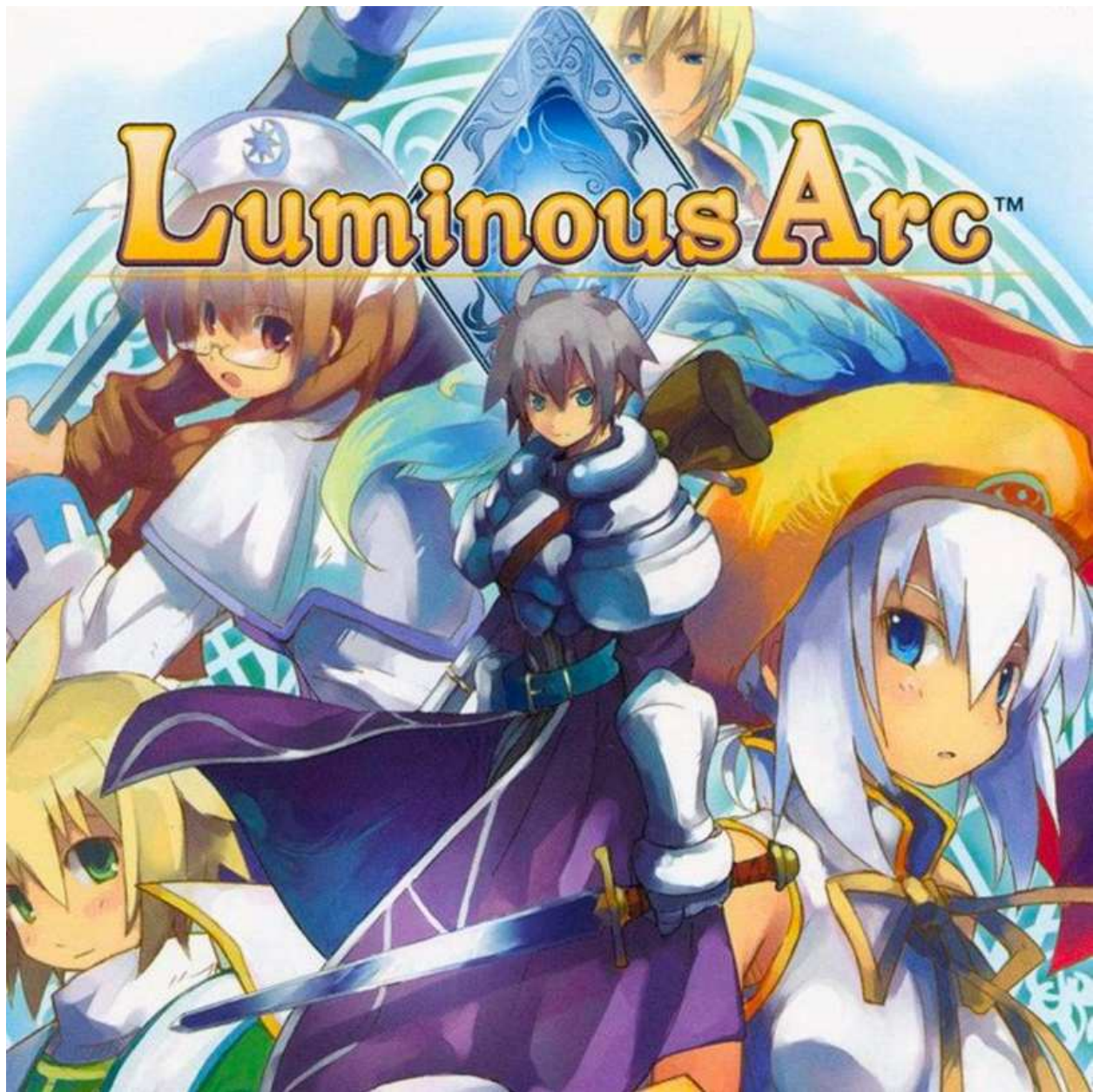




Based on the first game in the series
Jump by dragonjek
Version 1.0

One thousand years ago, a great war between the Witches and the dragons brought ruin to the world of Shtraberl in a great calamity known as the Aldheld Disaster. The air grew stale, the earth was rendered barren, the seas raged, and the sun vanished from the skies. It was only by the Advent of the Luminous God, Zehaal, that peace came to the world. He defeated the dragons, sealed away the Witches, and cleansed the world of the destruction they brought upon it, making

it habitable by humans once more. But in return, God was sealed away by the Witches. He imbued the saints with wisdom and power to establish the Church that would manage the world in His name, and because they glowed with His might, they became known as the Luminous Saints, and their religion was the Luminous Church.

But today is a time of unease and conflict. The Witches have returned, and with their coming have brought natural disasters onto land, and have created monsters to terrorize the populace, all in search of the wicked power of the mystical gems known as the Lapistier. Using that power, they hope to prevent the prophesied return of God, and bring ruin to the world once more.

It is a story that is wholeheartedly believed by the Garden Children, a group of young adults gathered by the Church as orphaned children in preparation of the prophesied return of Witches, given the best training and the best education possible to ready them to fight. But in the near future, the Garden Children will venture forth to start their Witch hunt, and in the process will discover that nearly every part of the aforementioned story was a lie.

You receive **+1000 Choice Points** to prepare yourself for your stay in this world. You'll be staying for 10 years, but if the world is destroyed or rendered uninhabitable, the jump will just end early; it isn't a chain fail condition. And remember:

Protect the Light.
Condemn the Dark.

Location

You arrive in this world five years before the start of the game, but where on Shtraberl are you? You may pick any location to begin the jump, or you may roll 1d8 to determine it in exchange for **+100 CP**.

1 – Ever Garden:

Where the story begins, this is the village where the Garden Children were raised and trained in preparation for their service to the Church. It's a peaceful little place, located not far from Carwee on the continent of East Glabber. If you aren't

a drop-in and your age is 13 or below, you may opt to be one a member of the Garden Children yourself; if you have the Witch background, however, you will be required to take the **Amnesia** drawback, although you do still get points for taking it.

2 – Ridget:

The so-called Emerald of the Eastern Continent, this seaside city is a center of commerce and one of the biggest cities around, making it the perfect place to gather information.

3 – San Reise:

The Holy Capital of the Luminous Church, this city is also the focal point of its own small continent. Suited to the religious center of the world, it is remarkable for its grand and spiritual architecture.

4 – Witch Village:

Yes, the Witches apparently just called their town “Witch Village”. It’s hidden away inside the Lethe Forest on West Glabber, where a dragon’s barrier prevents outsiders from gaining entry. Within, the Witches have been slowly repopulating. You arrive inside the village if you yourself are a Witch, or just outside the boundary line of the Lethe Forest if you are not.

5 – Madrasta:

The Town of Scriptures, Madrasta is an important religious location in West Glabber despite not being a full-fledged city. It has one of the most comprehensive libraries in the world, perhaps due to its proximity to the Jeidath Research Center.

6 – Round Table Council:

This is the research laboratory where the Round Table Council, the knowledge-focused branch of the Church, carries out its most secretive research. It is located on the continent of Kursegrad, the land where Zehaal originally arrived on this world, a place rendered incapable of bearing natural life due to the lingering effects of His presence.

7 – Canal:

The Holy Land, this island is also home to a portal to access the heart of the world. Curiously, despite being called the “Holy Land”, people don’t really come here on pilgrimage or visit it much.

8 – Free Choice:

You can arrive anywhere you desire in this world. Perhaps you’d like to arrive at the Eurus Knight’s headquarters? Maybe show up in Adwest? Or would you prefer to take a walk through the Palu Forest?

Background

Who have you been in this world? Each background comes with its own complementary set of memories and connections, according to the life that you would have led in this world up to the point of your insertion. You may optionally choose to take a background but still be a drop-in with no previous experience with this world, but in doing so you forfeit the benefit of these memories.

Luminous Knight:

You are a just and honorable knight of the Church (although the “just” and “honorable” parts are entirely optional, as shown by Sir Andre), fighting the good fight in defense of the defenseless. You have extensive training experience, and have already seen combat against monsters. You are by default a generic knight of the Church, but if you take the right perk options you may optionally be a member of the Zephyroth or Eurus Knights. If you’re a Eurus Knight, you might want to avoid your headquarters in five years’ time...

Priest:

You are a devoted servant of ~~who you believe to be~~ a just and righteous God. You know how to appeal to and interact with your flock, and have experience in tending the wounds of others, even during a combat scenario. You know some of the secret spells of the Church, particularly those that are focused around healing.

Researcher:

You have delved into the research of some topic—perhaps the Witches, perhaps the Lapistier, perhaps Vitae, perhaps the functioning of Rune. It doesn’t matter what your topic of specialty is—the point is that you’re good at finding

information and uncovering secrets. You have skill at crafting objects and working with Rune, such as extracting powers from Vitae and imbuing them into an object.

Shadow Clan:

Oh? You're certainly an aberration. Like Saki, you are a survivor of the Shadow Clan, the village whose secret techniques once protected the Thunder Lapistier. At least, until the clan was attacked by "brigands", who slaughtered everyone present with the exception of a single baby and spirited away the Lapistier. Perhaps you were another child like Saki, too young to remember the tragedy, or perhaps you managed to hide when the massacre began. Regardless, you have mysterious abilities and powers of stealth and infiltration.

Witch:

You are a Witch, a separate (though visually identical) species from humans which was originally created by the planet itself as a protective measure against the great parasite Zehaal. By default you are a Witch who has not yet earned a title, such as Alice and Therese, and thus the planet does not expect you to fight against God like seven "main" Witches are. You are capable of using real magic, unlike the artificial spells created by the Church. You may also take this background as an artificial Witch, such as Steel Witch Iris.

Perks

Perks are discounted by 50% to their background, and discounted 100 CP perks are free.

General Perks

Elemental Attribute (Free, Mandatory):

Everything in this world is composed of some mixture of the elements, with a single element serving as the dominant one that determines an object or person's elemental attribute. These elements are Fire, Water, Nature, Wind, Light, Dark, and Thunder. Depending on your attribute, this will influence which magic or spells will be easiest to use, but will also affect how effective other elements are when applied to you.

Fire:

The element of Fire suffers more damage from Water, but also inflicts more damage to it. They benefit more from positive Light or Nature effects, and affect them more strongly in beneficial ways. Thunder magic is more effective on Fire in both an offensive and supportive role.

Water:

The element of both water itself, as well as ice. Water is more effective against Fire, but also takes more serious wounds from Fire effects. Dark and Wind powers have a stronger supportive effect on Water. Thunder magic is more effective against Water in both offense and support.

Nature:

Focusing on plants, the element of Nature is harmed more by Wind, but also lands more powerful blows against it. Light and Fire are both more effective at healing and supporting Nature, and receive better benefits when supported by Nature in turn. But Thunder effects are simply universally more effective against Nature.

Wind:

Wind attacks do more damage to Nature targets, but such targets will also do more damage to you if Wind is your element. If you support a Dark or Water user, your abilities will be more effective on them, as will theirs in turn if they target you with their help. Again, Thunder is more powerful against the Wind, regardless of whether it is used to help or hinder.

Light:

Using Light against a Dark target will inflict greater harm than on other enemies, but you suffer the same weakness when the Dark targets you. Healing and support abilities are more effective when used on, or when being targeted by, a Fire or Nature ally. Light magic is both stronger in offense and in support when focused on a Thunder target.

Dark:

The power of Dark is super effective when attacking Light... but is equally vulnerable to it in equal measure. In a support role, it is more effective when focusing on Water or Wind, and you receive more healing from such

allies as well. If you attack a Thunder target you will deal more damage, and will also heal them more effectively.

Thunder:

The center-most element, it is more effective in both aiding and harming the elements of Fire, Water, Wind, or Nature. However, both Light and Dark are more effective when used against Thunder

Neutral:

Some people and objects have a roughly equal level of each element within them, and are elementally neutral; they are no more or less effective when targeted or when being targeted in turn, regardless of the element used.

All elements deal less damage to themselves, while also having more effective healing and support when targeting your own element.

There is an eighth element which is superior to all others, having no weaknesses and being more effective when used on any other element. However, the **Dragon** element is only found in dragons themselves, and in those rare Vitae that happen to be aligned to Dragon.

After this jump, you may selectively toggle whether or not your elemental benefits and drawbacks come into play.

Mana Points (Free):

Now, actual magic is only available to Witches (with a few magic abilities reserved for Ryms), and spells are a creation of the Church to artificially replicate the effects of this magic, but that doesn't mean that ordinary people can't use their mana anyways. You have a store of mana points; although by default you can't do anything with it, through perks or just learning how during the course of the jump you may learn techniques that can expend your mana to accomplish miraculous effects. Examples include enhancing the raw power of an attack, making an attack from several yards away and still hitting the enemy, firing a single arrow that damages everyone in an area of effect, or increases the defenses of a group of allies.

Flash Drive (Free this jump, -200 CP to keep):

As you engage in combat, you will find yourself slowly gathering a form of energy known as Flash Points. Once you've collected enough, you will be able to perform a Flash Drive, a special attack that can hit multiple enemies, will deal more damage than even your more powerful attacks or spells, and will inflict some manner of status debuff on the enemy—perhaps lowering their stats, or it could be that you inflict a status such as Blind, Silence, Poison, Confuse, Charm, or Paralyze upon them, chosen when you take this perk. The more you charge up your Flash Drive, the more powerful it will become, and the more different types of attacks you can make with it. You only inflict a single debuff no matter how much you charge; however, if you spend another **-50 CP**, you can select two more debuffs, which will apply only at the 2nd or 3rd tier of charging.

Philia Points (-50 CP):

What in this world could be more precious than friends? As you grow closer to someone, you will find that your friendship with them nourishes both their luck and their fighting ability. Furthermore, it becomes easier for you to fight alongside people you have befriended; even if you haven't done any special training, you'll find that you can coordinate your attacks together seamlessly, and will never interfere in one another when you fight side-by-side.

Rym (-200 CP): [Cannot be taken by Witches]

The dragons were created by the planet to serve as a shield, each bound in fated kinship to a single Witch. They served to protect their Witch from Zehaal... and to protect the world from the backlash of the power the Witches brought to bear. Unfortunately, Zehaal killed almost all of them, and the last dragon disappeared a thousand years ago after raising the barrier that protects Witch Village. But the truth is that the lineage of dragons didn't die off; instead, it transformed into a human form and lived among people, becoming the progenitor of a new line of dragons in human form, known as "Rym".

As a Rym, your Elemental Attribute is automatically set to Dragon. Although you are incapable of returning to your draconic form naturally, having acclimated to the human body over generations, you are able to call upon your draconic power to fill an object with energy for a brief time, making them change form and inflict additional damage; for instance, allowing a rifle to emit an energy beam.

Rym Guardian (-200 CP): [Requires **Rym** perk]

You've been subject to the Nogila Megila Rune or a similar effect, and had its effects halted partway. You haven't returned to the full form of a dragon, but you are now capable of partially transforming yourself into a more draconic form. This won't help you grow new limbs, but you can transform your existing body to take on a draconic aspect, such as growing scaled, poisonous dragon claws from your hands. When your body shifts to be more draconic, you become stronger and tougher, much more so than a human being, but it is exhausting to maintain.

Rym Hero (-300 CP): [Requires **Rym** perk and **Fated Kinship** companion]
Having bonded with a Witch, you have become a fully-realized Rym. While you still can't assume the form of a dragon, you are capable of using the more powerful magical abilities that dragons possess. You can release a powerful burst of curative energies, or you can envelop an ally in a barrier that completely protects against all physical *or* all magical damage, which lasts until it has blocked 3 separate attacks. These effects are pretty heavy drains to your mana points, but that's nothing compared to the pinnacle of a Rym's power, the magic known as "Eternal Shield". At the cost of completely exhausting all your mana points and almost all your stamina, you can create a supremely powerful barrier capable of enveloping and protecting the entire planet, even from a spell of God-slaying power such as the Spear of Dawn, also known as Over Flash.

Luminous Knight Perks

Protect the Light (-100 CP):

A knight must ever stand in defense of those who cannot protect themselves. You've been properly trained in combat by the church, and have some experience under your belt, too. You know how to wield most common weapons—swords, spears, rifles, bows, etc—to a high degree of proficiency, and know how to best exploit the defenses of armor to turn aside blows that might otherwise take your life.

Beyond these mundane skills, you can also stand as a brilliant light of opposition to your enemy, and your opponents will find themselves drawn to you over your companions. As long as you are closer to an enemy than any ally is, they will target you in favor of harming other people. If you don't feel like risking your life for someone else's, however, you can toggle this effect off.

Condemn the Dark (-200 CP):

Evil is an ever-present threat to the world, and it is your duty to stand before it and be the one to say “no more”. So long as you perceive a being to be evil or malign, you will find your blows landing on that enemy with more force, and the injuries you inflict being inexplicably deeper than would be warranted by the power you actually put behind your attacks. Do note that this is entirely dependent upon you perceiving the enemy as evil; if you befriended someone of the opposition and couldn’t bring yourself to think of them as evil, you wouldn’t be able to condemn them.

Eurus/Zephyroth Knight (-400 CP):

You have been taught the ways of either the Eurus or the Zyphyroth Knights, granting you some of the skill that has allowed these two great organizations to protect the world.

The Eurus Knights of West Glabber are lightly armored warriors, more akin to samurai than the traditional image of a knight. As one who has learned their ways, you will wield a weapon with greater speed and dexterity, and will be capable of dodging blows with greater ease. Furthermore, you have learned how to expend your magical energy to inflict status ailments upon those you strike, allowing you to perform feats such as applying Silence, Charm, or Poison upon your enemies.

The Zephyroth Knights of East Glabber are rather more straightforward. With a focus on large weapons and heavy armor, you increase the effectiveness of any equipment you may be using; this increases durability of weapons and armor, the sharpness of blades, the balance of a sword, the tensile strength of a bow—it’s an overall, all-around improvement to the functioning of the tools you use.

Furthermore, you have learned how to focus your power behind your attacks; whenever you expend energy such as magical power to improve your physical power or strengthen your blows, you receive twice the benefit that you would otherwise gain, allowing your attacks to cleave through the enemy like butter.

If you so desire, you may take this perk twice to receive both benefits.

When Others Are in Peril (-600 CP):

The foremost responsibility of a knight is to protect others. Towards that end, so long as others are depending on you to defend them, all of your abilities skyrocket, allowing you to accomplish feats that would otherwise be impossible for you. Single-handedly defeating powerful enemies, managing spells that are ordinarily too powerful for you, striking with more force than you could naturally muster... all of these and more are possible for you fight for the life of someone else. With this, a Rym might be able to both manifest an Eternal Shield to protect the world, while at the same time guard the caster of the Spear of Dawn from the lethal consequences of using that magic.

Priest Perks

Speak to the Congregation (-100 CP):

The clergy does more than just sit around and pray all day. A priest is the voice of God, and it would not do for God's voice to go unheard. When you speak, people pay attention to your words, and you gain a small upwelling of confidence that allows you to overcome any degree of social anxiety or fear of crowds in order to preach with firm belief... or do any other manner of speech, for that matter. What's more, your words hold the ring of truth; unless someone has a good reason to disbelieve your words, anyone who hears you speak will believe that you tell the truth. This doesn't apply to obvious jokes or sarcasm, so don't worry about it backfiring on you.

First, Do No Harm (-200 CP):

Often, priests take the role of healing and support when combat comes around, but this leaves them vulnerable to attack—everyone knows to take out the healer first. However, you will find that this little piece of logic just doesn't apply to you. As long as you aren't taking any aggressive actions, your enemies will not go out of their way to target or attack you. If you happen to be caught up in an area attack, they aren't going to do anything to avoid hitting you, but you won't be actively targeted.

Healing Spells (-400 CP):

Magic is the exclusive domain of Witches; for humans to use the power of Runes, the Church performed research to create "spells", a method of forming Runes and shaping Rune energy to produce magical effects without actually using magic. You have learned how to use your element as a medium for healing spells, and can mend wounds through your spellwork. This covers more than just fixing injuries,

as you are also able to cure status ailments, such as strength reduction, Charm, Poison, or similar conditions. As you grow more powerful, you will be able to produce area-of-effect healing spells, or even learn how to revive the recently deceased.

If you're a Witch and purchase this perk, you are instead directly using healing magic.

God's Fingerprint (-600 CP):

Despite being a child, Grand Cardinal Johannes was chosen for his position by the previous Grand Cardinal due to how he had been touched by the divine, bearing the very Fingerprint of God Himself. Much like how Johannes was perceived to have God's favor, so do you receive the favor of gods in future settings, and you will find it easy to be given divine blessings and to receive godly favoritism.

Unlike the Grand Cardinal, you have the guarantee that you will not find yourself reduced to host of a parasitic divine being; you are completely immune to all attempts by other entities to possess, assimilate, infect, or parasitize you. If for some reason you WANT to be possessed, you can lower this protection for specific instances if you so desire, although you can always kick them back out again.

All of this comes with an increase to your mystical power, allowing you to cast spells of greater size and potency than you would normally be able to.

Researcher Perks

BING BING BING BING (-100 CP):

At the start of each jump, you can select one demographic. You develop a sixth sense for detecting members of that demographic, and are able to detect them if they are in your presence; for instance, you could select "Witches" in this jump, and would be able to tell if any sort of Witch is nearby. An accompanying irrational obsession is completely optional.

Finding Answers (-200 CP):

It can be hard to research something that's completely outside your realm of experience. How do you discover the true nature of Witches? How do you learn to replicate magic via spells if you don't have any Witches to study? Fortunately, you have any easy workaround. Regardless of what it is you want to study, you will

always be able to find information on the topic. It may require deep-diving into libraries across two continents, but the information you're looking for is out there *somewhere*. You might need to perform experiments, but you will always have an understanding of what sort of experiments you'll need to perform to find the answers you need.

Vitae Imbuement (-400 CP):

Perhaps you figured it out yourself, or perhaps you learned at the feet of the Great Sage Payan-Payan, but you have learned how to imbue Rune energy into stones known as Vitae, and combine the Vitae with an item to improve the object. Throughout this world, and others in the future, you will periodically come across Vitae bearing Runes, each of which represents a single word. Through a short ritual (with some expensive components, the specifics of which will change to suit the resources of each jump) you will be able to identify the meaning of the Vitae. This will allow you to fuse the Vitae into an object. This can give the object an elemental alignment, but more importantly, will infuse the item with power correlating to the meaning of the Vitae. This can improve the functioning of the object, or allow it to grant special benefits to its wielder, such as making them more evasive, more resistant to damage, or curing a degenerative curse or transformation. A given object can handle being fused with only 2 Vitae, and any such fusion is permanent unless you possess some out-of-context means of reversing it.

Steel Witch Engineer (-600 CP):

Were you a member of the Steel Witch project, or did you just steal their research notes? Regardless, you have learned from the Church's successes. To begin with, you are a deft hand at the creation and installation of magitech cybernetics, to the point that it would be easy for you to take a human subject and make them become more machine than man, with a host of different functionalities. Secondly, you know how to make your machines harness esoteric energies; in this world, this would allow you to perform deeds such as making a machine that is capable of using genuine magic, so long as you had a magical energy source such as a Lapistier to fuel it, but in future worlds you might accomplish acts such as making a robot that could cultivate, harness the power of an eldritch horror to fuel a super suit, or build cybernetics that would allow a normal person to use psychic powers.

Shadow Clan Perks

Disappear Into the Night (-100 CP):

The Shadow Clan were renowned as a clan of shinobi and kunoichi, fiercely devoted to the protection of the Thunder Lapisier to which they had been entrusted to ensure that no malign hands could use it for their own ends. While they ultimately failed in their task, it was only because they were bested by overwhelming force that they lacked the numbers to counteract, not due to weakness on their own part.

You are well-trained in the arts of the Shadow Clan, be that from experiencing their teaching firsthand or from instruction manuals the Church managed to salvage after the clan's slaughter. You are a skilled combatant in a variety of exotic weapons, ranging from kunai and shuriken to fare such as the kusarigama and tekagi-shuko. Beyond this, however, you also excel in stealth, and given but a moment of time, you can hide yourself so well that only an expert would notice that you had been there in the first place. You are also astonishingly quick at emerging from hiding, letting you reappear so fast that no one would be able to tell where you were hidden in the first place, letting you keep your hiding places secret.

Flawless Intel (-200 CP):

You are highly skilled at putting together networks of informants. More than just an organizer, however, you are also a top-class intelligence gatherer yourself, and with only a day to immerse yourself into a given society, you'll have an easy time finding all the latest gossip, the biggest news, and can pick out even the most insignificant of rumors. What's more, you have a sixth sense that tells you when the information you come across is false, ensuring that your prized intel is of the absolute highest quality.

Chi Manipulation (-400 CP):

The Shadow Clan had a number of secretive techniques they refused to share with outsiders, but one technique that did manage to spread was their usage of chi. Although chi was not itself magic, through the use of chi the Shadow Clan was able to enhance their physique, attack at a distance, move at lightning speed, and even invoke elemental effects without needing to use the spells created by the Church. Although not yet a master of chi, you have a firm grasp of its principles

and a small handful of abilities based upon it, primarily used for the purpose of offense or of enhancing your own body.

Lingering Grudges (-600 CP):

When the Shadow Clan was slaughtered and the Lapistier they defended stolen, their enduring grievances and resentment gathered, lashing out at those who approached and coalescing into undead bodies to take vengeance on the living. You have learned how to harness the malice of the deceased, letting you summon forth undead servants to fight for you. The effectiveness of this perk is heavily reliant on the resentment that has inundated the area; a place where people have died peacefully will not work as well as a place where people were massacred.

However, getting servants isn't the only use for this perk. By engaging in combat with the undead yourself, you can disperse the malign intent of the dead, bringing them some measure of peace and possibly allowing them to properly pass on.

Witch Perks

Fundamentals of Elementalism (-100 CP):

This is the basics of combat magic—the ability to summon forth offensive bursts of your chosen element to target an enemy. This attack is full of magical energy; as such, even Light and Dark magic can be used to harm. The first purchase of Fundamentals of Elementalism automatically aligns with what you chose for **Elemental Attribute**, but if you chose the Neutral element or this is your second or later purchase, you may freely choose which element you can use. To start out you are only able to affect a single target, but as you grow in power you will be able to use different magics of that element to affect a larger and larger area.

If you aren't a Witch, this teaches you the relevant combat spells, but does not otherwise enable you to use magic.

Guardian of the Planet (-200 CP):

As creations of the world itself, Witches serve as a sort of immune system against that which would threaten the planet. You find that your combat ability is greatly boosted against that which is “unnatural” to the world you're on, or that otherwise cause harm to the planet; undead, aliens, eldritch horrors, prolific polluters, despoilers of nature... against any and all of these, you'll find your blows

land more strongly, and your magics grow in power out of proportion to the energy you actually put into them.

Buff/Debuff Magic (-400 CP):

Utilizing the elements isn't the only use for magic. You have learned how to augment the abilities of your allies, and how to tear down the strengths of your enemies. This isn't an across-the-board adjustment, however; each time you use this magic, you must choose one "stat" to strengthen or weaken, and you can produce a burst of magical energy that aids or hinders those within it.

If you take this as any other background, then you simply know spells that accomplish similar effects.

The Magic of Rune (-600 CP): [Exclusive to Witches]

Rune is the energy of the planet, and only Witches are able to use it to its fullest extent. Outside of elemental magic and buffing/debuffing, magic is performed by creating and combining Runes, mixing two of them together to create a mystical effect based on their meaning. Known feats include creating barriers, undoing transformations in order to revert people to their true form, teleportation, summoning Kopins (which are elemental creatures created by the planet, not a type of monster), altering memories, and inducing status effects such as Poison or Charm.

Items

You receive one discount of each price tier, reducing the cost of the item by 50%. 50 CP items that are discounted are instead free. If any items are lost or destroyed, they are replaced after a week, with any upgrades you may have made to the item remaining intact. At your discretion, you may import a similar item into your purchase here, providing it as an alt-form to the object and combining their powers.

Loads of Rico (-50 CP):

You have a whole lot of money, totaling in at 100,000 Rico.

Signature Outfit (-50 CP):

Don't mean to be rude, but if you come here with a regular outfit, you're going to be pretty plain when you stand next to the main characters. So here you go! A special outfit styled to fit your tastes, perfectly tailed to suit you. It's just an ordinary set of clothing though, even if it looks nice... the only thing special about it is that it is guaranteed to always fit you, and that it can easily stay on your body even if it looks impractical.

Basic Combat Kit (-100 CP):

You get a simple, ordinary instance of a weapon, albeit well-made by a skilled smith. Swords, longsword, bows, crossbows, gauntlets, spears... that said, you can also get more "exotic" options as weapons. Like a giant lily pad, a reinforced book, or a lamp which fires air bullets. Any ranged weapon will come with a quiver, ammo pouch, or what-have-you that will never run dry no matter how much ammunition you use, although it won't create ammo to be used for purposes other than shooting.

In addition to your weapon, you may take a decent set of armor or combat-reinforced clothing, along with protective headgear. You also get two accessories giving you a small bonus to different statistics. You also receive 5 health-restoring VitaMints and 5 mana-restoring MagiMints, which refill on a weekly basis.

Moonlight Grass (-100 CP):

A special type of grass that, when used as part of an herbal remedy, can cure any illness. The only caveat is that the sickness can't be supernatural in origin.

Draconic Geode (-200 CP):

This is a stone that was made deep in the planet, and has soaked up enormous amounts of magical energy—almost as much mana as a full-fledged dragon would produce. It's essentially a powerful magical battery, one that will refill with power every year. It is extraordinarily effective for enhancing objects.

Flying Carpet (-200 CP):

What more is there to say that the name doesn't give away? It's a flying carpet that's just barely big enough for two people. It moves about as fast as a person can run, and makes for a stable enough surface that you can fight on top of it.

Gaggle of Kopin (-200 CP):

You've got a bunch of Kopin of your own—a batch of six, which match your element; if you are Neutral or Dragon element, then you can choose what element they are freely. Kopin are fairly weak, plant-like elemental creatures made by the planet to serve Witches, but these are custom-made for you. They are able to cast moderately-powerful magic of their element, but are rather weak in a fight.

Multi-Purpose Rifle (-300 CP):

This sleek-looking rifle is very special; it doesn't use normal ammunition, instead directly converting your mana points into bullets. What's more, it is capable of using a wide variety of ammunition rather than simple rifle bullets; with just a bit of focus, you can make shotgun shells, exploding flechette rounds, or heavy-duty magnum rounds. In future worlds, when you might discover more varied or advanced forms of ammunition, you will be able to summon those as well, although the more damaging the rounds fired, the more mana points it will consume.

Supply of Vitae (-300 CP):

You have a box. In this box you will periodically find special crystals filled with Rune, known as Vitae. Each Vitae holds the power of a different Rune, and with the right know-how you can use Vitae to imbue power related to that Rune into an object. You'll get at least one random Vitae a week, but sometimes you'll get as many as eight. Each Vitae will be aligned to one of the eight elements of this world, or will be Neutral in element.

Chronos Gem (-400 CP):

A special, magically-significant gemstone that was used to cure Theo's "curse", now affixed into an amulet and already imbued with energy. By having someone wear this necklace, it will cure them of any curse or curse-like effect. Furthermore, whoever is wearing the amulet will be able to freely call upon any positive side-effects of any curse that the gemstone has fixed—such as allowing the user to manifest dragon claws if the amulet was used to cure the transformation into a dragon.

Advanced Combat Kit (-400 CP):

You have a very good weapon that you'd expect to find midway through the game, such as Falchion, ManaBld, Stone Bow, Chizuru, Owl Eye, or Maple Rod. This is

combined with a good quality of armor or protective clothing as well as headgear, an accessory that reduces the damage from a specific element by 75%, and an accessory that gives you an immunity against one type of status ailment.

You additionally receive 5 healing ViTonics, 5 mana-refilling MagiSodas, 3 Flash Drive-refilling FP-Fizzies, and 1 status effect-curing Panacea.

Imbued Combat Kit (-600 CP):

You have an excellent weapon that would normally be able to be created only by imbuing an already high-quality weapon with Vitae, such as Earth Fist, Death Book, Yggdra Sword, Midgard, or Corona. This is combined with an equally excellent set of armor and a set of high-end headgear, such as Dark Rex, Swan Suit, or Balbadia.

You additionally receive two end-game accessories, such as the status effect-nullifying Ribbon, the Nature magic-canceling EarthSoul, or the speed-boosting Sleipnir.

To go along with this, you receive 5 healing Vita-Max, 5 mana-restoring Magi-Max, 3 Flash Drive-refilling FP-Max, 3 status effect-curing Panaceas, and a HolyWing that can restore a very recently-deceased ally to life at 50% of their regular health and mana.

Lapistier (-600 CP):

According to the Church, the seven Lapistier feed off of the light of God and pollute the world... but you may have noticed that the Church isn't a terribly reliable source of information. In truth, the core of these crystals come from the stars, and by absorbing the energy of the planet over time they eventually start to glow. These are powerful tools for cleansing and healing the planet, but if misused are capable of dreadful devastation sufficient to destroy an entire town. There is a Lapistier attuned to each of the seven elements, and each one is capable of powerful effects enhancing that element, or can be drawn upon as a potent power source. You may freely select any Lapistier to have as your own, and may pay an undiscounted 100 CP for each additional Lapistier you want to have.

Once you've purchased all 7 Lapistier, then it is possible to draw upon all their powers at once to unleash a massively devastating magic on par with the Spear of

Dawn, also called Over Flash. This spell holds enough power to kill a God, kill the user, and devastate the entire planet, all at once. Due to jumpchain fiat, you will be able to use this magic even if you aren't the Dawn Witch.

Do note that these aren't the actual Lapistier that can be found in this world, but are instead copies created from the power of your chain.

Companions

The Jumper Knights (-50 CP):

You may import an existing companion into this jump, or create an entirely new one from scratch. Regardless of which you decide, the companion receives a free origin of your choice and gets 600 CP to spend on perks and items. If you want more companions, you may purchase them, but if you want a set of 8 you only need to spend **200 CP**.

Alfred, a Student of Spells (-50 CP):

Alfred was a long-time servant of the Church, and a devoted researcher of spells. His successes caught the attention of the higher-ups, and eventually he found himself transferred to the Round Table Council. He was... unprepared for what he found there. The ruthlessness and cruelties that hid behind the Church's public façade horrified him, and when he dug deeper—finding out the truth behind the Church's acquisition of the Thunder Lapistier, and the work they had done on subjects of the Steel Witch project—he could take no more. Alfred fled, and has been on the run for the past 3 years, careful to never stay too long in one place and to avoid large cities where he might be recognized. Had he stayed longer, he might have learned enough secrets to completely lose his faith in God—but as it is, he only believes that the Church has gone astray.

Michelle, a Curious Witch (-50 CP):

The Witch's Village is isolated from the rest of the world, and without venturing out into the nearby settlements there is hardly any way for them to know about how things are going with the rest of the world. Michelle is one of the handful of people who satisfy the Village's need for information, being a Witch who ventures out and lives anonymously among humans. It's... hard, keeping her magic secret, but Michelle loves to see how people live their lives outside of her quiet, forest-shrouded village. She's particularly enamored of city life, and the fast-paced

nature of living in an urban landscape. She periodically sends reports home to keep the rest of the Witches up to date on the condition of the world.

Shuuko, a Shadow Clan Refugee (-50 CP):

When the Shadow Clan was slaughtered, Shuuko was far from home, visiting a relative who wasn't a part of the Clan. When she heard about what happened to the rest of her clan, she grew angry and bitter. When she grew up, she joined with the Eurus Knights, and began a brutal campaign against banditry of all sorts. It was the only sort of vengeance she could take, as the "brigands" who had been responsible for her family's destruction were never found.

Fated Kinship (-100 CP): [Requires either **Rym** perk or Witch origin]

Rym and Witch are oft found tied together in pairs, each one a half to the other. It would be a pity to lose out on that connection just because you weren't originally from this world. You may design a new companion, or import an existing companion into this option; they receive 1000 CP to spend on perks and items, and are either a Witch (if you're a Rym) or are required to purchase the **Rym** perk (if you're a Witch). This companion is an individual of your preferred sex and gender, and should you sleep within a mile of one another, you will find your dreams mingling together as a sign of your destined bond.

Drawbacks

If 1000 isn't enough CP for you, then you can take as many drawbacks here as you feel that you can handle.

Amnesia (+100 CP): [Incompatible with being a drop-in]

In order to ensure that she fit in when she infiltrated the Garden Children, Cecille wiped her own memory of her life as a witch. Now the same has happened to you; you have no recollection of your local life in this world. For an additional **+100 CP**, then you will have also lost memories of your chain, although you will remain the same fundamental person you were before.

Koo Koo! (+100 CP):

You aren't a human or a Witch anymore. Instead, you are a Koosanya—a sentient, manatee-like bipedal creature, and you may or may not be an alien. Although in the Witch Village you'll be accepted much like the Great Sage Payan-Payan and his

student Pollon-Pollon are, outside of that sanctuary you will likely be treated like just another monster. You are slower and clumsier than a human or Witch would be, and with your stubbier arms it will be difficult to hit anything in combat.

Unhealthy Obsession (+100 CP):

You're as obsessed with something to the same degree that Nikolai is a fanatic over Witches, and you fetishize whatever it is to the same extent. You have little interest in anything outside the range of your obsession, while holding an extreme degree of affection towards the target of your adoration.

"Fetal Clowns'? What's that?" (+100 CP):

People simply cannot remember your name, nor the name of any organization you own or are a part of. People hearing your name will mishear it as something stupid and probably embarrassing, and somehow you'll never be able to correct people on what they're supposed to say.

"Protect the Light. Condemn the Dark." (+200 CP):

You have bought fully into the story of the Church, and believe wholeheartedly in the evil of Witches. You will endeavor to destroy them whenever possible, believing it to be the best course of action. It IS possible to learn otherwise, but you will be heavily prejudiced against any attempt to sway your opinion.

Friendly Fire Isn't (+200 CP):

Your allies have an unfortunate tendency to target enemies with area of effect spells when you happen to be right next to said enemies. If you have some sort of protection against being collateral damage or avoiding friendly fire, it will fail to function against this effect.

The Responsible One (+200 CP):

For whatever reason, the people around you will continuously be hot-blooded in behavior and rude towards people in a position of authority over them. Although this doesn't apply to you, you *will* still be held accountable for their actions and behavior, and may be forced to make restitutions on their behalf or accept punishment for the actions of others.

Reeking of Monster Blood (+200 CP):

Monsters are attracted to the smell of spilt monster blood, and killing them can result in more arriving hours later, searching for the scent. And unfortunately, you smell like you bathe in the stuff. Good hygiene can keep humans from smelling you, but the finer senses of monsters are something else entirely. Expect frequent monster attacks

Post-Aldheld Experience (+300 CP):

Instead of having your jump be in the present time, your ten years in this world will occur after the Aldheld Disaster, nearly 1000 years ago. God has been sealed, the Witches are in hiding to recuperate, and humanity is desperately trying to find its footing in a world that has been absolutely devastated by the conflict. Instead of a high fantasy adventure, your time in this world is probably just going to be about your attempts to survive in the hostile environment that the world was reduced to.

“God, please forgive us. We have harmed a small child.” (+300 CP):

For some bizarre reason, you keep getting into fights with children. Perhaps they’re too rambunctious for their own good, or perhaps the Church has started weaponizing pre-teens, but you’re going to get into serious conflicts against kids. Who, let it be noted, will always be far more capable in combat than any child should reasonably be, making fighting them always a challenge even if you aren’t going out of your way to spare their life.

The Wrath of God in All Its Fury (+600 CP):

Zehaal isn’t waking up in 5 years and something-or-other months. No, Zehaal is possessing a host within a week of your arrival. The Witches will be completely unprepared to fight against him, and the world’s two known Rym are currently children. If left alone, Zehaal will devour the heart of the planet and consume the life force of all living things on it. That includes you, so you should probably do something about him.

Finale

So, you’ve lasted ten years here, and the world probably didn’t even end! Congratulations. So, now comes the final choice. Which will you do?

Stay Here

Go Home

Continue Jumping

Notes

Confused by how I use the word “Rune”? Not surprising. The game is remarkably inconsistent with the term. It ranges from being described as a source of energy, to physical objects, to just plain old (magic) runes. Generally speaking, assume any reference to “Rune” or “Runes” in this jump is incompatible with abilities based on a more typical interpretation of what a rune is supposed to be.

I haven’t played Luminous Arc 2 or 3, so if someone else wants to make a jump for those games, feel free to go ahead.

Changelog:

- Version 1.0
 - Spelling and grammar corrections
 - Edited some lines to make the Church’s slaughter of the Shadow Clan less overbearing
 - Water is no longer strong against itself, and is properly strong against Fire.
- Version 0.5
 - Created Jump