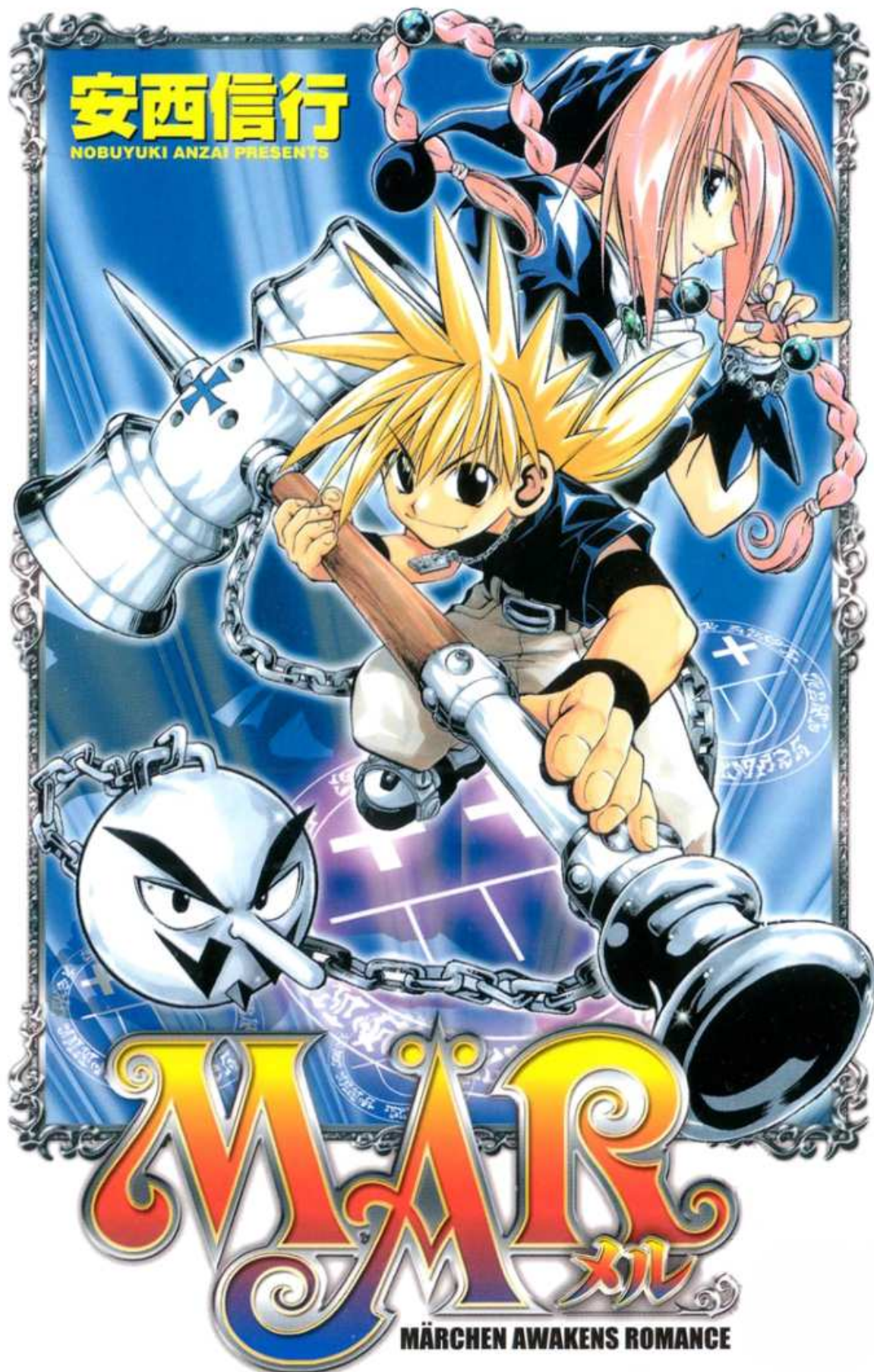


安西信行

NOBUYUKI ANZAI PRESENTS



Chapter 1 – A Faraway Land



ONCE UPON A TIME, there was a land called Märheaven. This land was one of wonders. Where brave knights protected princesses against monsters and villains. Where dragons roam the skies and mermaids frolic through the sea. The magical tools of this land were called ÄRMs, miracles of metallurgy crafted by enigmatic sorcerers from the far-off kingdom of Kaldia. These mystical tools serve as the power of all major factions. Such as the tight-knit found family of thieves: Liberia, or Märheaven protectors and the citizenry's light of hope: the Cross-Guard.

However, wherever there is light, there is darkness. From the shadows, a new faction arose. Gathered from the evil and the desperate, the Chess Pieces formed an army the likes of which Märheaven had never seen, seeking no less than complete subjugation or annihilation of Märheaven. They conquered Märheaven with hardly any effort. Though the Cross-Guard was created to oppose the Chess, they barely slowed them down. However, the Guard had a trump card. With a Dimension ÄRM called the Monban Piero, they summoned a hero from a small island called Japan, from a distant world called Earth. This hero ultimately sacrificed their life to defeat the Chess Pieces.

Six years have passed, and in response to signs of activity from remaining Chess Pieces, a young member of the Cross-Guard, an exceptionally strong boy names Alvis, took preventative measures, by using the Monban Piero to summon the hero's son, to protect Märheaven once more. The young 14-year old boy is named Ginta. Though passing through that gate has given him new strength, vigor, and potential beyond the norm of this world, he has a long way to go to fill his father's shoes. Luckily, it won't be long before he makes many strong allies. Such as the enigmatic sorcerer Dorothy, who soon leads him to forming a bond with Babbo, the former ÄRM of the Chess Pieces' commander: Phantom. Unbeknownst to them, awakening Babbo released the seal preventing his former master from reviving once more, and soon Ginta will be tasked with gaining the strength he needs to destroy the Chess Pieces once and for all. Should the King and Queen of the Chess Pieces have their way, not only will Märheaven be doomed, but so will the Earth.

To assist you in these lands, take 1000 choice points and 1000 magic points.



Chapter 2 – Who Are You?

Origins



~ Origins receive additional mp equal to their cost in cp ~

HERO – A hero is defined not by one's rank or position, but their character, their actions, or perhaps some inborn characteristic. Whatever the case, you enter this world without an objective or responsibilities. Perhaps you don't even have a history in this world, simply appearing out of nowhere to birth your very own legend. You start up in a peaceful forest clearing. – **FREE**

PEASANT – You don't ask for much, just that you and your loved ones be allowed to live in peace. The revival of the Chess Pieces have made even this meager wish seem far away. Perhaps you're but a humble farmer, or if you prefer a more proactive role, maybe you've fallen in with the thieves guild Luberia. You start either on remote farmland, a small village, or Luberia HQ. – **FREE**

GUARDIAN – You decided at a young age that you'd devote yourself to protecting others. Whether you're a soldier defending a city, a member of the Cross-Guard responsible for defending the entirety of Märheaven, or the bodyguard of a specific individual. Your training and reputation is head and shoulders above any regular citizen. You start in either a barrack or castle. – **100cp**

NOBLE – Born with a silver spoon in your mouth. Whether your fortune has given birth to an endless greed or an altruistic drive to help others, depends on you. Should the Chess Pieces have their way, or you get personally involved in the War Games, you may have to part with your wealth and comfort. You start in a castle, which may or may not have been abandoned long ago. – **100cp**

CHESS PIECE – There are countless reasons people side with a group as extreme as the Chess Pieces. Greed, loyalty, philosophy, revenge, or simply desperation. Whatever your reason, you've fallen in with the Chess. You may not have much dignity or discipline, but all members of the Chess have above-average talent for using ÄRMs. You start in a secluded hideout. – **150cp**

SORCERER– A current or former resident of Kaldia. You find yourself outside of your island's protection, whether as banishment, or on a special mission. Your magic power dwarfs most beings from outside Kaldia. To encourage this power to be used responsibly, it is the law of Kaldia that the punishment for any crime be dealt by the family of the offender, and the shame of leaving a crime unpunished can haunt a family for generations. You start near an ancient ruin. – **200cp**

Species



~ Pay 50cp to freely chose age & gender within the range of your species ~

FAIRY - A small humanoid species. You're no bigger than a doll, and aren't particularly dangerous, but you can fly with the butterfly-like wings sprouting from your back. If you'd like, you may be some other fairy-adjacent species like imps or pixies, but this comes with no additional advantage. Can change gender to female for free or remain unchanged, Age is $1d8+4$. - **+100cp**

PO TRIBE - A weak tribe that has existed for as long as Märheaven itself. All members have large eyes, pointed ears, horns, a tail, and other lizard-like traits. Males only come up to the waist of an adult human, but females tend to be much larger and have more monstrous features, which are seen as signs of beauty by the tribe's standards. Can choose age and gender freely. - **+50cp**

HUMAN - The most prominent species in Märheaven by far. Humans have no special abilities exclusive to them, but how few of Märheaven's greatest champions and villains have been non-humans should tell of this species' potential. Gender is unchanged Age is $1d8+12$. - **FREE**

BEASTMAN - A rare species with traits of both humans and some animal like a cat or fish. The ratio of human to animal is up to your discretion, ranging from an angler fish in a vague human shape to a mostly regular human with cat ears. This doesn't come with any major advantage or disadvantage over humans, except perhaps against those with an allergy to your animal half. Gender is unchanged, age is $1d8+12$. - **FREE**

WEREBEAST - An adjacent species to beastmen. Your beast parts are more dominant and provide clear advantages. Like a werewolf with a powerful body and razor-sharp claws, or an aquatic being that can breathe water or air and swim like a bullet, etc. Gender is unchanged, age is $1d8+12$. - **100cp**





DRAGON – Master of the skies, and bane of princesses; you... don't quite live up to that reputation. Make no mistake, you tower over houses and your raw might can triumph over most natural animals and humans, but against powerful ÄRM users or the Chess Pieces, you're just a big flying lizard. Gender is unchanged, age is anything between 10-100 years. – 150cp

ÄRM – An ÄRM given intelligence through unknown means. Perhaps an animated puppet, or a special case like the legendary Babbo. Not to be confused with a Guardian, you are free to exist without a partner, but require one to bring out 100% of your power. You may choose to integrate any ÄRMs you buy directly into your body. You receive an extra 100mp. You may choose apparent age and gender freely. – 200cp

OTHERWORLDER – You were transported to Märheaven from another world, perhaps Earth. Entering this world has greatly enhanced your physical abilities, partly as a result of lower gravity and increased ambient magic. You can fall much farther without getting hurt. Your strength, senses, and stamina are superhuman by the standards of most humans, but there are still those who stand above you, and it will take merciless training to catch up. You start with no sixth sense and no magic power, but you have the potential to rapidly grow both with the proper training. Taking this allows you to alter any origin into a drop-in. Gender is unchanged, age is 1d8+12, – 300cp

MASTERPIECE – The results of Unwetter's experiments with Fake ÄRMs, a living being fused with a Fake. You may change between a humanoid form covered in spherical magic stones or a beast with the power to toy with some of Märheaven's greatest heroes. What's more, you are connected to Unwetter's functionally infinite supply of life energy, meaning you will never run out of energy and can regenerate as long as there is life energy to spare. If your connection to Unwetter is severed, it will be restored post-jump. You will be granted an ÄRM that will allow you to designate a new source of life energy, or for an extra 200mp, the ÄRM will simply provide a supply equal to several towns. You receive an extra 100mp, and may choose to directly customize your body with the ÄRMs section. Gender is unchanged, you may choose age freely. – 300cp / 500cp

ANCIENT SPECIES – One of the last members of an ancient species. Perhaps a mermaid, or an ancient dragon, or a giant, etc. You don't necessarily look old or even strong, due to your natural transforming ability. Your magic power fundamentally differs from modern ÄRM users, thus allowing you to directly create phenomena without the use of an ÄRM. From short-range teleporting to freezing an entire island. Gender is unchanged, age is 1000 years or older. – 500cp



Chapter 3 - Show Your Might

General Perks



~ Guardians, Nobles, and Chess Pieces receive a discount on any one 200cp perk here. ~



Peerage - The Chess Pieces follow a strict hierarchy. While the exact ranks listed are specific to them, they're prone to use that as their metric for an opponent's rank. This correlates both to the member's rank, as well as their ability to control ÄRMs. If you aren't part of the Chess, this correlates to the closest rank in your respective organization, or if you aren't part of an organization, it only affects your ability to utilize ÄRMs. - **VARIES**

- ❖ **Pawn** - You are effectively a nobody. A regular civilian with below-average aptitude for ÄRMs and no reputation to speak of. - +100cp
- ❖ **Rook** - Somebody who matters. You aren't a hero or anything, but you're well liked. You can wield stronger ÄRMs than the average civilian - Free
- ❖ **Bishop** - A big shot, maybe a general or a low-ranking noble. You can wield dozens of ÄRMs, many of which may be extremely powerful - 100cp
- ❖ **Knight** - A legend in your own right. Maybe you're a war hero with many exploits, or a high-ranking noble. You can wield dozens of powerful ÄRMs at peak efficiency. - 200cp



MYTH & LEGEND - Märheaven is a land of fantasy in more ways than one. Pick a well-known fairy tale or legend. You may take this to reskin your various abilities and artifacts to emulate that story. This doesn't impact the power of the abilities, merely the aesthetics. Can be bought multiple times for different characters, that you can cycle through - **50cp**

MAGIC POWER – The energy that fuels all ÄRMs is called magic power. By taking this, you have more than double the magic power of an average soldier. This means you can use twice as many ÄRMs, or use them for twice as long. They'll even be a bit stronger. Every purchase after the first will grant an additional 100mp for ÄRM customization – **200cp** – *First free Sorcerer*

SIXTH SENSE – Those who reach a profound level of synchronization with their ÄRM can unlock their sixth sense. This allows them to follow attacks they cannot see, sense a target's weak points, and maximize the impact of attacks. Your sixth sense is far more honed than the average ÄRM user, which also has the effect of synchronizing with an ÄRM far easier for you – **200cp**

ELEMENTAL INCLINATION – Many ÄRM users come to specialize in a specific focus or element. This could be ice, blood, darkness, fire, earth, plants, etc. Whatever your specialty is, you have a strong affinity with it that lets you milk out far more power from any powers or artifacts utilizing it, in addition to greatly enhancing your resistance to that element, to the point that an electricity user could easily survive consecutive lightning bolts.– **200cp**

ÄRM ARMORY – Perhaps you aren't satisfied with the ÄRMs you can make from your stipend. This allows you to convert cp into mp at a rate of 1:1, but not the reverse. – **100cp:100mp**



Hero Perks



~ One 100cp perk Free and all others 50% off for Heroes ~

THE ORDINARY WORLD - You know what they say, if you can't beat 'em, cheat like a madman. When up against opponents with skills or supernatural powers beyond your own, fighting dirty can go a long way in closing the gap. Throw dirt, aim for the eyes, play dead. The sheer lack of shame will take any intelligent opponent at least slightly aback. This may give you the chance to turn the tables. Of course, that's as long as you have the element of surprise. - **100cp** - *Discount Hero*

THE SPECIAL WORLD - Your right brain is exceptionally developed. No matter how old you get, your imagination and sense of childlike wonder remains vibrant. You can find creative solutions to problems, and will likely find success in creative pursuits. With imagination comes intuition, and you have an easier time understanding strange abilities, both your own and that of your enemy, and finding equally strange ways to escape the situation. - **100cp** - *Discount Hero*



VIRGIN EARS - Like how a fairytale princess can charm animals with song, you have a limited ability to understand less intelligent creatures. You'll pick up the idle gossip of the crows, the whispers of deer, you may even find some particularly talkative rocks and trees. In most cases you can't talk back to them, and they're rarely as intelligent as a human, or hold a grasp of human society, but it may give you the early warning you need to avert catastrophe. - **200cp** - *Discount Hero*

GIFT OF THE GODDESS - What's a hero without his charisma? There's something about you that people find charming. Rudeness is seen as endearing, immaturity as inspiring. Your sincerity in your ideals can potentially convince others to fight for you, or convince them to not fight. This naturally applies to romantic pursuits, as simply being true to yourself will have many members of your preferred gender falling all over you before you or they even realize. - **200cp** - *Discount Hero*



HAPPILY EVER AFTER – In situations where even victory can't guarantee everything will be alright, continuing to fight in spite of that without losing your way drastically raises the odds of a miracle granting an unambiguously happy end when no possibility existed prior. Your loved one will come back to life, a cure will be found for the plague, the new king will root out all corruption, etc. A miracle is never guaranteed, but the odds are quite high. – **400cp** – *Discount Hero*

DEATH & REBIRTH – It's not until we taste death that we know how to live. Surviving a severe injury can break the seal on any latent potential within you. Whether it be dormant power, a bottleneck in your training, or an epiphany needed to reach new heights. Whatever form this takes, if it's within you, surviving such an injury will let it all out. The more severe the injury, the more of the work this will do in achieving your breakthrough. – **400cp** – *Discount Hero*

BANISH THE DARKNESS – Who says your fists aren't enough to take down the manifestation of the concept of evil? In general, you're more sensitive to spiritual or intangible beings. For such beings that attempt to attack you, you can unleash a light from your soul that not only hurts them, but can force them to take a tangible form you can fight. This can be a humble ghost or an intelligence born from a concentrated concept like evil. – **600cp** – *Discount Hero*

HERO'S JOURNEY – Ginta and Kai, both young heroes that saved Märheaven, both of which stumbled upon Babbo, the most powerful ÄRM ever made, within minutes of starting their journey. You bear an equivalent degree of fortune with sometimes literally tripping over legendary artifacts, locations, and powers over the course of your journey. This luck extends to bumbling through any tests meant to bar the unworthy from these artifacts. – **600cp** – *Discount Hero*

Peasant Perks



~ One 100cp perk Free and all others 50% off for Peasants ~

MASTER OF NONE – Being a supporting character has its perks. For one, enemies have a tendency to underestimate you to an absurd extent. Unless they're the type to give their all against any opponent, or you've clearly demonstrated overwhelming power, they're likely to not take their fight with you seriously, and write off your past victories as flukes. On top of that, you're skilled in suppressing external signs of power, physical or magical, to an extent. – 100cp – *Discount Peasant*

SILVER TONGUE – Those at the bottom of the totem pole don't have the luxury of being picky. Sometimes you have to get your hands dirty to get by. You have a sly tongue that always seems to know just what to say to flatter or instigate suckers. This won't work on anyone too clever, but luckily you also have a good eye for finding those who are abnormally naïve, or prone to keeping their guard down. Now you just need a foot in the door. – 100cp – *Discount Peasant*

ARTIFICER – It's amazing how integral ÄRMs are to society considering how few people can make the things. Still, someone has to keep these in top condition. You have a special talent for repairing magical artifacts. Even if you have no idea how they work, as long as you have the bare minimum tools and materials, you'll never have to worry about breaking the underlying mechanism. You'll never be short on customers 'round here. – 200cp – *Discount Peasant*

HONOR AMONG THIEVES – A professional thief needs to have little skill. You've got hands like a ghost, able to sneak around without being heard and steal a ring off a guard's finger. On top of that, wherever you go, you'll find a sense of comradery among other petty criminals. Form a relationship and not only will they call you a friend, but they'll mark you and your allies off-limits. With enough charisma, you can bring them all under one banner. – 200cp – *Discount Peasant*



JACK AND THE BEANSTALK - Your botanical skills have reached a level that it's hard to say how much magic is actually involved. In addition to extensive herbological knowledge, you know how to mix a special blend of herbs that can cause crops to reach full maturity in seconds. You can even use this to selectively breed plants with special properties, like vines that wrap around targets, giant carnivorous plants, or simply new kinds of medicine. - **400cp** - *Discount Peasant*

ACE OF SPADES - There must be somebody you look up to. A parent, a childhood hero, a teacher, etc. Keeping them in your heart will give you a goal to aim for. Your training up to their level will be more efficient. You'll likely find success in the same areas they did. Once you finally catch up, you'll be more likely to be able to succeed where they failed, solve the problems they couldn't, beat the enemies that toppled your hero, etc. - **400cp** - *Discount Peasant*

JACK OF ALL TRADES - When you are given an opportunity for greatness, you best take it, as this good fortune has a way to snowball. At first you're just traveling with a strange foreigner, the next thing you're meeting royalty, getting trained by legendary warriors, playing a part in saving the world, and getting a cute wife in the process. Every opportunity that passes you by will cost you some of this momentum until you can build it back up. - **600cp** - *Discount Peasant*

BALANCED SCALES - Whether as a strange mutation, or the result of eating a magic artifact, the inside of your body is a total anti-magic zone. A flaming sword will be extinguished when it breaches your skin, a magic bomb will become a dud in your stomach, etc. You can also accompany this with a healing effect on any living beings inside you. or assign a small judge who can safely live inside you to decide what is and isn't affected. - **600cp** - *Discount Peasant*



Guardian Perks



~ One 100cp perk Free and all others 50% off for Guardians ~



SHARP AS A KNIFE - Only a total moron thinks they're beyond improvement. You have an exceptional sense of self-awareness. In any battle, you're constantly analyzing yourself, seeing where you could improve, and when you know you can't win, you're the first to know, and you've already devised a training method to cover for this weakness. You can extend this analysis to others, letting you see where they fall short, be they friend or foe. - 100cp - *Discount Guardian*

QUICK AS AN ARROW - Any noteworthy battle calls for some degree of improvisation. When everything is a mess, you're quick on your feet, making split-second decisions in high-stress situations. As a giant serpent flings you into the air, you impulsively summon a Guardian in their mouth. As you're dodging a flurry of attacks, you realize your opponent's poor footing. With moments of breath, you'll realize the sunken castle may have trapped air, etc.- 100cp - *Discount Guardian*

PRINCE CHARMING - You are quite the looker. The type to have devoted fanclubs. However, there's something about you that magnifies an opponent's insecurities. An enemy considered ugly may go into a blind rage upon seeing you, voiding any strategic skill or technique they might have held. This won't manifest as extremely unless you lean into their insecurities to taunt them, something you are very capable at. - 200cp - *Discount Guardian*

WISEMAN - There comes a time where one must usher in the next generation of heroes. To accomplish that, you've become an excellent teacher. You can divide your attention to rapidly train a large group into a fine-oiled machine. Alternatively, you can focus all your attention on 1-5 people, you can push them to develop skills at blinding speeds. Picking up techniques in weeks that take most others months, and only growing from there. - 200cp - *Discount Guardian*



SHINING ARMOR – You are not just a sword, but a wall that stands against evil. By grounding yourself, you can stay standing for days without food, water, or rest, or take a full-force beating without moving a muscle. Furthermore, when standing immobile, you can exhibit magical power, efficiency, and stamina well above your norm. Such as maintaining the effect of several powerful ÄRMs for a full week, while under attack. – **400cp** – *Discount Guardian*

HOLY SWORD – The dark lord that can only be slain by the hero's sword, the curse that can only be lifted by a magic key, the warrior that can only be wounded on their ankle, etc. When up against a threat that can only be stopped with one hyper-specific weakness, understanding and possession of this weakness has a way of falling into your lap with shocking ease. The more esoteric or specific the weakness, the more pronounced this effect is. – **400cp** – *Discount Guardian*

FATED ENEMY – When standing up against a seemingly stronger opponent, your opposition more often than not awakens a curiosity in them. This will start with them simply turning a blind eye to you, but may gradually get more extreme, up to outright giving you “gifts” of weapons, treasures, and abilities to help grow your power and help you stand on their level. It'll be too late by the time they realize they let you grow too big. – **600cp** – *Discount Guardian*

KNIGHT'S DISCIPLINE – You won't always have the luxury of wasting magic power. To save you some effort, you've become an expert in fighting off supernatural effects and artifacts bare-handed. A strike from you can break all but the toughest Weapon ÄRMs, tank a flurry of cuts with your steel-like muscles, overpower weaker Guardians, dodge a fireball or two. You can even learn to simulate sixth sense without the use of an ÄRM. – **600cp** – *Discount Guardian*

Noble Perks



~ One 100cp perk Free and all others 50% off for Nobles ~

SNOW WHITE - There's a brightness in your eyes. A palpable enthusiasm and purity that people just want to trust. Whether this trust is warranted is another story, but for those who only know this side of you, you have a real talent for cheering others up, and even hiding your own pain in the face of loss or trauma. You've also developed a good eye for people who act without malicious intent, but this is hardly infallible. More of a strong hunch that can be misled. - 100cp - *Discount Noble*

NOBLESSE OBLIGE - When the guards aren't around to help, you'll have to be your own protection. You've received extensive combat training. Not on the level of an experienced soldier, but enough to take down the average bandit without much trouble. In addition to hand-to-hand combat, you have training in some other area of war, perhaps swordsmanship or horseback riding. - 100cp - *Discount Noble*



POISON APPLE - How lucky for you that others have a tendency to assume your sincere interest in them, until it's too late. A few kind words, a valuable present is all it takes to drop you to the bottom of the list of suspects. Your friend will be reluctant to consider you don't see them as an equal, up to the point you attack them directly. If you really want to play the mastermind, blowing conflicts out of proportion and playing both sides is a simple matter. - 200cp - *Discount Noble*

SLEEPING BEAUTY - There's another you, one you'll only meet in the land of dreams, who you can barely recall upon waking. When coming across visitors from another universe, they're likely to recognize you, having known their world's version of you in a positive light. You'll occasionally have dreams of this other world, and when awake, you'll have a vague sense of when something is wrong on the other side, but nothing specific. - 200cp - *Discount Noble*

GLASS SLIPPER – Some would say nobility is an inborn trait, as much as it is a title. When you get pushed out of one position, you have little issue achieving an equal or greater position. Are you a banished princess? The widower king of a prosperous kingdom will fall head over heels at first sight. A retired commander? The new government will gladly accept a general of your caliber. A forgotten hero? You'll quickly be able to start your legend anew, etc. – **400cp** – *Discount Noble*

MALEFICENT – “Honeyed words” doesn't do you justice. You have the talent to brainwash people thoroughly with just your words. A few whispers into the ear of an innocent boy could turn them into your raving fanatic and agent of destruction. A few speeches could mold thugs and murderers into an army. However, this is primarily effective at exploiting negative emotions, and not nearly as much on the exceptionally optimistic and willful. – **400cp** – *Discount Noble*

DOCTOR FRANKENSTEIN – An art that would be taboo, if any knew of its existence. You are able to splice living beings with mystical artifacts and creatures, fully merging their abilities, mechanisms, and traits, and even allowing them to switch between a humanoid and more powerful monstrous form at will. You also know how to install nodes into these creations that let them draw an energy of your choosing from a distant source you've prepared. – **600cp** – *Discount Noble*

WHAT BIG TEETH – You are more than a man. You were born from some strong human emotion, which you radiate and influence in others. You will still die if killed, but if provided a proper vessel, such as a specially made ÄRM or an unconscious / recently deceased body, you can transfer to it and take it over as your own. In addition to the abilities of the body you possess, any cp –bough or soul-bound abilities travel with you. – **600cp** – *Discount Noble*



Chess Piece Perks



~ One 100cp perk Free and all others 50% off for Chess Pieces ~

LIGHT AS A FEATHER – How can you hope to rule the world if you can't dodge a punch or two? You are unnaturally agile. Regardless of whether you're a big fatty or a mountain of muscle, you can dodge and weave like a ballerina. This also helps you stay light-footed, to sneak up on unsuspecting civilians. I say civilians, as anyone with a decent amount of battle experience would likely be able to sense you, or your magic power, just fine – **100cp** – *Discount Chess Piece*

THEY LOVE ME NOT – You are what some people would call a sadomasochist. There's something wrong with your brain, that allows you to not only tolerate the giving and receiving of pain, but find pleasure in it. This isn't extreme enough to become an addiction, or to drastically alter your priorities or morals, nor are you immune to extreme torture, but you're far more resistant than the average person. If you're still worried, this can be toggled. – **100cp** – *Discount Chess Piece*

ASHES TO EMBERS – Power has just as much to do with motivation as natural talent. When the flames of hatred or revenge burn in your chest, your growth rate explodes. You'll manage months of training in weeks. A Rook could slay a knight, a farm boy could match a seasoned soldier, an apprentice could challenge their master, etc. The deeper the hatred, the faster your growth, and the better your luck with surviving extreme training methods. – **200cp** – *Discount Chess Piece*



THE DARK LORD – You have quite the charm with people who aren't entirely right in the head. Between murderous egoists, simple-minded brutes, twisted masochists, the more twisted they are, the more they can't help but fall under your banner, whether out of love or fear. Being twisted in your own right only enhances this. Even the relatively sane are likely to find you slightly charming, even if they're put off by you being clearly deranged. – **200cp** – *Discount Chess Piece*

Sorcerer Perks



~ One 100cp perk Free and all others 50% off for Sorcerers ~

SUCCUBUS – You have a fine body and you know how to use it. Not only are you a beauty just when standing around, you’ve learned how to use your words and body language to wrap those attracted to you around your finger. “Accidentally” push them against your chest to see them turn red, use a peck on the cheek to lead them into a dangerous tomb, etc. This doesn’t work on anyone too smart, or who doesn’t find you attractive, obviously. – **100cp** – *Discount Sorcerer*



FAIRY GODMOTHER – You’ve got an eye for people. To be more specific, you have an eye for which of your own weapons, artifacts, and equipment suit someone best. Once you’ve laid eyes on someone, you’ll instantly know which of your magical creations would fit their fighting style, what armor is just the right size for them, what skill they’d have the easiest time learning. This doesn’t give you a full understanding of their abilities, just their general affinity. – **100cp** – *Discount Sorcerer*

ONCE UPON A TIME – Most magic takes the form of ÄRM’s, but there are some exceptions. With just a wave of your hand, you are able to restore someone’s memories, whether stolen, sealed, or just forgotten. Never have to fuss over a moody amnesiac again. Admittedly, this isn’t an instant fix. Each time will dig up some of their buried memories, but extreme cases may take multiple casts and an epiphany or two on their part to make sure you got everything. – **200cp** – *Discount Sorcerer*

HOCUS POCUS – Now you see me, now you don’t! With these skills, one could mistake you for an assassin. Something about how you carry yourself lets you catch people off-guard. You are capable of exceptional acts of speed and dexterity, such as slicing someone meters away in a single breath, silently bringing a knife to a capable warrior’s throat or precisely throwing a knife at someone’s heart while in the middle of a magic tornado. – **200cp** – *Discount Sorcerer*

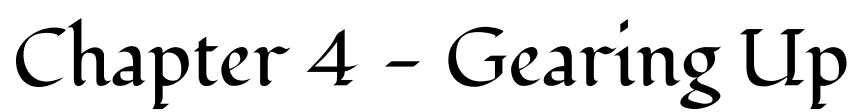
SORCEROUS BLOODLINE – Magic is in your veins, it's what you were born to do. Not only are your own magic reserves immense, but your descendents are also likely to be born with a comparable pool of magic power. This goes a step further. By staying in one place long enough, you can choose to enrich the air with magic, causing those who live there, especially those born there, to develop less but similarly absurd quantities of magic power. – **400cp** – *Discount Sorcerer*

FAIRY IN THE CLOCK – On average, higher quality arms have more complex effects. Whether magical, technical, or simple carpentry, you always manage 1 or 2 more features than should logically fit. Maybe you aren't satisfied with a personality-downloading ÄRM, and want it to change size too. Maybe you'd like your puppet better with dozens of hidden buzzsaws, Maybe you want one too many enchantments on your sword, and so on. – **400cp** – *Discount Sorcerer*

STARRY EYES – You have a talent for analyzing magical systems or creations to either subvert them to your own ends, or erase them completely. Maybe you find a series of life-draining artifacts unsavory. After analysis, you could either develop a counter-spell that will destroy any such artifacts on contact, or you could co-opt the technology to use that life to revive a lost loved one. The more complex the system, the more difficult it is to analyze. – **600cp** – *Discount Sorcerer*

MAGIC METALLURGY – While many can use ÄRMs, you count yourself among the few with the esoteric knowledge needed to craft them. Simple, Holy, Weapon, Darkness, Dimension, Guardian, Nature, Ghost, Unique, you have the base knowledge to craft any type of ÄRM, With that said, it will take extensive trial and error to make anything remotely impressive. Similarly, sourcing the materials in future worlds is your responsibility. – **1000cp** – *Discount Sorcerer*





Items & Allies



~ May discount one 100cp, 200cp, & 300cp item half-off ~

ADVENTURING PARTY – Lucky you. A few of your friends from past worlds also made their way here. Or if you prefer, you can use this option to create a completely new companion native to this world. They receive 600 cp and mp, and can gain more through Curses. Each purchase is 50cp, or you may pay 200cp for a full team of 8 companions. – **50cp/200cp**

LIVING LEGENDS – Seems some of the characters in this story caught your eye. You have two options to make this happen. You may take this as an open slot. You may grant companion status to any you can gain the informed consent of, but this will not assist you much in actually making that happen. Alternatively, you can pick a specific individual. You still need their consent, but they will repeatedly meet you on good terms. Choosing the latter means that no other characters can fill that slot if you fail to get your chosen ally's consent. – **50cp**



STARTING GEAR – You'll be starting your journey with a set of clothes in this world's distinct style, with pointless belts and zippers aplenty. You have a few small snacks and enough money for maybe a week of food and shelter. You may buy this several times, or pay an additional 100cp to restyle as many outfits as you please in the same fashion. – 50cp / 100cp – *First Free*

FACELESS TERROR – The Chess Pieces' iconic dress code. You receive a mask and a piece of jewelry denoting your rank. It's unclear how this mask attaches to your face, as there's no visible string, but it's comfortable enough. As a pawn, this mask is identical to all members of your rank, but otherwise you may receive a custom mask to your specifications. – 50cp – *Free Chess Piece*

TEACHING MATERIALS – It's anyone's guess why you're just carrying this around. In any world you find yourself in, you will find a simplified map showing a very simplified view of the landmass. It won't show you anything more specific than the general terrain, major landmarks, and communities, nor will it show you anything that isn't considered common knowledge for this world, but it's perfect if you suddenly need to catch a foreigner up to speed. – 100cp

TRUTH & LIES – In every good lie is a crumb of truth. You possess two sets of six-sided dice. One is completely fair, truly random and unpredictable. Onlookers intuitively sense this fairness. As long as they are thrown, it's impossible to use them to cheat with them, short of hypnotizing observers. The other set is identical, but can be easily rigged in your favor. Only truly experienced gamblers would be able to tell how exactly you cheated, even if it's obvious you did. – 100cp

KING OF HEARTS – Perfect for those with a flare for the dramatic. You possess a special deck of playing cards. It's the same shape as a regular playing card, but stylized to match your own faction and iconography. Pinning this in a place will leave a clear message that you were there, and likely responsible for whatever happened. You never seem to run out of these cards, and cards you pull can be any type, suit, or number of playing cards you'd like. – 100cp





HERO'S TRIAL - This small treasure chest has a special quality that makes it impossible for any being with magic power to open it without your key. Any unconscious beings you can fit into the chest will be trapped in a state of suspended animation until the chest is opened or destroyed. The last ability of this chest lets you bind a guardian ÄRM to defend against intruders. - 200cp

NATURE'S REMEDY - A special recipe drafted by Jack; one of the lesser-known members of team MÄR. This mixture of medical herbs is not only an effective medicine, but can be used to cause crops and other plantlife to reach full maturity 1000s of times faster, within seconds for most plants. You receive a small satchel full of these herbs. Used herbs are replaced monthly. - 200cp

BOUNTIFUL HARVEST - It's nothing much, but it's home. You are the proud owner of a small farmstead in a relatively secluded spot of land. On it you have a small field full of various vegetables and fruits native to that world. Or if you prefer, you can limit it to vegetables found on Earth or Märheaven. Crops grow abnormally fast, but the overall land is relatively limited. - 200cp

DUNGEONS & DRAGONS - You are the owner of a large castle or building. Perhaps an ancient dungeon, a hidden base, your personal castle, etc. This is staffed by regular humans, whether they be guards, servants, or members of the organization you're running out of there. In any case, they're loyal and don't mind offering what little help they can, even outside of the base., - 300cp

ONWARD TO DISTANT LANDS - Let the land bind you no longer. You are the captain of a large seafaring vessel. It can either be stocked by a mundane human crew, or haunted by a crew of spirits, or perhaps animated by mystical means. In any case, your food and drinking water never appears to run out or spoil, but there are no offensive weapons by default. - 300cp

The Magic Element – ÄRMs are given power through “Magic Stones” a rare mineral found only in Kaldea. Perhaps you’ll find a suitable substitute in future worlds, but why wait? You are in possession of some amount of this rare ore. How much of it depends on how much you spend here. These are primarily meant for the creation of ÄRMs, but perhaps you’ll discover other alternatives for these potent magic catalysts. Each purchase can be taken multiple times. – **VARIES**

- ❖ *Marble* – You receive a single processed Magic Stone with each purchase. Will be replaced if lost or destroyed, but otherwise will not replenish. – 100cp
- ❖ *Crystal Ball* – This Magic Stone has been specially processed by a true master sorcerer. This Stone boasts far more power than the standard, and even without an ÄRM can produce special effects, like mutating a beast that consumes it. – 200cp
- ❖ *Magic Vein* – A large vein of the same ore processed to create Magic Stones. You’ll need to mine and refine them yourself, but if stripped bare, you’ll be able to craft up to 20 Magic Stones. Any extracted ore is replenished at the start of each Jump. – 300cp
- ❖ *Sacred Earth* – Your very own Magic Stone Mine. You could refine over 100 Magic Stones per Jump, assuming you can mine them all in time. Like the prior tier, any harvested ore is replenished at the start of the next Jump. – 1000cp



ÄRM_s



~ You may create as many or as few ÄRM_s as you can afford ~

TYPE – All ÄRM_s can generally be split into 9 types, 8 that involve magic stones. Each purchase represents an additional ÄRM for you to start customizing. You can import an artifact of your own for an additional 50mp, on top of your ÄRM type. – **Varies**

- ❖ *Weapon ÄRM_s* – Small trinkets that transform into weapons. They may have slight mystical abilities or mechanisms, but on average these are the most basic in functionality – 100mp
- ❖ *Ghost ÄRM_s* – Forbidden ÄRM_s that attach to the user's body and transform them into a living weapon. These weapons are often grotesque in nature, hence being taboo – 100mp
- ❖ *Darkness ÄRM_s* – Artifacts that inflict curses on a target. These range from inconvenient to lethal to fates far worse than death. All Darkness ÄRM_s come at a cost to the user, such as unbearable pain, blindness, potential for the curse to rebound, etc. – 150mp
- ❖ *Holy ÄRM_s* – The antithesis to Darkness ÄRM_s. These ÄRM_s revolve around healing wounds, the curing of ailments, as well as the lifting of curses. Luckily, they don't come at any particular risk like Darkness ÄRM_s, beyond often lacking offensive ability. – 150mp
- ❖ *Guardian ÄRM_s* – These ÄRM_s summon a monster or guardian to fight for the owner. They are often powerful, some are even intelligent. The drawback of these ÄRM_s is that the summoner cannot move from where they're standing as long as the ÄRM is active. – 150mp
- ❖ *Nature ÄRM_s* – As the name implies, these ÄRM_s draw out the power of nature. This could mean launching elemental attacks, or enhancing the physical capabilities of the user. "Elements" not only includes things like fire and air, but also blood or shadows. – 150mp
- ❖ *Unique ÄRM_s* – More of a lack of category than a category in itself. Unique is an umbrella term for any ÄRM with effects or properties that don't cleanly fit into any of the other 8 types. This type receives a discount on any two 100mp features below. – 150mp
- ❖ *Dimension ÄRM_s* – Easily some of the most potent ÄRM_s fall under this category. Dimension ÄRM_s can teleport distances, create pocket dimensions, alter the flow of time, view far away places, or otherwise allow one to manipulate space. – 200mp



SIMPLE ÄRMs - The most common but least potent type of ÄRM. Your ÄRM converts into a mundane tool that isn't inherently meant for battle, like a hoe or shovel. If it has any mystical abilities, you'll need to find a magic stone before you can use them. - **+50mp** - *Weapon Only*

CURSED WEAPON - Your ÄRM is abnormally hideous. To make matters worse, you have difficulty removing the ÄRM, it may even be substituting a major limb or sensory organ, such that it may be preferable to leave it active perpetually - **+50mp** - *Ghost Only*

PUZZLE BOX - Your ÄRM isn't what I'd call fool-proof. It provides a clear route for the victim to escape the curse without relying on a Holy ÄRM. Perhaps your target can escape your trap by solving a rubik's cube, or the curse will be nullified if they solve your riddle. The path won't always be easy, but it will be obvious to anyone even slightly clever. - **+100mp** - *Darkness Only*

TEN COMMANDMENTS - The ailments your ÄRM is able to address are far more limited than it would otherwise be, in return for being somewhat more potent. Perhaps it can heal cuts but not burns. Maybe it can only dispel a specific type of curse, like being able to nullify a curse that raises the dead, but not one that inflicts death on the victim. - **+100mp** - *Holy Only*

FORGERY - Turns out your ÄRM is one of Unwetter's Fake ÄRMs. This is otherwise identical to a Guardian ÄRMs, and doesn't even require magic power to use. Instead, it drains your life energy. As long as you pace yourself, there won't be any adverse effects, but extended over a short period will exhaust, weaken, or even potentially kill you. - **+100mp** - *Guardian Only*

HOT & COLD - You synchronized with your ÄRM on such a level that your element's weakness has become your own. An ice user could only last an hour in the desert without fainting, and a light user stuck in a dark cave is liable to have a mental breakdown. This must be something common, even if your element doesn't have any obvious weakness. - **+100mp** - *Nature Only*

SWORD IN THE STONE - Some ÄRMs are more of a pain than others. The process of using your ÄRM is quite involved.. Maybe it summons a giant gingerbread house you need to eat, or it requires you to sustain significant damage first, etc. - **+100mp** - *Unique Only*

KINGDOM OF MICE - Dimension ÄRMs often act on a greater scale to other ÄRMs. Not so much here. Your pocket dimension is a few square feet instead of a few square miles, you can teleport a few blocks rather than across a city, etc. - **+100mp** - *Dimension Only*





PRIDE – Whoever made this ÄRM was certainly confident in its effects. Whatever this ÄRM does, it takes a disproportionately long time between being called and achieving its desired result. Think waiting a minute to call a shovel, an hour to control a single target's mind, or a day to open a city-sized pocket dimension. – +100mp

LUST – You can't help but taunt your opponents, practically begging them to beat you. Your ÄRM has an obvious weak point. Maybe it gains power from a conspicuous tree on your head, or manifests with a giant glowing eyeball. Striking this weak point will greatly weaken or outright destroy the ÄRM. – +100mp

ENVY – No man is an island, and neither is this ÄRM. This ÄRM's effects are such that it's pretty much useless against a target who isn't themselves using an ÄRM or similar artifact. Maybe it copies or counters specific types of ÄRMs. While this will be quite effective in this world, you won't be as lucky against an opponent whose power doesn't come from an ÄRM. – +100mp

SLOTH – The maker of this ÄRM clearly cut a few corners in its construction. Your ÄRM bears a shockingly low durability. You'll need to repair a Weapon ÄRM between almost every battle, and if it's something especially strong like a Dimensional ÄRM, it may break after each use, requiring extensive repairs. The more potent the ÄRM, the more expensive the repairs. – +100mp

WRATH – Wielding and ÄRM doesn't necessarily mean you fully control it. Your ÄRM is particularly uppity and hard to control. Guardian ÄRMs have difficult personalities and low self control, Nature ÄRMs are immensely hard to aim, etc. Not only are they hard to steer in general, but there's a non-trivial chance of the ÄRM going on a rampage if you lose control of it. – +100mp

GREED – How stingy. The maker of this ÄRM neglected to actually provide the proper magic stone. You've been provided a vague lead on how to find or create the magic stone specially programmed for this ÄRM. If taken with Simple ÄRM, you can still use regular magic stones at significantly reduced potency. – +100mp

GLUTTONY – This ÄRM is determined to bleed you dry before it thinks about doing its job. The magic power this ÄRM takes to use is disproportionate to its actual potency. Think of a weak ÄRM that takes as much magic power as an average ÄRM, or an average ÄRM that takes as much as a powerful ÄRM, etc. – +100mp





TALES OF OLD – Perhaps there's a specific ÄRM that's caught your eye? By taking this, you may choose to create a duplicate of some ÄRM that appeared in the canon story. You still have to buy all the appropriate features, but this just ensures that the name and aesthetics fall into place for your ÄRM of choice. – **FREE**

CROSSROADS – Despite the emphasis placed on types of ÄRM, the difference isn't always so clear-cut. Like a Holy ÄRM in the form of a weapon, or a Guardian ÄRM with elemental powers like a Nature ÄRM, etc. You may give your ÄRM certain traits of a different type. This doesn't provide additional discounts. – **50mp**

HEADS OR TAILS – Some ÄRM have multiple configurations or forms. For 50mp, this is a minor change, like a hammer becoming a dagger. For 100mp, this is more extreme, like sculpting telekinetically controlled stones into a stone dragon. – **50mp / 100mp**

HYDRA – Your ÄRM has self-regenerating properties. Like ropes that mend as soon as you cut them, or swords that never lose their edge, etc. There's at least one part of the ÄRM that will require proper repairs if damaged. If taken with Sloth, the repairs are at least 60x slower. – **100mp**

HERCULEAN – Sometimes the best solution is the simplest one. Your ÄRM is strong, in a straightforward, physical sense of the word. Guardians can throw around carriages, shields can take far more abuse, fires burn twice as hard, projectiles have more piercing power, etc. – **100mp**

SEVEN DWARVES – This option expands the quantity of your ÄRM when manifested. Maybe your Weapon ÄRM manifests as an arsenal, or perhaps you can summon several copies of your guardian, etc. You can still summon just one at a time, to save on magic power. – **150mp**

MUSE OF MAGIC – Some ÄRMs serve much better in a supporting role. Yours has the effect of enhancing the power of other ÄRMs of a certain type or focus. Maybe it only enhances Holy ÄRMs or Dimension ÄRMs or ÄRMs utilizing a specific element. The more narrow the focus, the greater the boost. – **150mp**

SIREN SONG – Rather than punches or kicks, your ÄRM is capable of inflicting mental damage. Maybe it produces a terrible sound that disorients listeners, or releases a gas that makes them more irritable, or maybe it senses an opponent's anxieties and uses it against them for psychological warfare. – **150mp**



VAMPIRIC - There's technically no requirement that Fakes rely on the user's life energy. You have a collection of special ÄRM's with no power of their own, but remotely drain the wearer's life energy to fuel your own Fake. When activated, it even leaves them in a hypnotic trance, subservient to your orders.. Needless to say, the result is an obscenely powerful guardian that will stick around until every one of your batteries has been fully drained. - **300mp** - *Requires Forgery*

POWER OF THE HEART - The system that makes Babbo potentially the strongest ÄRM to ever exist. Your ÄRM has 8 empty slots for magic stones that you'll have to find. Each stone allows you to give your ÄRM a new form and abilities born from your imagination. Though just because you can make an ÄRM doesn't mean you have the power or synchronization to control it. You can swap out the magic stones at any time, but leaving a stone outside the ÄRM for too long will cause it to forget the form you gave it, becoming a blank slate. - **1200mp** - *Requires Unique*

- ❖ *No Take Backs* - The slots have an enchantment preventing you from removing the stones once inserted. The first 8 ÄRM's you come up with are what you're stuck with. - **+200mp**
- ❖ *Seven Keys* - Seems there was one last secret to this ÄRM. You've caught wind of seven other special magic stones. Collecting all 8 and meeting some unknown condition, like devoting 7 slots to Guardians or having an ÄRM for every major element, you'll unlock one last ability. You may choose to supercharge one of your purchases to an absurd extent to act as this ability. More details in Notes. - **200mp** - *Requires Crystal Ball*



FE FI FO FUM - Your ÄRM has abilities related to the changing of size, like an extending the length of a spear, or a hammer that shrinks an opponent. For a second purchase, you aren't limited to changing size in one way, and can freely control the extent of the change within a large range - **100mp** - *Discount Weapon*

BLIND MICE - Your ÄRM has an effect of supplementing one's senses. This could mean replacing lost sensory organs or giving you the instincts and reflexes to control body parts you wouldn't normally have. For a second purchase, this can greatly enhance one of the senses you already have. - **100mp** - *Discount Ghost*



STUBBORN SHADOW - Your ÄRM shines in temporarily slowing down or disorienting opponents. This could mean paralysis, robbing one of their senses, inflicting pain, etc. but nothing that can directly kill or inflict long-term damage on an opponent. Can buy multiple times to apply additional effects, or to target additional senses. - **100mp** - *Discount Darkness*

ELIXIR - Your ÄRM can't assist with physical wounds, congenital diseases, or curses that have a permanent effect on the mind and body, but it can cure indirect or temporary forms of harm. Things like poisons, diseases, temporary status effects form curses, even exhaustion. Additional purchases let you cure more potent ailments or restore more stamina. - **100mp** - *Discount Holy*

A REAL BOY - A non-Guardian with this will get some stares. Your ÄRM possesses a degree of free will. It's simple-minded, but loyal and intelligent enough to speak and understand complex requests. A second purchase grants human-level intelligence, it might even be an expert in some specific subject or skill like training or tracking. - **100mp** - *Discount Guardian*



FOUR OF A KIND - Your ÄRM has special synergy with redundant ÄRMes that significantly reduces the collective burden and cost. Like multiple ÄRMes that enhance strength or control fire. With a second purchase, redundant ÄRMes collectively are slightly stronger than the sum of their parts. - **100mp** - *Discount Nature*

BAG OF HOLDING - Dimension ÄRMes tend to work on a much greater scale. Think pocket dimensions the size of a town, or teleporting you halfway across the country in an instant, etc. Can also be bought to expand the range or AOE of other ÄRMes. - **200mp** - *Free Dimension, Incompatible with Kingdom of Mice*

STUDENT OF THE ELEMENTS – Your ÄRM attacks using an organic or elemental force or substance, like a cyclone of blade-like wind, arms of fire, claws of Earth, etc. You can choose to specialize in one focus, or a weaker control over multiple. – **200mp** – *Discount Weapon, Nature*



POLYMORPH – The effects of this ÄRM involve the distortion of flesh. Such as a curse that causes one's body to melt, or a Ghost ÄRM that launches parasites that burrow into the opponent. Maybe something that lets you sculpt your own flesh. – **200mp** – *Discount Ghost, Darkness*

SCAPEGOAT – Why dispel an ailment when you can make it someone else's problem? Maybe your ÄRM is able to take damage in place of you, or maybe it allows you to reflect or copy poisons or curses affecting you onto others. – **200mp** – *Discount Holy, Unique*

BIRDS OF A FEATHER – This ÄRM seems to play quite nicely with others, whether that be a Guardian that's summoned equipped with several ÄRMs, or being able to summon guardians anywhere in your pocket dimension. – **200mp** – *Discount Guardian, Dimension*

THESE RIDDLES THREE – Your ÄRM applies game-like rules to a battle. This could either force the opponent to play by these rules against their will, or maybe failing to follow the rules will drastically boost the potency of the ÄRMs effects. – **300mp** – *Discount Weapon, Darkness*

ANGEL'S WINGS – What most people want out of a healing ÄRM. This allows your ÄRM to heal injuries or curses with physical impact. Even those that involve a substantial loss of mass, fusion, deformity, lost organs, etc. – **300mp** – *Discount Ghost, Holy*

CALL TO ARMS – When you summon your ÄRM, you can do so from anywhere in your immediate surroundings. Whether that be summoning them in a different room, in the shadows for a sneak attack, or just bursting out of the ground. – **300mp** – *Discount Guardian, Unique*

ENCHANTMENT – This covers all manner of remote interaction or control. Whether that be viewing far-away locations, interacting with a pocket dimension from outside of it, or telekinetically controlling an element or the ÄRM itself. – **300mp** – *Discount Nature, Dimension*

MIRROR MIRROR – Your ÄRM is an anti-ÄRM countermeasure. Perhaps it nullifies ÄRM's or magic power within a certain area, maybe it lets you directly copy enemy ÄRM's. This doesn't guarantee the power to properly use said ÄRM's. – **400mp** – *Discount Weapon, Unique*

THREE MUSKETEERS – Your ÄRM has capabilities related to fusion. This could mean fusing enemies with weaker creatures, fusing ÄRM's of the same type, etc. – **400mp** – *Discount Darkness, Guardian*

JUST DESSERTS – Your ÄRM draws power from karma or sin. Perhaps it draws its power directly from Hell, maybe it causes means to cheat death to backfire horribly, etc. – **400mp** – *Discount Ghost, Holy*

SEALED FATE – When your ÄRM is activated, it's guaranteed to hit. Whether that means a tracking projectile, or directly manifesting around the enemy's body. – **400mp** – *Discount Nature, Dimension*

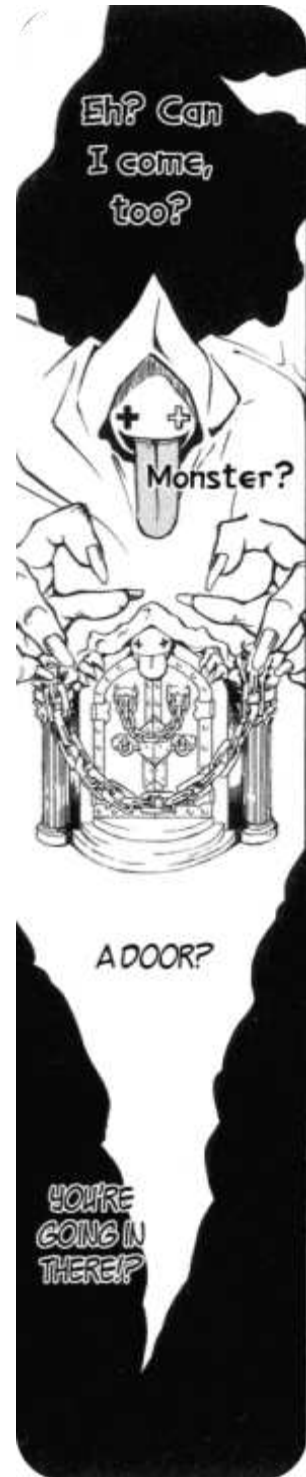
REAPER'S KISS – Not all ÄRM's play fair. Doesn't matter how strong they are, short of dispelling it, activating this ÄRM guarantees death. This kind of effect is not instantaneous, and often comes at a terrible cost or risk to yourself. – **500mp** – *Discount Darkness*

Alpha & Omega – When only annihilation will suffice. Choose some type of creature, or item, the more specific the better. With enough magic power, you can release a wave that will damage, or outright destroy instances of that target caught in the wave. – **500mp** – *Discount Holy*

SHOOTING STAR – Not all ÄRM's rely on tricks. Sometimes a big boom is enough. Your ÄRM can launch a devastating explosion or beam of energy with the power to level a town. This is taxing, but few other ÄRM's can match your raw power. – **500mp** – *Discount Guardian*

NEMEAN LION – What could be better than invulnerability? Whether in the form of intangibility, transformation, attack reflection, durability, etc. While the ÄRM is active, you are immune to all attacks, sans those that can totally annihilate you. – **500mp** – *Discount Nature*

TICK TOCK – Space is so much more than what most ÄRM's can manage. Your ÄRM toys with either parallel worlds or time itself. Think of a portal that can bridge worlds, or a pocket dimension that can let you manage a week of training in a day. – **500mp** – *Discount Dimension*





Chapter 5 - Endings & Beginnings

Curses



~ Take as many or as few Curses as you please ~

THE FAIRER SEX – Oh how many brave heroes have been led astray by the matters of the heart. When it comes to matters of your preferred (or the opposite, if none) gender, you're... a bit of a moron. Easily manipulated, and far too forgiving of their misdeeds. – **+100cp**

ZERO TO HERO – The might of a soldier is dependent on their ÄRM, the power of an ÄRM depends on the soldier's magic. You start the jump with zero magic power or sixth sense. However, with training, you'll be able to restore both to their peak in a matter of months. – **+100cp**

UNHAPPILY EVER AFTER – Even in these lands, human darkness knows no equal. You've been through tragedy, the loss of loved ones, pointless and disproportionate cruelty, and more. You are prone to emotional extremes with anything that reminds you of your trauma. – **+100cp**

PUSS IN BOOTS – You have quite the weakness against some common allergen. It could be pollen, cats, nuts, etc. Not only is there a physical reaction, your overall power and competence drops like a rock, such that an opponent half your strength could use this to disable you. – **+200cp**

FROG PRINCE – You are... just hideous. Like an octopus mated with a toad. You have a severe complex about your appearance. Not only do friends and foe alike struggle to not point this out, but just looking at an attractive opponent can throw you into a blind rage. – **+200cp**

SUPPORTING CAST – Not everyone gets to enjoy the spotlight. Any effort to look cool inevitably backfires. You get passed up by legendary mentors, you manage to embarrass yourself at least once in every fight, and your most likely shot at romance involves hallucinogens. – **+200cp**

HATED BY FATE – Some people can't catch a break. It's rare to not have the deck stacked against you. Fights with environments or opponents you have the worst affinity with, such as exploiting a notable weakness, or having to face those you have a sentimental bond with. – **+300cp**

WICKED STEPMOTHER – How did you manage to get this far with such a disposition? You have no verbal filter, and even less tolerance for failure. Anyone you don't have a personal bond with is treated as an enemy, and enemies who humiliate you, are met with death – **+300cp**

BLANK PAGE – Somehow, your mind has been wiped, everything aside from your name, even most of your abilities. The positive is that this can be cured by meeting a sage of Kaldia, paired with extensive interactions with prominent people or concepts from your past. – **+300cp**

DEAD MAN WALKING – In a twist of fate, Phantom has shared his zombie curse with you. Tise tattoo will gradually climb up your body over the course of 7 years. It may only be cured by slaying Phantom, or obtaining the Purific Ave and finding some way to focus its holy power to nullify the curse. Failure will mean the end of your chain, as you become undead. – **+400cp**

CORKED BOTTLE – What a waste. Somehow, all your energy and potential for any supernatural power, from this world or otherwise, are sealed away. You can only release your power in rare bursts in high-stakes situations. The only way to destroy this seal entirely is to survive a life-threatening injury, as your wounds provide an exit point for your power. – **+400cp**

DOG DAYS – A sadistic opponent cursed you to merge with a weak, insomniac beastman. Every time you fall asleep, the beastman takes over, with their own will and none of your abilities. You'll have to wait for them to fall asleep three times before you can come back out. It'll be at least halfway through the jump before you find any leads on a holy ÄRM that can cure you – **+400cp**



The End



~ And they all lived happily ever after ~

The Road Home



So you've had your fill of adventure, and are finally ready to face the world you left behind? Maybe you'll be saying goodbye to many friends and memories, but as long as you never stop dreaming, and never stop moving forward, you'll find wonder and adventure wherever you go.

Master of Two Worlds



So, Märheaven really left that much of an impression on you? You'll be putting your jumping days behind you, to spend the rest of your life around here. For your troubles, you'll be gifted a unique ÄRM that allows you to freely travel between Earth and Märheaven. Be sure to enjoy yourself.

Call to Adventure



One book closes and another opens. You've resolved to leave behind Märheaven as just one stop on your journey. Maybe the time you spent here will be demoted to a distant memory, but one can only hope that your time here has left its mark on you, just as you've left your mark on Märheaven.

Chapter 6 – Footnotes



~ A Jump by Gene ~

It's your call how much of the anime and Omega is canon.

Magic stone substitutes can be created with similar materials post-jump, but you still need the expertise to program them, unless you took Power of the Heart, which handles that for you.

We only have one example of an ancient species in MÄR Omega. We mainly see them use their magic to sense, freeze, and teleport stuff. You now know everything I do on the topic.

For Otherworlder, purchases of Magic Power give you more starting magic. Taking Zero to Hero will reduce the speed you expand your magic reserves to the speed of an average human.

Taking Dog Days nullifies any perks or such that prevent you from needing sleep.

Peerage only affects your starting ability to wield ÄRMs, not your upper potential. The long and short of it is that you'll have no trouble beating most opponents of the rank below you.

Tl;dr about ÄRM use. The power you can exert depends on the strength of the ÄRM, how well you can synchronize with it, and how much magic power you have to fuel it. Also, if you synchronize deeply enough with an ÄRM, you can manifest your sixth sense. So in terms of the general perks:

- ❖ Peerage – Smaller all-around boost to synchronization, skill, and control
- ❖ Magic Power – Magic power reserves (stamina and raw power)
- ❖ Sixth Sense – Greater synchronization and sixth sense.

Regarding The Living Dead. This power has a lot of weird properties, many of which we're told rather than shown. Being a zombie lets you resurrect after death in peak condition, but doesn't seem to provide passive regen. In order to use the Purific Ave against you, an opponent not only has to find it and figure out its use, but get close enough to insert it into a tiny keyhole in your chest. Like in canon, the zombie curse is immune to most, if not all holy magic aside from the Purific Ave. The tattoo will reset at the start of each jump, but you can choose at the start of a jump to disable it entirely. We don't know if there's some amount of destruction that the zombie curse can't revive someone from, so you'll have to fanwank in that regard.

I tried my best with the ÄRM builder, but due to how broad their applications are, I wouldn't be surprised if there are some ÄRMs that would be possible in-setting, but aren't with my builder.

Rather than throwing together a list of all the cannon ÄRMs, the wiki does a much better job than I could of laying them all out. <https://mar.fandom.com/wiki/%C3%84RM>

The builder implies some kind of a baseline for each ÄRM type that the additional purchases are building onto. I'll try my best to outline them for each type.

- ❖ Weapon / Simple - Can change from jewelry to weapon/tool. No other special abilities.
- ❖ Ghost - Gives you claws or some other relatively mundane natural weapon.
- ❖ Darkness - Causes a target to feel weak or ill, but not to a debilitating extent.
- ❖ Holy - Can restore nausea or small scratches, but nothing more severe.
- ❖ Guardian - Summons a soldier to fight for you. Human strength, no special powers.
- ❖ Nature - Enhances a simple capability like strength or stamina.
- ❖ Unique - No real baseline, this type depends heavily on purchases.
- ❖ Dimensional - Small pocket dimension (which will likely be quite large due to the freebee).

ÄRM drawbacks stick with the ÄRM even post-jump, but are not fiat-backed at that point.

Discounts don't apply to multiple purchases of the same feature for a single ÄRM.

Taking Gluttony with Forgery will instead apply the inefficiency to the life energy cost.

Any other purchases made on an ÄRM that has Power of the Heart will apply to the abilities it has in its base form, and won't impact its capabilities in the forms you create for it.

Seven Keys is based on the plot of MÄR Omega. Where apparently Babbo installed a special system in his ÄRM body that, when all the conditions are met, a wave would be released that would destroy every Fake ÄRM on the planet. So that's the kind of boost it provides to Alpha & Omega. You'll have to use your own imagination for how the effect would manifest with other purchases in the ÄRM builder. BTW, if you also took No Take Backs, then you won't be able to access this special system if you don't save every slot for when you have the special magic stone.

In case it wasn't clear, when a purchase in the ÄRM builder mentions multiple possible effects, you can either zero in on one example or application, or pick out several different applications, at the cost of less potency for each one. Unless of course you took Ten Commandments, in which case you're always bound to the most narrow possible definition of its effects.

MÄR follows a very fantasy definition of "elements" that includes classical elements, as well as stuff like ice, lightning, and weirder ones like shadow or blood. Any time I'm talking about "elements" that's the kind of thing I'm talking about.

