

Attack on titan: the survey corps gauntlet



Shinzo wo sasageyo jumper, your in for quite the grueling and trauma filled journey in the world of attack on titan. A world where seemingly most of the human population has been wiped extinct by a seemingly endless horde of horrifying eating titans and the last remnants of humanity has sealed themselves off behind three massive walls where they live in fear of the titans, living as cattle. Or is all that is to it? Spoilers but the true nature of the titans and the world itself might have an even darker premise that hits more close to home than what i just summarised.

In this captivating world of unfamiliar man eating Titans and very familiar human nature that you will be spending the next 10 years in (or far longer or very short depending on some scenarios and choices). As not just another run of the mill background character that will get killed off, no you are a scout: a member of the survey corps: a slightly more important character that will get killed off, probably . Jokes aside the survey corps are one of the three main branches of the military (and the only relevant and cool one if we're being honest), with them being tasked to fight on the frontlines against the titans and reclaim lost territory, and usually having very success and the scouts having a 40-60% casualties every

mission. Aside from their morbid success rate, there is still pride in being a scout, they are the hope of humanity, their insignia; the wings of freedom being their symbol, and a promise of a more hopeful future where one day they retake the world that was lost from humanity and change the world. An optimistic dream in the face of this cruel world but a dream nonetheless and now you have also pledged yourself to this dream.

This is a gauntlet so you will be reduced to your body mod and within 'human capabilities' (or whatever the hell you can call Levi's best as the absolute upper limit, well not including a certain drawback and scenarios anyway and no companions as well from out of this world). You are getting the full attack on titan experience, the same as all the characters in this world have had to grapple with in this cruel world. You will struggle, you will lose those whom you have become close to, you will be pushed to your limits and brought to the brink by the sheer weight of it all and if you take a certain drawback and scenario the power scale and danger might even go eclipse most other shonen in how over the top things can get and go into fanfic territory if that's what your into, yet you will have to push through and keep moving forward. And you can pretty much kiss any delusions of a fix it fic happily ever ending cause we don't do that here, the best you're gonna get is a hopeful yet bittersweet ending paved by countless struggles and losses, yet is such an ending, in the face of a cruel indifferent world, distant but still hopeful not worth pursuing?

This is your story in this cruel yet beautiful world. Dedicate your heart jumper and keep moving forward.

Now how do you fit in to this world jumper?

Origin:

The 104 cadets: like most of the main cast, you were very much present the day when humanity received a grim reminder, when the wall maria was breached by the Collosal titan, when many lives were lost and what survivors

their were fled behind Wall rose. You probably remember that day vividly, the events burned into your psyche, probably lost your parents or someone you held dear. And whether to get revenge, reclaim the world from the titans, to see the outside world or just to avoid poverty you joined the 104 cadets and trained by Shadis and also became a close knit group with the relevant 104 cadets as their friend, another one of them, and now years later its gradation. You probably (by this origin alone) didn't crack the top 10 so you wont get to choose what division your going to. Here is a spoiler it's the Scouts. Hope your ready for some traumatic hazing cause the battle of Trost is right around the corner.

Drawbacks:

SPOILERS (0cp and mandatory); yeah kinda trivialises defeats the point of the whole Aot experience if you already know the twist of what's in the basement, the warriors, the truth of the titans, Future Erens 5d chess and warn the scouts beforehand so your not gonna have that privilege. Your going to have as much knowledge as any other graduate of the 104 cadets that's not any of the warriors or Ymir, so you will be just as taken aback by Berthold and Reiners sudden betrayal (if you live long enough to get to that point), the truth of the walls and the sheer joy when you and the rest of your comrades finally reach the Ocean. But yeah going in blind does lead to being able to develop some pretty memorable memories, such as the aforementioned ocean milestone.

The full story (free); this gauntlet can be taken in supplement with another or multiple attack on titan jumps, it will affect your in jump backstory but the nature of the gauntlet remains, you will be reduced to your body mod and you will be a scout. Its just that you will also have access to those other perks (expect for any titan shifter related perks, at least yet anyway), items and drawbacks from those other Aot jumps only. Nothing else

Potato jumper (10+ cp): seems like you can't stop grabbing a bite even in important moments such as graduation. Like Sasha it seems you need double the calories as a normal person or you just really like food and so make it a habit to eat more than normal, even at inopportune moments.

This won't be detrimental to your survival in missions or life and death situations, but expect your names to give you an embarrassing nickname and never let it go. Well at least you can bond with Sasha now over embarrassing nicknames.

Germaphob Ackerman (10+); yikes you have a very strong aversion to germs, or any things dirty and so will be meticulous to an almost obsessed extent to keeping things spotless clean. Unfortunately this translates to also an aversion to blood and gore and given what setting you're in there is going to be a lot. It won't get in the way of your work but you will still feel disgust and uncomfortable for the entirety of this gauntlet whenever you have to slice or decapitate someone, titan or human.

The thorns of the soldier (20+); You have a very rough exterior along with trust issues, coming across as cold, distant and detached to those around you, whether due to trauma and not allowing yourself to let your guard down and let others in, though underneath that facade there might just be a caring and compassionate soul underneath, just gotta take effort and persistence of others to bring it out.

IL KILL EVERY LAST ONE OF THEM(30+): wow seems that day REALLY did a number on your mind. Like a certain genocidal freedom enthusiast in the making, you have an intense hatred for titans in general, as well as one of the two main perpetrators, either on the Colossal or Armored titan (your choice), a burning flame of hatred and anger within you. While this makes you damn near fearless when fighting titans, it does make your self preservation skills close to zero and especially when either one of the two main perpetrators of your hatred come into view, it can cause you to cloud your rational judgement in favour of blood. Your comrades acting as the voices of reason and snapping you out as well as your own willpower can act to reign you in. and if you last long enough to the Marley reveal you might even be able to give flock a run for his money, seeming them as the 'enemy' and being sith lord levels of angry. It's possible for you to let go of your hatred and forgive them but it is going to be a very grueling journey to get to that point.

I DON'T WANT TO DIE (30+ cp): like basically everyone not named Levi, you have the same primal fear of titans as any sane person would, the bone chilling terror of your comrades and fellow man getting eaten alive and your next on the menu to be chewed, crunched and digested. That primal fear will be there initially, especially during Trost. But it is possible to overcome this fear as you get more and more used to fighting titans, it's just not gonna be easy. Though if you make it to the battle of Shiganshina i'm pretty sure you would have long conquered it by then.

Humanity amidst the carnage: (70+): such a trait is rare in this bleak world. You are a deeply empathetic person and care deeply for those closest to you, which just means the all the deaths and loses of your fellow comrades is going to impact you all the more harder, and considering what world this is there is going to quite a few, even if you save more than canon you WON'T be able to save everyone, that's just impossible and the ones at the end won't be the full roster no amount of mental perks is going to make the pain of emotional loss go away, might help you cope with it but the pain will be there. You can harden your resolve and push through the pain but every death of those you care about, every loss of your comrades and friends for the sake of the mission, for freedom will be like a knife to your heart. Try not to have a mental breakdown

Becoming the devil: (90+) (: seems like you're now even more intertwined and vital into the main story rather than just a background character. Unfortunately that just means like the rest it just means that fate really has it out to put you through the wringer, push you to your mental breaking point, tough situations that require you to push past your limits and make hard decisions and sacrifices in order for you and your comrades to snatch victory from the jaws of defeat. Basically even more Dark souls ish. No matter your position you will be forced into making morally compromising decisions for the sake of victory: following orders sacrifices your 'less important' comrades to defeat the enemy and using their sacrifices as motivation yet still carrying the survivors guilt. If you're the commander then being put in situations where you

have to purposely sacrifice your soilers and morals for the sake of victory. Just a heads up no matter how busted you are even with your body mod build the battle of Shiganshina is gonna be just as difficult (aka epic) as in canon, if not more. The road ahead of you is paved with the blood of both your enemies and comrades alike, do you have the will to traverse it?

Titan course meal (90+); oh boy, seems the mindless titans see you as much of a priority target to eat as titan shifters now, you can expect the hordes to mainly prioritize and target you above your comrades and become much more vicious and violent in their pursuit of you. Good news is that you can use this new behavioral pattern into the scouts strategies to better route and defeat them, or just save your comrades in a pinch by making you their target instead of them. The bad news is pretty self explanatory.

Attack on blitzkrieg (+100) : oh boy, seems the parallels have become even more on the nose. Rather than the world outside Paradis being in their WW1 era tech, its now WW2 era technology wise instead and with the rest of the world undergoing their own world war, with nukes being well underway to being invented in 4 years... just in time for the rumbling, would you look at that. This new quirk Making the paradise operation even more urgent for Marley as now their titans are even more obsolete and making the world edge closer to their 'final solution' of Eldians because without their usefulness as titans in war being gone and all the general hate still present, what use are they? The warriors sent to Paradise will have even more advanced tech to rely on and you and the rest of Paradise a much more dangerous and daunting enemy on the other side of the sea waiting for you.

Clash of titans and gods(+150 (, requires attack on blitzkrieg and for jumper to have taken at least 3 mythology focused jumps or jumps that had some form of greek, norse, or egyptian pantheons present)
: well looks like the titan shifters or Paradis isn't going to become obsolete in this even darker world any time soon. Well jumper due to your insertion, your unique jumper nature interacted with your biology as

a subject of Yimir leading to a unique phenomena. The paths have gained access to your past jumps, specially the worlds where the gods, particularly the greco roman, norse and egyptian pantheons were present and now fragments of those gods souls/wills have 'for some reason' (aka your benefactor wanting to spice things up) traversed to this world through the paths acting as a interdimensional lattice and those fragments and attached to compatible hosts (characters that share similarities/archetypes of their respective deities, the mythological fragments fusing with their hosts souls, making them in the eyes of existence count as those divine beings, or their 'reincarnations'/variants at least not that far off since now all on a spiritual level they are connected to their respective beings), with the titan powers (aka a direct connection to the paths) being the catalyst to access their new divine powers).

What this does is effectively turn each Titan shifters and ackermans into the mortal avatars/incarnations of 3 mythological essences of greek, norse and egyptian pantheons (similar to high servants from fate as a frame of reference). But instead of permanently being in god mode, it acts more like a transformation (well 2nd form for titan shifters and they need to be in titan form to access their second transformations, for ackermans it's more of a generic anime transformation) but said divine forms like Titan forms rely on stamina and are even more taxing: lasting only about 6 minutes instead of hours (and can leave an inexperienced user exhausted after use) but can be trained to be maintained further for hours (but will require a lot of training to reach that level of mastery), just never surpass the length of titan forms for shifters. Though at first use you will only be scratching the surface of said new forms are capable of, only with grueling training and life and death battles can one unlock more power and abilities awaiting within them. And the more powerful abilities used drains more stamina and shortens the time one can be in form and any user using anything on planet busting level or exceeding it will leave the user exhausted for weeks after one use. Tradeoff being the immense divine power that form offers. This is still a relatively new phenomena only appearing after your gauntlet starts but it won't be long until both titan shifters and ackermans first access these new powers

(probably by the first female titan fight as a frame of reference), unlocking it requires a trigger of immense stress and trigger (like first titan shifter transformation or Ackermans accessing their predecessors experiences).

As a bone to give you fighting chance in this new world of gods and tanks and since those mythological fragments are coming from your past worlds you can choose which version of the greek/norse/egyptian beings of the jumps you've been to respectively the fragments are from (generic mythology, fate, marvel/dc, saint seiya,) and you also get access to your own 3 fragment divine form with the same rules and limitations (aka you can temporality access your builds and perks from the specific mythology themed jumps where the specific versions of those pantheons are from as your divine form, though for the egyptian fragment you can choose to substitute it for your mesopotamian/any middle eastern based build if you have it and prefer it over your egyptian jump build. You can even choose multiple of your past worlds should you have been to them with the caveat being the other wielders also get access to the powers of those other versions of the beings their hosts to), you better have some strong mythology/god builds from those jumps cause your gonna need it from this escalation, and choose **wisely** on which version of those divine fragments are in this world cause unless if your previous builds from those past jumps are not overpowered enough or some kind of deus ex machina trump card to match lets say a reiner empowered by marvel comics thor (if you chose a past build from a marvel) combined with nasuverse thor (how ever broken that version is) or fight a primordial Chronos empowered Eren during the rumbling if you picked seiya or/and potentially with Dc or Marvel chronos (using marvel gaia and nyx or DC erebus as a frame of reference than yea,...) , then you are cooked. The escalation can go as high as you want it to (and or how many past jumps you've been to and an extra 100 cp for each version added), the question is are you really up for that kind of challenge. Though you can only access your divine transformation if you have the ackerman perk or until the second scenario if you don't have Ackerman awakened. Now this is a world of gods, titans and the darkness of humanities cyclical nature with one lone mortal soldier (you) caught up in the middle.

Another bonus is that it unlocks the option to purchase an extra perk to allow the scouts and humanity to fight against these new titan god menaces.

This is purely a wildcard drawback meant for jumpers wanting even more challenge and higher stakes, take this at your own risk and thrill you masochist.

Eren manipulated everyone, even the pig (200+): oh boy, seems like you being an Eldian has connected the jumpchain to the paths, and more especially to Future Eren's purview. Now normally this wouldn't mean anything as the power of the jumpchain is far beyond the paths' grasp but apparently the benefactor is a huge fan of AOT and decided to give future Eren a backdoor to your chain (albeit a very loose and partial one) just to see what he does. As a result, Eren has an idea of your true nature (not the specifics of what jumpchain is, just that you're otherworldly) and that now you're a part of the predestined future he is a slave to. Don't worry he is not gonna steal your chain (you are a comrade of his after all, or will be from when you do the jump but you already are from his future perspective, urgh time travel is so confusing)

What this does ensure is the rumbling WILL occur, most of humanity dying and the Aot ending is now set in stone more than it already was (this is a deterministic world in case you forgot), any hope of preventing the rumbling before it happens has become null and void. the canon story (or at least the main bits, the details can vary but the main plot points stay in place), as well as all the deaths leading up to it. If you do somehow manage to save one character that dies canonically then another will take their place (save Marco, Jean dies, save Erwin, Hange dies earlier, manage to save Sasha, the bullet goes to Connie now, Attack on Titan is a bleak deterministic future and even Eren having

access to time and space could not change it and felt the hopelessness of it all, now so will you.),. And whatever butterfly effects you cause that can somehow lead to the rumbling not happening or just some unexpected consequences, there will be a unexplainable invisible shadow looming over you on occasion, gaslighting you using your deepest insecurities and psyche, and occasionally saying 'tatakae' to do acts that you feel compelled to do that inevitably lead to the future that is set in stone.

If you picked the the 'clash of titans and gods' drawback Erens nature as the avatar of Primordial time will lock the timeline even further into following basically the exact same canon timeline, with all the canon character deaths being set in stone, (your life on the other hand is solely on you to survive and now all you can do is make sure not more of your comrades and loved ones and yourself die in this cruel I world).

If you took the 'shiganshina quartet' perk then that makes you one of Future Erens more higher priorities of friends he wants to see live a long and happy life. While this does not ensure you are incapable of being killed, events and coincidences usually line up to give you a much higher chance of survival. Unfortunately this comes at the cost of everyone around you being much closer to the risk of death, so you are always going to have to be extra vigilant and go above and beyond to keep them alive if you don't want their deaths on your conscience. One silver lining is that you will get a 'sixth sense' when one of your comrades is in danger of a preventable death that you can save them from.

Perks

Cadet graduate (0): you wouldn't last long if you didn't have basic training or even know how to handle ODM gear. With this comes all the training and expertise you would expect of the 11th rank graduate of the cadet core; military training, able to handle ODM gear to an acceptable level, and kill a titan or two. You're not the best by far but you're not cannon fodder either.

For humanity (10): courage is not the absence of fear, but the resolve to overcome it. That's what makes the scouts so admirable, they constantly face their fears but going outside the safety of the walls and constantly face the onslaught of the titans, monsters so much bigger than them, stronger than the,, that eat them, a horrifying painful fate but yet they still ride forward. You two have this same resolve to harden your resolve and overcome your fear in order to destroy the enemy. You might be scared shitless but that won't stop you from severing a titans head from its nape and being an utter badass.

Those who can't abandon anything, can't change anything (20): There are instances where you will end up in situations beyond your capabilities to deal without making sacrifices, fortunately (or unfortunately for others and your morality) this perk is here to help. Whenever your in a situation that is beyond your regular capabilities to handle or their is an impossible problem that you can't find a straightforward solution to it, there will always be an intuitive/almost omniscient feeling inside you that tells you of a way to achieve your goal, problem is said solutions will always come at the expense of your morality/ethics, or your comrades, civilians or your own life. The scale of the sacrifice/concessions you have to make will always scale to just how beyond your capabilities whatever/for your facing. Want to beat Galactus as a mere sky father level character, sure you might have to sacrifice a limb or two but you win, Want to beat ORT of all things as a regular human being with no heroic spirit backup, sure, you might just have to sacrifice all of humanity, the world, and condemn yourself to a fate worse than death but sure you can do that to. These solutions/methods will always have a 70-80% chance of succeeding but is the cost worth it? Also grants you the resolve

of steel to commit and go through with it in the moment. Nothing to protect your moral conscience from the aftermath though.

Post-jump your numerous plot armor, luck and fiat protection of others perks will mitigate the cost of your sacrifices depending on how many of them you have, enough of them and how ridiculous they are might mitigate the cost to 0.

Humanity's strongest soldier (30): death and torment are everywhere in this world and because of that it's incredibly easy to become desensitised due to the constant urge to keep moving forward. One must be strong in order to survive in this setting and many believe it's a requirement in order to be strong. How else would one be able to endure?

And yet that is not true at all. Because the one recognised as humanity's strongest soldier is not desensitised at all. He feels, he remembers and holds things close to his heart and at any cost he doesn't allow himself for tragedy to become mundane and use all the tragedy and pain instead of allowing it to break him, uses it to empower and steel himself as he strives towards a world that he can just about see the shape of through the muck now you share that special kind of strength with him.

No matter the horrors of war and death, tragedy of loss and cold bitter truth and sheer mental and emotional pain and scarring you go through **you will not break**. Not now, not ever, you will never lose your empathy, compassion and morality no matter the scale or sheer number of horrors you go through. In fact you use all the losses and sacrifices as motivation for your will to keep moving forward to reach that optimistic finish line that so many of your comrades have sacrificed and dreamed

of. As the one they sacrificed so that you could live, is it not right for you to carry on their will, hopes and dreams towards that bright future?

Bonds forged in the trenches (40cp): the bonds forged in battle are some of the strongest a person could have. This is especially true for you. When you put your life on the line and fight alongside your comrades, you find your rapidly forming long lasting bonds with them that surpass family. Survive a few life and death battles with them and you become a precious part of their lives. Survive an apocalyptic end of the world battle. And then they will more than be willing to follow you to the ends of the omniverse with you.

Shiganshina quartet (40): Eren Armin and Mikasa are the central characters in this bittersweet story, three childhood friends whose relationships with each other effected and determined the fate of this world. Now you are also just as vital as them.

Taking this perk retroactively inserts you as the fourth member of this now quartet, aside from your backstory being set to also being from Shiganshina and being their childhood friend, giving you close bonds with the trio and them willing to go to the ends of the world for you, you are now just as central to the narrative as those three, granting you plot armor on the same level as them, your fate intrinsically tied to theirs and those around them meaning you will play a central role in the events to come, fate allinging you to take part in key events for you to determine. for better or worse.

Post jump you can choose a character or a friend group no bigger than a trio (ASL brothers in one piece for example) to align your origin close to them, gaining close bonds and tying your jumps fate to them in said jump/world.

Sharp bald turns (50): you are one of the very fastest soldiers that ever graduated, able to make very sharp turns with ODM and outmanoeuvre several titans or humans with ODM quite easily. Along with lightning flash reflexes and quite possibly ambidexterity as a bonus.

Horse shaped ace (50): you are a prodigy when it comes to the use of ODM, able to attack and slay Titans efficiently even without your proper equipment and can successfully maneuver around them in order to directly attack their nape or simply avoid them quite easily. Along with naturally being far more resourceful with ice burst stone, increasing your efficiency far more while minesing your fuel usage. Post jump this applies to any fuel based application.

Hunter forager (60); seems your childhood was spent mainly in nature hunting. You're a natural with the bow (or any long range weapon in general) and excellent aim and accuracy, knowing intuitively animal behavioral patterns. As well as having borderline supernatural senses, able to hear titans approaching from far away before any of your fellow soldiers.

Titan enthusiast (80): wow you are REALLY into those abominations aren't you. When it comes to titans (or in future worlds any biologies that are considered 'other' or alien, no matter how beyond your understanding) you have a natural

fascination with them and simply understand them intuitively, as you fight them you instinctively understand their weak points and how to beat them even if its your first encounter, and as you research and experiment on them, you keep making breakthroughs, and developing anti weapons to counter them or make serums or any other inventions made from their biology. Also very likely to get you the spot of Changes assistant and friendship pretty quickly in this gauntlet.

MY SOLDIERS RAGE (80); you are a natural born leader, your charisma boarding on the supernatural. An expert of tactics capable of leading your soilers through the most hopeless and bleak of circumstances. Your sheer charisma is enough that you can convince your own men into a suicide charge with you by giving one of the most motivational and inspirational speeches to ever exist. and they would be more than motivated and willing to follow you to certain death without question. You may have to stack up a mountain of corpses, but you will make damn sure the mountain is big enough to climb over the wall.

Alert mind (90): you are simply in a league of your own when it comes to the mind with perhaps only one peer among your ranks: innate abilities of deduction and strategy formulation, be it in a war room or on the fly, a keen eye for detail, able to keep up key obscure clues that help you practically predict the enemies strategies and just as on the fly make your own unpredictable genius strategy to net you the victory, making you a remarkable field tactician. With this and the previous perk you would be Erwins and Hanges top pick as their successors as commander of the scouts after his passing.

Ackerman awakened (90cp); you knew this would be here. You're now a descendant of the practically extinct Ackerman clan. The ability of a titan in human form. And through a special branch of the path network, you can access the culminated skills and experience of your ancestors before you, making you practically an avatar of combat and war. Go forth and bring forth the rage of all your fallen comrades and the rage of humanity.

The indomitable will of man (100cp, requires clash of titans and gods drawback): to think these new godlike abominations believe their new 'divine' power is enough to crush the will of humanity. Not with you in the front lines. You now have the unique metaphysical property to harm supernatural beings that are considered 'god or titan like' from a human perspective, whether it be from overwhelming godlike power or sheer colossal scale and size, you will cut them down all the same, the wounds you inflict are practically their kryptonite, cutting through those 'gods' like butter. And you can imbue said 'anti titan god' properties to any weapons or object. Enough for the scouts, thunder spears seriously harm the armoured titan powered by the god of strength and titan of endurance even more badly to Reiner than in canon. Even gods bleed, you will make sure of that.

Items:

ODM: a type of equipment developed by humans that allows great mobility when facing the Titans in combat. It enables the user to fight in a 3D space as opposed to a 2D one. The equipment itself takes the form of a body harness that encompasses much of the body below the neck.

Although the equipment can grant a skilled user tremendous mobility, it is a demanding art that requires both strength and skill, both of which must be honed through constant practice.

Survey corp cloak; The iconic green cloak with the insignia of the wings of freedom. What more needs to be said.

Scenario 1: the nameless soldier (requires IL KILL EVERY LAST ONE OF THEM and 'becoming the devil' drawbacks)

Seems like you're not just some cadet that graduated from the 104, you now take the role of the protagonist of the attack on titan 2 game, the nameless hero.

Your objective is to go through the story until the ending of the game, and complete all the side quests: max out all the friendship/bond levels (though only the 104th cadets and the survey corp members are mandatory, the rest like that priest is left at your discretion if you really want to min max), help Change invent and create all the max level endgame gear. And in the final section of the scenario like in the game post Reiner and Bertholds botched rescue of Annie, you will have to stay behind and fend off against an endless army of titans by yourself until nighttime. By then you will be exhausted beyond

belief and probably missing an arm. Complete all that and you succeed in the scenario.

Rewards: bonds that traverse struggle: allows you to have miraculous circumstances and opportunity to form strong bonds with all the central characters in any jump.

A self updating journal that records your story and all the people you've met in all the jumps you have been to.

A soldier's last stand; Whenever you're heavily outnumbered and overpowered by numerous foes, your one man standing against them against all odds will end up with you winning so long as you have the will and grit to push through and claw your victory from the jaws of defeat.

And now you have the choice to leave the gauntlet now, to your comrades and enemies you are practically dead right about now. Your task is complete: you struggled, fought, bled, sacrificed and pushed through this hell and got this far, you have earned your right to rest, you're free to move on to your next jump, if that is what you desire.

But for those that won't accept their story in this world ending like this, to leave their comrades alone and simply accept to lay to rest, there is,,,,, another option.

Scenario 2; to you jumper, two thousand..or perhaps. twenty thousand years later from now(requires scenario 1 to be completed, and 'Eren manipulated everyone, even the pig' drawback and Shiganshina quartet perk to take)

You chose to simply refuse to die and move on and cling to life by an inch after standing atop a mountain of titan corpses, and at the dead of night you fell asleep. And woke up naked in an endless realm of sand, the night sky burning brightly with an uncountable number of stars and a ethereal tree of blue light. It's one of the most beautiful and awe inspiring sights you have ever seen. You also faintly catch a glimpse of a small blond girl staring at you from the distance before you abruptly wake up, back where you were at a grassy plain field when there were endless corpses of decomposing titans, at night but no beautiful endless stars in sight. All injuries you have, even any missing limbs you had, are now all miraculously healed. You feel rejuvenated like you just had a great peaceful sleep and wonderful dream and not fought for your life from dawn till dusk. If you had any titan shifter powers from any other attack on titan supplement jump from the 'full story' there now unlocked, as well as a new ability. All your past jump powers and perks are unlocked but with a twist; similar to the titans and gods form it acts as a transformation and quite taxing, and the more power you use the more stamina it drains, you are still far from invincible so use it wisely.

You now have to traverse through titan infested land and make it back home, it will be a long journey, with many titans in your

way and you only have yourself to rely on but you **will make it back**. To your comrades, to your friends.

By the time you make it back the events of a whole rebellion will be well underway and probably a giant horrifying faceless titan even bigger than the colossal rampaging through, a perfect way to make your dramatic return and showcase your new powers to your friends now reunited. Though if you make haste through titan country you might make it even earlier in season 3 part 1.

After the tearful and heartfelt reunion, you and the scouts now need to prepare for the mission to retake Shiganshina and finally get to that basement. The mission itself will just be grueling and difficult as it was in canon. Expect plenty of losses on your side. And you will play a central role to that victory as important as Eren, Armin, Erwin and Levi were to each their parts in securing the win. Now you will also have just a difficult and vital role in the battle to come, failure on your part means failure of the mission and death of all the scouts.

After you and your comrades reach the basement and find out the insane bleak secrets awaiting you all. You and the Scouts finally, finally reach the sea. Whether it's a magical moment of pure innocence and joy or cut short by the sheer crushing weight of what's awaiting you all on the other side of the ocean, i'll leave that to you.

4 years will quickly pass by you without barely any life or death battles, or losses, quite uneventful 4 years compared to your first few months as a scout, you will have gone to Marley with the rest of the scouts and those marley defectors, probably had one of the rare moments laughed and just enjoyed yourself genuinely in this world and moved forward. At some point Eren will have left and then sent an encoded message to the rest of the scouts and you that he will be at Wily tyburs conference, forcing you and the scouts hand to act.

You have two paths to choose, you can oscillate and flip from between them but by the time when the Rumbling commences (by which point after Eren and zeke come into contact and the colossal titans march start, you will have gained access to all your past jump powers and abilities back) you WILL have to choose a side.

Yeagersit path: you have decided that all your enemies, everyone beyond Paradis need to be destroyed, for the safety and future of your people and home. You are fully on Erens side and determined to allow the rumbling to commence until the whole 100% of humanity is wiped out.

Your main task will be to deal with the alliance between the Marleyans and the scouts, your former comrades since Eren is completely unwilling to kill his former comrades, you need to be the one that does what needs to be done (he won't choose between you and the others since you are just as precious to him as Armin and Mikasa so while he won't stop you, he won't help you either).

Expect the alliance to put up one hell of a fight (especially with certain drawbacks) so killing them won't be a cakewalk. That's one half of the battle, the other half is the emotional turmoil, these were and still are your friends (to you anyway), comrades in arms, the ones you fought and bled, laughed, had fun, cried, enjoyed the highs and the lows of this cruel world for 4 years. That kind of bond doesn't just disappear, for every former comrade you kill, it will be akin to a stab through your own heart, emotionally mutilating a part of yourself. But despite the pain you will have to harden yourself and keep moving forward for you to choose this path.

The third challenge is that you need to push Eren to fully going through with the Rumbling rather than just stop at 80%, like the devil whispering in his ear, gaslighting and tempting him to keep moving forward and complete his mission, for Is he not the one that started this whole ugly story?

Succeed and here are your rewards

Perk (I'll keep moving forward until all my enemies are destroyed): you have a truly indomitable transcendent will to keep moving forward towards your will, climbing over the endless sea of corpses you make. Once per jump you can designate a goal, an innate desire or dream you want to achieve. Your innate desires and goals no matter how childish or impossible or beyond your grasp, warps fate and time around you in order to achieve it and you WILL achieve it, through the most brutal and horrific way possible the more impossible it is

for you to achieve. Want to secure the future mutant kind as just an alpha level mutant, you are able to push forward to accomplish and all of humankind across all possible timelines will probably get wiped out for your goal to be reached and even the living tribunal himself won't be able to stop you from reaching that goal.

And you also gain Eren Yeager as a companion, along with the full power of the founding Titan, his backdoor connection to your chain has made him scale to you with him gaining similar abilities to yours (albeit with a Devil/beast of the apocalypse aesthetic and motif), so however powerful you get he will be able to keep up. And if taken with the 'clash of titans and gods' drawback now he has access to the full power of the mythological fragments he has access to with no limitations.

And now he is completely and utterly loyal to you; As his one and only remaining friend and last human connection, especially after his guilt and conscience broke after the horrific genocide he just innacted he is now left hollow and dead inside, yo can see it in his eyes. Now he is completely and utterly broken and attached to you, desperate to keep the one and only remaining link to a happier time of his life and humanity remain. Similar to how Yimir was attached to King Fritz, Eren is to you now. A slave.



Alliance route: should you choose the harder path and remain true to the ideals of the survey corp and choose to save humanity from Eren then you will have an even more uphill struggle to fight. Through the backdoor access to your chain has made him a scaling enemy (though he will still keep the overall pace of the rumbling and colossal titans march the same as canon, even if their far more capable and the colossal titans a massive upgrade to their capabilities), and he gains many abilities similar to yours but with a 'devil/beast of the apocalypse motif/theme' and if taken with the titans and gods drawback full access to whatever versions of the mythological fragments he has. And if said fragments are above your weight class, then so is he. And unlike in canon Eren is now FULLY committed to wiping out 100% before he allows himself to be beat by you all, you need to stop him before he wipes out more than at least 60% of humanity. Good luck.

The final battle will be difficult, and grand and if you and Eren are Star level or above than he will drag you to the paths dimension itself to have your epic final battle (which will somehow be visible from earth cause Benefactor also wants humanity to see the epic rumble that is about to take place)

You will fight him blow for blow, long enough to keep him preoccupied and the longer the fight drags on, the more you will gain the upper hand, (he does still ultimately want to lose and die after all). Keep his focus primarily occupied dealing with you long enough for the rest to do their roles, including Mikasa to locate his body in the doomsday titan and decapitate him.

After that you will get to have one final conversation with Eren (unlike others who got their paths conversations before the final battle yours is last) where you get to have a heart to heart and understanding, and whatever kind of talk between you two.

Then as he disappears you are left alone in the realm of clear blue sky, until a little blond girl appears beside you. Yimir Fritz herself.

You two then are able to have a deep meaningful conversation. She reveals to you, jumper were the one she was truly waiting for ever since she made contact with the source of all life, the one that would have the choice to set her free and determine the fate of this world. And she is happy for the choice you made

She explained that you, an unfathomable being of unfathomable potential and power, willingly chose to go through this hell, this cruel world as nothing but a mere mortal as everyone else, and you didn't let the darkness and cruelty of it all win. You fought, persevered, struggled through pain, tragedy and loss and moved forward, never losing yourself to nihilism, even with the cruel reality of this world crashing down on you, you kept the spirit of hope alive and won against the cruel indifference of it all.

You didn't let your own pain, tragedy and hatred or attachments or desire chain like it did to Eren, like it did to her all those centuries ago. You pushed past your own hatred and darkness, chose to save the world and humanity that condemned you and everyone you held dear to hell for the mere act of existing and still chose to save them from one of your closest friends. Lighting the opportunity to traverse a slightly better optimistic tomorrow.

Everyone may be a slave to something but you are one of the few that broke free of those chains and from the choice you made, the path you took, Yimir found it in herself the strength to break free from her chains as well and for that she gives you a heartfelt tearfilled thank you, before finally letting go, ending the curse of the titans and finally moving on peacefully and sending you back.

Your rewards:

Call of silence: a lot of humanity did get wiped out in the rumbling, and while a good deal of them certainly had it coming

with Eren being the devil they created, all of them certainly didn't deserve to die, this is where this perk comes in.

You can conjure the light tree of the paths from your hands (and optionally play a ethereal song that will be heard by all through its effects, the default song is call of silence but it can be any song you want) and it will cover a whole world or universe, or multiverse (depending on how powerful you are) and restore/reverse all the deaths and devastation in the aftermath of any apocalyptic calamity, all animals and lands reversed to how it was, and everyone that died will be impartially judged in the afterlife (expect children who automatically are judged innocent), and everyone that are judged as deserving of a second chance to live will be resurrected, those that were more morally complex/not completely at fault and played a hand in it, but aren't completely beyond redemption, that have the ability to change and deserve to, then they will be given a special offer; to enter a special limbo realm in the paths where they will enter specialised trials for them, that make them understand the nuance complexity of what led to this point, see through the numerous perspectives of others, including those they hated, those that were their enemies and many others and confront themselves, all their flaws and hypocrisies and admit them and move beyond them as better people. It might take hours, days, years, decades, centuries (depending on the individuals) but after they complete their respective trials they come back to live as if not even a second had passed when the call of silence has activated.

Second perk:

Wings of freedom: You have held true to the ideals of the survey corps, of what the wings of freedom stand for even in the most morally gray and the bleakest of circumstances. You are the archetypical embodiment of the scouts and this ability embodies it.

You are now able to summon each and every member that has ever done the wings of freedom from the paths afterlife, all your fallen comrades, the former warriors, to the very first members of the survey corps, all of them recognising you as their eternal commander. All members summoned through this ability scale to you, able to use your abilities and items that you allow them (such as saint seiya armor, ki, haki, the power cosmic, etc). Their not companions, its more akin to a summoning ability.

But more than the this ability also embody the conceptual idea of the survey corps itself; humanities sword against the insurmountable monstrous foes beyond humanity, making this ability practically perfect counters and kryptonite against the likes of Marvels Galactus, chaos gods or Nasuverse ORT and allowing you to fight foes far far beyond your weight class when you fight as one alongside your fellow scouts when you fight as one and slay any incomprehensible eldritch enemies that embody the vast cruel scope of the cosmos. With this the cruel indifference of the universe can be beaten back and overcome by the indomitable human will. Go forth jumper as the wings of freedom continue to soar as all your comrades continue to follow you to the ends of the omniverse, even from beyond the grave.



Ending

Well now you have finally made it this far, after all the blood, struggle, sacrifices and tears, what will you do now?

Return home: lay down the sword and ODM and return home to finally rest

Enjoy a long vacation with your friends; for all the amount of pain and struggle you went through and all the priceless bonds you've made your benefactor is allowing you to make a special offer for you (only available to alliance route) . You can choose to stay and live out the rest of your life with your friends but it won't be a chain ending. You can choose after the battle for Eren to seal away/give up (at least temporarily) your otherworldly jumper powers and live out the rest of your life in this worlds with your friends (its fiat back to be a long, peaceful and fulfilling life) until your death, and after your death you regain your jumper status and powers and continue your chain as usual. Benefactor is feeling extra generous for all the BS you went through so hel even allow you to extend your vacation and reincarnate 100 years into the future of this world with the rest of the characters that are suspiciously similar to that attack on school cast timeline and live a second long fulfilling life with your friends. After that your break is over and you have to continue your chain as normal but you get a very long fulfilling and normal vacation/ rest and you have more than earned it.

Or you can continue your chain as normal to your next jump.

The choice is yours, Shinzo wo sasageyo jumper.



Notes:

For the titans and gods drawback here are each of the characters mythological fragments, key point is that each character gets their own unique version so if Sasha or Hange or Historia for example gets their own unique ones if they become titan shifters rather than inherit from the ones they ate. Some fragments can overlap but the three way combination will be unique to each user and some shifters and ackermans might not even awaken them at all (like kenny and Porco, Frieda or Grice, they won't be getting the upgrade unfortunately and one of them is years dead before this phenomena caused by you even stars). You can choose and fanwank whichever ones you think fit whatever character.

The power and abilities each host/avatar gets is dependent on which version of said beings from your past jump you've been to that you have picked. And i chose the specific ones that i feel fit thematically fit with each of the characters or aspects of them.

Eren

Greek: *Chronos* (both the titan and the primordial cause why not).

Norse: *Fenrir*.

Egyptian: Set.

Mikasa

Greek: *Athena*

Norse: Brynhildr.

Egyptian: *Sekhmet*

Armin

Greek: *Prometheus*

Norse: *Mimir*

Egyptian: *Thoth*

Levi

Greek: Mars

Norse: Tyr

Egyptian: Anubis

Reiner

Greek: Atlas

Norse: thor

Egyptian: Osiris

Bertholdt

Greek: Helios

Norse: Surtur

Egyptian: Apophis

Zeke yeager

Greek: Hades

Norse: Loki

Egyptian: Sobek

Annie

Greek: Artemis

Norse: Skadi

Egyptian: Nephthys

Pieck:

Greek: Hecate

Norse: Frigg

Egyptian: Bastet

Freckled Ymir:

Greek: Persephone

Norse: Hel

Egyptian: Wadjet

Falco

Greek; Icarus (but a what if ascended version of him that flew beyond the sun)

Norse: Baldur

Egyptian: Horus

Ymir Fritz (not really relevant to the jump cause she wont be doing much but here you go)

Greek: Gaia

Norse: Ymir (obviously)

Egyptian: Nun

