will allow you to wield the Eternal Sword. This can be done before or after the plot – taking it from Cress while he's still using the blade or in the middle of finding it will count as forfeiting the challenge. **You must also accomplish the entire Trial by yourself – no companions allowed.**

The components can be found in the magitech ruins of Odin, Fenrir, and Thor respectively. You must go to each of these ruins and defeat the guardians within. This is initially a simple task, however...

If this is your first jump, the monsters are much more determined and difficult. Even moreso if you took Hard Mode. You will encounter beasts fit for an endgame dungeon and more as you pursue the components to the Eternal Sword, and you will be in for the fight of your life.

If this isn't your first jump, something stranger still happens. Beasts and enemies from previous worlds begin to appear in the ruins and stand in your way. None of your old archenemies, at least, but any mooks or minions they had will be present and all unified in their purpose to kill you. They will grow more numerous and more difficult the further along you go, until they become an absolute grinding challenge to overcome. Naturally, it's even worse if you took Hard Mode.

When you overcome the guardians of the components and make your way to Origin's resting place, located just beyond the Elven Village, he will be waiting for you. Your actions in previous jumps (and Symphonia, if you took Mysteries) will be the first thing he speaks to you about. He will condemn actions that remind him of Mithos, who betrayed him a millennium ago, but will otherwise go over your various deeds and crimes.

Whatever your reply or justification, he informs you that a pact with him to secure the Eternal Sword is an act of folly. As was said before, its power is bound to Aselia and no further. Even if you had already made a pact with him here or elsewhere, he will say the problem is no different. However, with 'approval' from your benefactor, he has made both a way to remedy this and a suitable challenge for his new wielder. You must defeat him in one and one combat for him to show you this. He gives you one last chance to forfeit the challenge, being able to keep the Material Blades a consolation prize.

If this is your first jump, you must duel Origin as he is. He is no pushover, for he is the Summon Spirit that is said to have created the entire world. He will be a much more difficult foe than when he fought Cress and company, especially since you must do so on your lonesome. If you are persistent and clever enough, with enough might and brains to overcome this godlike Spirit, you will be victorious.

If this isn't your first jump, Origin draws his many weapons and gets into a stance. Then he holds his many arms out and begins to glow a bright gold. Ghostly images of your past jumps appear around him, memories of your deeds, actions, former companions, enemies, and more materialize as if from the ether around you. Then, a burst of light and mana forms around the Spirit, and you recognize telltale signs of many of your old abilities and items forming around him. What's more, those images that resemble all of your old enemies or defeated foes begin to look solid and real...and are drawing their weapons...

Origin has used your link to previous worlds, still frozen in time, to expand his reach. His power has grown immensely, becoming everything you are and more. What's more, he has called forth 'memories' of all your old enemies at their strongest, mindless for any purpose except fighting and defeating you. Origin will strike you with everything you have and more.

No matter how long or short your chain is, this will be an apocalyptic and difficult fight. The area is completely isolated from the rest of Iselia, preventing you from fleeing, and should you somehow escape the Scenario is forfeit and you will lose. You must defeat Origin and the memory of every single enemy you've ever had at their peak to be proven worthy to wield the Eternal Sword.

Should you die in a way that would end your chain, you will wake up in a bed in the Elven Village the following morning, good as new...but you will have failed the challenge, and will not get another chance at it. Everything you encountered to this point will be back to normal, and the Material Blades and Divine Ring will be out of your reach forever.

In the fight itself, Origin is powered almost entirely by the presence of your enemies and the 'echoes' of the worlds you have been to. You can reduce his might by defeating as many of your old foes as possible, changing him from more than twice your might into something almost equal. Should you survive the initial onslaught, you will notice that Origin is using tactics and abilities you yourself favor over all others, or using a rhythm and technique similar to what you've considered tried and true by now.

This is the true nature of your Trial. Origin is using all of what you have considered the best or most useful of your arsenal as his primary weapon choices. Trying to match him blow-for-blow will be the equivalent of bashing your head against concrete, and you must instead have an understanding of your own strengths and weaknesses...weaknesses in your arsenal that Origin himself has mimicked, as well as your powers. Merely using one strategy will not be sufficient, however – a trick will work twice, at the most, before he switches tactics and begins to adapt, leaving you to repeat the process.

Only through superior judgment, tactical thinking, and resource management will you hope to stand a chance as you fight a shadow of what you are and what you may become.

If you are victorious, against all odds, Origin will dematerialize before praising your effort and determination. The powers he gained will fade, but in their place, the Eternal Sword itself will appear and fall into your hands.

The Eternal Sword has considerable power over Time and Space, able to casually create and destroy distortions or manipulations in either, and will even allow you to travel through time in any jump that allows it. The connection Origin has made through you allows you to take a fraction of its full power with you...and with your Spark, it will have this might through all of the multiverse.

Pre-Spark, the Sword is:

- Only responsive to you, the pact-bearer. Nothing can deceive or manipulate this.
- Its presence alone makes you and allies within one mile of you immune to temporal or spatial manipulation – no more time stops or involuntary transportation.
- Once a day, the Sword can use the Mystic Arte Time Stop with no mana or stamina cost, freezing time for up to one minute for anyone except you and your immediate allies.
- In any jump that allows or explicitly has time travel as part of its mechanics (Chrono Trigger and Sburb are good examples at time of writing), the Sword can be used to travel through time. Like the Pendant, it can take you between any of the current 3 Eras on command.
- Can 'cut' space, shortening or lengthening distances with each swipe on command of the user.
- Extremely effective against magic users, the sword cuts through magic-based barriers or protection very easily.

Post-Spark, the Sword can:

- Casually split the planet into several others, or combine them into one.
- Will give you unrestricted time travel in a setting or world, and gives total immunity to time paradoxes, letting you manipulate time as you see fit.

- Create entirely new Mana Seeds from nothing, using your Spark and its own power to germinate the Trees at will.
- Manipulate Time and Space at your leisure, without restrictions beyond your own stamina and power.

Also, if you have Pactmaker, you may take Origin as a summon after swearing an oath to him. You hold great power in your hands now, Jumper, and the potential for even more should you reach the end of your journey. I also hope Cress didn't need the Sword when you found it...oh, well.

[A Thousand Years of Peace]

Era: Future – The Distant Future

Time: One week before jump end.

Difficulty: Hard – Very Hard

Danger Level: Go Big or Go Home

Should you wish to accept this scenario, a very simple condition must be fulfilled: The Mana Tree, Yggdrasil, must be alive and well in the Future. If you allow events to play out as they normally would, the work is done for you by the heroes of this Tale. However, if you instead intervened or prevented the tree's restoration, you must bring it back to full health by the time of the Future Era before your final week in the jump. If you cannot, this Scenario is lost.

If only your actual task was that simple.

One week before your time in this world expires, your Mysterious Pendant will glow and you will hear a woman's voice resonating within your mind. If you are familiar with this world's history or the plot at large, you will recognize it to be the voice of Martel, the Spirit of the Mana Tree. She is calling you to the Future, asking to speak with you. Should you accept, your Pendant will immediately take you to the Era in question, and you manifest in front of the living Yggdrasil.

Standing before you is Martel herself, with flowing green hair and an otherworldly glow of mana around her. If you have been neutral or even detrimental to keeping mana in the world alive, her reception is cold and stoic. If, on the other hand, you had a hand in restoring Yggdrasil to full health or helped Dhaos save his people, she is warm and friendly.

Regardless, she tells you of a terrible cycle that has gripped the world. The 'Martel' you see before you is made of all the lives who were sacrificed to bring the Mana Tree back to life, thousands of years ago. The original Martel was the older sister of a great and ancient hero, who went mad with grief when she was murdered by humans. Her life, and all lives within her, rest within this great spirit. And those lives all have one common fear: Their deaths meaning nothing.

That fear is what brought her to ask you for help.

The cycle she speaks of is that of magitechnology. In ancient times, during the Kharlan War, the use of powerful magitechnology like Mana Cannons is what led to the death of the original Mana Tree. The mass death caused by these weapons would lead to a regression of technology and the death of magic, only for the cycle to begin anew when these things came back into the world. Again, and again, and again. And after the events of the Valhalla War (or what could have been, if you intervened), Martel believes that this self-destructive cycle will only continue anew.

She asks of you that even if this cycle cannot be ended forever – there will always be those with ambition and seeking to exploit the world's mana – that Aselia be granted a thousand years of peace. And for you to shepherd or guide the world away from destruction, as well as keep the Mana Tree alive.

Should you refuse, she is understanding, and wishes you well on your journey. She will disappear, and you will not interact with her again for your final days here.

If you accept, she warns you that this will be an amazingly difficult task, and that there is no shame in walking away. How strange, considering she's the one who was asking for your help. Should you persist, she will smile and hold her hand out to you, and explain that something is necessary to allow this task.

Taking Martel's hand, you feel a warmth extend through your entire body, along with a splitting headache as your senses suddenly expand. And your body begins to unravel, like cloth being pulled at the thread. There is no pain or even a sense of danger, and soon...

Great Spirit of Mana [Free/Conditional] -

You're floating in the air as a spirit made of mana – the same as Martel. You have become a Summon Spirit linked to the Mana Tree, but still with the agency and heart of a Jumper. You can freely change back to your old self and form without consequence, but while you're in this form (**and ONLY when you are in this form**), you have an intimate link to the Mana Tree. This includes:

- Immediately knowing how much Mana it has and the health of the tree.
- The location of any disturbance or large-scale consumption of mana on all of Aselia. You receive about five minutes warning for anything on a city-wide scale, and 20 minutes warning for the charge of something as powerful as a Mana Cannon.
- You may consume some of the Mana from the Tree to create changes in nature and the planet. You can safely sprout several flowers with a miniscule amount of mana, while things like storms, earthquakes, and more will take up large amounts and will be risky to use.
- You may expend your own energy resources – mana, ki, energy – to power the tree. Only things that could substitute magic or spiritual energy will be valid, and it will restore at a 1/10th of what it would for you if you use this. It will also safely filter out any negative or side effects normally associated with the power uses, changing it to normal Aselia-grade mana. A powerful Jumper could potentially refresh what the tree loses on a daily basis, but eventually the world's mana consumption will outpace what you can restore on your own.
- You can sense the emotions and thoughts of the Mana Tree and Martel – as they can for you, though any negative impact your personality or feelings would have are safely filtered out of this link. Expect more than a few awkward conversations.
- If you previously lacked the ability, you do not age during the time you have this perk.
- You may consume Mana from the tree to power your own magic. This is incredibly powerful but counterproductive, since this is what you're actively trying to PREVENT. Still, maybe in a tight spot...

After given a moment to adjust and the relief of being able to change back into your old form, Martel explains that she is now sharing the link to the Mana Tree with you. Unlike her, you may intervene freely with the rest of the world. Your goal is to keep the mana consumption of the planet low enough to allow the Mana Tree to live for a thousand years, and your jump time is extended for that length. Should you fail, the Tree will inevitably die in the fires of warfare and industry, and you along with it.

Right now, magitechnology is currently flourishing and in the middle of a renaissance. While small things like spellcasters using magic and a single city of magitech doesn't eat enough mana to cause more damage than the Tree can restore, it won't be long before rival Kingdoms 'rediscover' weapons such as the Mana Cannon, or make something more terrible. Such a thing being unleashed would create a mortal wound for the tree without your intervention. **In addition, all forms of time travel are locked for this Scenario – you may not leave this ongoing Era.**

Phase 1: The Hand of Fate

However you choose to stop this is up to you. Perhaps you will be overt, establish yourself as a leader or god-king and strike down any magitech that takes too much from the world. Perhaps you will be subtle and instead act through proxies and intermediaries. How you choose to tackle this Herculean task is up to you and the resources you've been given – with two caveats. **If mass destruction and death, on the scale of genocide or wiping out an entire Kingdom, is done in a short enough time – the Mana Tree will die. Martel will also deny Mana for the purpose of such tactics, leaving you to carry out such grim methods on your own.**

Secondly, the more control you exert, the more the rest of the world pushes back. A coalition of kingdoms armed with powerful – and consumption-heavy – magitech will unite against you should you work on the path of conquest. Even if the entire planet is under your control, capable and slippery rebels will continue to slip past the cracks and seek the secrets you so vehemently deny the world – or perhaps simply hunt for your blood. As years go on and the more you tighten your grip, the more will slip through your fingers and require your intervention. You must constantly manage these in addition to the world's mana consumption.

Perhaps you've acquired some sort of technology that is simply magitech except BETTER. Especially ones that don't consume the planet's very lifeblood. Introducing that technology and uplifting the populace can do wonders to nip the problem in the bud. The problem is that you'll have to spend a century or two introducing it to the populace, and many will stubbornly stick to their 'traditional' tech and even make hour-long arguments about how mana somehow surpasses said tech. You'll still have to prevent others from using magitech or who otherwise cling to it, but making this investment early can make your job much easier further down the line. You'll still have to watch for fools who choose to make superweapons...the 'mass death and destruction' problem will remain, after all.

Phase 2: Restoration

Curtailing the expenditure of mana and use of magitech is only half of the problem. You must also feed the tree mana to keep it alive during your thousand years, for it will wax and wane with the rise and decline of life on the planet. There's several ways to do this. First, you simply need to keep sentient beings on Aselia alive and well – humans, animals, and more generate mana from their life force, creating a weak but ambient aura of life that the Tree feeds back into the planet as more life and mana. Preventing large-scale wars or slaughters will allow the Tree to often piggyback off of this, continuing on simply as it was.

During periods of decline – after large battles, droughts, or other disasters – you must find another way. One such way is to feed the tree energy yourself as the Great Spirit. While restoring a planetwide Mana Tree's power may be between trivial or incredibly difficult, what would fully restore you would only restore about 1/10th of capacity for the Mana Tree. At first, it may be easy to sustain Yggdrasil entirely on your own, but if mana consumption or large scale deaths are allowed to go unchecked, the amount lost will outpace even the strongest of Jumpers.

An obscure fact about the Mana Tree is that genuine acts of love and compassion will feed it considerably. A great hero's sacrifice to save their homeland, a blossoming love between a couple who elope together, and so forth give the tree just a bit more mana than just simply being alive would. Though this would complicate an already difficult task, actively making the world a better place to live in would give the Tree great succor, and plenty for the years to come.

Phase 3: Rise of the Four Heroes

At least five-hundred years have passed and you have managed to strike a stable balance of sustaining life while suppressing destructive magitechnology, walking a razor-thin tightrope but managing to make something workable. Or perhaps you've stumbled and screamed through your entire task, only making it this far through luck and happenstance.

So naturally, something makes this even more difficult.

Aselia has produced many generations of great and powerful heroes, often during an hour of need. Mithos Yggdrasil, The Final Chosen of Regeneration, Cress Albane and friends...often ordinary teenagers, changing into god-slaying heroes of myth before fading into obscurity. Perhaps you've struck down such heroes, or managed to persuade them to leave you to your task, or they simply never found you to begin with. But soon, four more will rise, and they'll take the cake in terms of difficulty to deal with.

At some point, something escapes your notice. A proxy gets a bit too cruel and uppity, or too merciful at the wrong time. You act too rashly or too openly when someone's eyes are upon you. A benevolent action somehow turns into an unforgivable act for a set group of people. Regardless, four teenagers or young adults have united in a crusade against you, and you cannot curtail their rise to power and skill.

One way or another, they'll be convinced you or your most reliable ally are the source of the world's ills. They may not be wrong, at this point, depending on what you've had to do to keep the planet under control. These four heroes will quickly become a thorn at your side, gaining power quickly and soon being skilled enough to fight you directly in your prime if you don't catch and stop them – and the earlier you try, the harder they'll be to corner. The protagonists often survive to the end, after all.

What's worse, if you don't have the Summon Spirits under your control at this point, they will quickly seek out pacts with these powerful entities. Or, if you hadn't claimed it yourself, they will work to gain even the might of the Eternal Sword, which will bring its full might to bear against you if you can't stop them in time.

Regardless, a showdown of some kind is inevitable. You may choose to defeat them in a martial conflict, which will require all of your might and cunning to successfully win. You may, if you've acted with a gentler or more subtle hand, convince them not to fight you – though you'll probably have to do so while deflecting incredibly powerful attacks.

If you defeat them, their legacy will continue to live on and turn against you somehow, often being a rallying cry for rebels and your future enemies. They will regain momentum, and you'll have to restore balance all over again.

Should you show mercy and settle your differences peacefully, this act of compassion (or perhaps pragmatism) will provide a considerable boost to the mana within the Tree, and you will have no bloodstained legacy following you for the rest of your years here.

Endgame:

Should you successfully sustain this 'peace' on Aselia for a thousand years, your task will be complete, and Martel will summon you back to Yggdrasil. She will congratulate you for managing to keep magic

and mana alive for this long, and show immense gratitude for your sacrifice of both time and whatever else was necessary to keep the world afloat.

Your power as the Great Spirit fades forever, changing you back to normal, though now you may switch to an incorporeal form that cannot be struck by mundane weapons (though you can't interact with anything physically while in it) and make your own pacts with anyone fit to be a 'summoner' (anyone fit with spellcasting), giving them a ring with one, and only one, ability of your choosing that they may use freely. They can also summon you at will, though you may deny it at your leisure – you also cannot be summoned to different jumps, for obvious reasons. Your connection to the Tree also boosts your 'maximum' capacity for magic twofold, effectively giving you double the amount of energy to spend that you had before. Alternatively, you may apply this to a single energy pool (ki, psionics, etc.) of your choosing that exists within your body.

In addition, Martel has given you a gift – a Mana Seed. It is a constant battery of self-generating mana that will reside in your Warehouse, that you may draw from the energy of at any time for magic, having about equal to your current magical reserves to spend before it becomes dormant for a day. Should you choose, you may germinate the tree in your Warehouse or the world you're currently in. Inside your Warehouse, anyone who is within it will heal much more quickly, even being able to revive the dead so long as little time has passed since their last breath (more than an hour), and all magical devices you build near it will work at twice their normal efficiency.

Should you germinate the tree within a world, it can bring life to barren wastelands, make dead soil fertile, and otherwise spring forth a new beginning – in addition to introducing Aselia's style of magic to the world, where no Elven blood is necessary to learn it. However, if you do so, the tree can no longer follow you after that jump, and you may not retrieve or recreate it in any way until you gain your Spark.

Finally, Martel has had plenty of time to get to know you during your thousand-year tenure as the Great Spirit of Mana. She understands everything there is to know about you, and her personality has shifted accordingly – you are now, spiritually, part of the thousands who gave their lives to make this possible. She may act like a big sister to you, a best friend, a lover, a rival – regardless, she is now irrevocably connected to you, and can be taken as a companion. Outside of Aselia, she is an amazingly powerful and wise spellcaster, able to match the likes of Dhaos with little help or support. She is also adept in divine and healing magic, making her a very reliable support companion as well.

Once this is over, you may enjoy one more day in the jump before being given your final choice.

Across all Eras, you have lived for ten years, Jumper. Perhaps more than that. Whether you joined in the Tales this world had to tell or simply struck out on your own, it doesn't matter. As long as it was fun. I think you know what comes next, correct?

Go Home – You've come a long way, so I understand your decision. You receive 1000 more points worth of abilities as a parting gift, and return home with everything you've gained. We may never meet again, Jumper, but I hope you take some good memories home with you.

Stay Here – Maybe you've found something you can't find elsewhere. Maybe you just can't bring yourself to keep going along the chain. Either way, you will live out the rest of your days in Aselia. All forms of time travel that the jump provides and any you receive will function without restrictions, the Pendant can likewise be used as much as you want, and you receive 1000 more points to spend. May your dream never die, Jumper.

Move On – Not done yet, right? I didn't think so. Let's continue to the next world, shall we? Any time travel the jump provides will not function unless you enter a jump that explicitly involves or requires such. Post-Spark, all restrictions are lifted, and you may move across time as you see fit.

Notes:

- No form of time travel gained in this jump will work in future jumps until your chain is over or if you're in a jump that explicitly requires or features it. If there is an actual time machine or travel ability that can be bought, it is allowed, but can only go to locations and times the jump itself allows. Use your better judgment.
- My answer to all questions of in-setting time travel is 'fanwank it'. Creating a paradox is still a stupid idea.
- If you reconcile with or companion Dhaos in To Valhalla but take The Demon King, another powerful sorcerer will instead develop a similar vendetta against you and take his place.
- While Origin is 'easier' to fight in his Trial if this is your first jump, you are still effectively dueling the being that created the entire planet, and he won't be as simple as gameplay might indicate him to be. Be careful.
- Drawbacks override perks. The Chamber of Sacrifice or other perks cannot overcome powerlocks caused by such, in here or elsewhere.
- In the Trial of Origin, absolutes and fiat favor the Jumper unless it would trivialize the fight or otherwise make it too easy. If so, it instead cancels out the effect for both the Jumper and Origin.
- Any gear that comes in a stockpile is a consumable, and is lost after use. If it does not specify otherwise, assume you get a restock of said item every week in your Warehouse.
- Attempting to exploit or keep the power of the Great Spirit during the Scenario of A Thousand Years of Peace past the end of said scenario will permanently bind you to the Mana Tree as a spirit, and will be considered a decision to stay.

Changelog:

- 1.0: Scenario 'A Thousand Years of Peace' added, minor grammatical corrections. Note about the Great Spirit perk in Notes. Aside from future grammar corrections or errata, the jump is effectively complete.
- 0.3: Expanded on and clarified the Trial of Origin, so nobody has to dig through the thread when it comes up again. Clarified item restocking.
- 0.2: Added age and gender specifics, added 3 Scenarios. Fourth Scenario is forthcoming.
- 0.1: Finished the majority of the jump.