



Ambrosia Jump v1.0
By Orz

In this world, full of Magique and mystery, there lives a kind girl named Flode. Dedicated to serving the God of Light, her beautiful appearance attracts the lecherous gaze of the third son of the local duke. Sent away to a remote island for her own safety and to spread the faith, she soon becomes wrapped up in a series of events that are set to shake her faith to its very core.

You have **1000 Choice Points**.

Origins

Your age and gender are for you to decide, although I'd recommend being at least of adult age.

Clergy

Were you sent here with Flode or are you perhaps a member of a more *local* faith? In any case, your role is to shepherd your flock and guide them towards your deity's goals, no matter the form that they may take. Even if some sacrifices need to be made.

Seculartist

With all this talk of gods and divinity, one might forget about the importance of knowledge and learning. Not you though. You know full well how powerful progress can be. The power of Magique forged into an understood science and let loose upon the unsuspecting world.

Perks

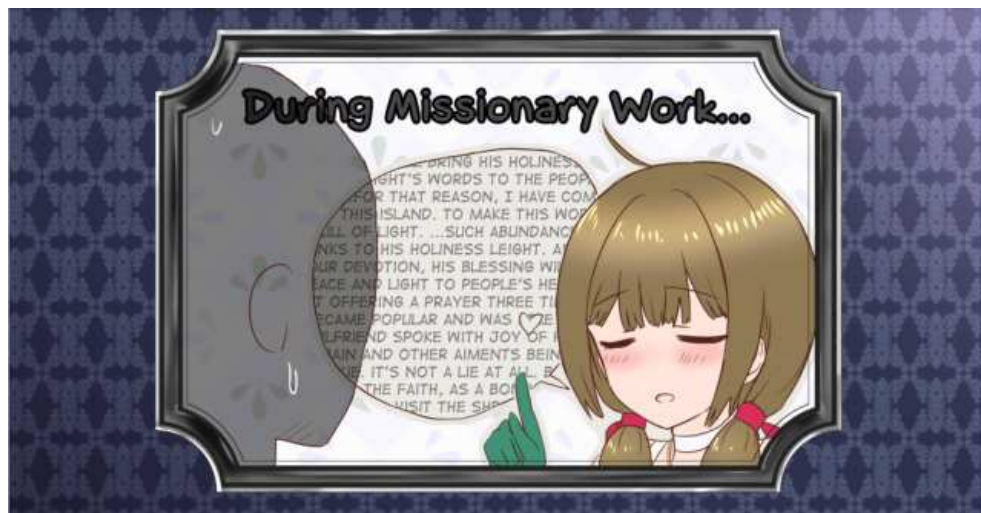
Clergy

Staff Master (100 CP): The world is a dangerous place, even for holy folk like you. That's why you've been trained in the use of staves for the sake of self defense and protecting the innocent. You might not be a master of the craft but this should be enough for most purposes. Incidentally, this training has also given you some skill in handling *other* long hard objects...

Missionary Work (200 CP): A member of the clergy must be well-spoken and persuasive if they are to see their deity's work done and you are no exception. While you might not be called silver-tongued exactly, you could certainly say it's coated in bronze at least, able to soothe those with minor grievances without conflict or push those who are on the fence about matters to a side that better suits your needs. You also happen to be good with your tongue in other ways.

Holy Magique (400 CP): In this world, the hallmark of those who worship a true deity is the ability to channel their divinity into magical spells. Normally, one's ability to cast this Divine Magique would be directly proportional to one's faith, but I can go ahead and do you a favor by providing a base level of power you can use even without a drop of religious fervor. Depending on the nature of your religion, you have a choice of a set of spells including the ability to smite the wicked with holy arrows, blind them with shining light, and strengthen and heal yourself or allies...*or* you can choose to have the opposite, with the ability to skewer your foes on lances of darkness, shroud yourself from their vision as well as weaken and poison them in various ways.

Deity's Beloved (600 CP): I don't know if you've noticed this but there's something about you that's like catnip to the divine. In the past, you might have had entire holy wars started in an attempt to claim you but even in such ungodly times as these you'll find those that remain looking on you with great favor. As long as you don't do anything that they actively disapprove of, you'll find that deities are willing to grant you minor boons and favors and if you actively work to further your relationship their gifts will only grow in size and scope from there.



Secularist

Alchemical Accomplishments (100 CP): A certain knowledgeable (if somewhat odious) man once said that potioncraft can bottle fame, brew glory and even stopper death and there is wisdom in those words. You know how to harvest the plants, animals and stranger substances around you for the ingredients you need and from there turn them into potions, salves and even equipment. Be careful that you don't bite off more than you can chew, as the more powerful the result the more likely you'll need long hours of practice before successfully completing it.

Spirit Contract (200 CP): The power of Magique does not end in mere herbs and parts of beasts. The spirits of the world itself, of elements large and small, can be called upon and contracted for power. Considering the varied nature of the spirit in question, you can naturally expect the nature of the spells they offer to be varied as well, but the manipulation of their element, be it in combat or for more constructive uses, remains a constant. As a bonus, you can choose one elemental contract to start out with from the following: Fire, Ice, Lightning, Wind.

Golemancy (400 CP): Those who believe that the limits of alchemical equipment are swords, staves and armor, no matter how powerful they might be, lack *true* vision. The truth is a intelligent enough alchemist can even imbue their creations with life, and while these golems' lifespan might be limited by the mana used to create them, substituting this fuel with a suitable alchemical substance can extend their shelf life potentially indefinitely...if one can find suitable ingredients.

Divine Distillation (600 CP): The original source of Monsters. A secret buried in time. Until now. Not only do you know of their lofty origins, but you know how to take advantage of it. Distilling the remains and fluids of monster parts, or any other remnants of the divine you might happen to come across in your travels, time and time again will eventually leave you with a substance that is pure Divinity incarnate. The uses for such a material are potentially limitless but depending on how far-removed from the source the parts are only the merest of droplets might remain after the distillation process is complete. A purer source is likely needed.

Items

Clergy

Clerical Raiment (100 CP): You have a few copies of a certain outfit, as befitting for the nature of your faith. This outfit, whether it's a set of robes, a more classic nun's habit or something a bit more *revealing*, will slowly clean and repair itself over time, as appropriate for your position.

Holy Water Spring(200 CP): This golden bowl made with a combination of light and water magic, gradually transforms any liquid placed inside into Holy Water. This substance has curse-repelling and purifying properties and even restores magical energy when consumed.

Priestly Rod (400 CP): This finely decorated staff is draped in a whole host of enchantments, from durability and repair to even amplifying the force of strikes made using it. It also strengthens any Magique you use while holding it, especially ones that are Divine in origin. It also has this nifty little trick that stabilizes it when you press the base into the ground, to the point where it can hold up your full weight. I wonder what you can use this for.

House of Worship (600 CP): The perfect place of worship for your deity, whether that's a awe-inspiring cathedral of a church or a more hidden temple. It comes fully equipped with any rooms you might need for your clerical duties, be that a confessional or ritual chamber or even a gift shop to drum up 'donations'. It even has quarters for yourself, with a bedroom, bathroom, kitchen and a small storage room. You can consider it a reward for your faith and hard work.

Secularist

Experimenter's Apron (100 CP): The pursuit of progress can be dangerous indeed, so making proper preparations is key. This apron has been enchanted to protect not just itself, but the entire body of the wearer from burns, acids and poisons. It's not strong enough to resist actual combat Magique, but it should do nicely for any accidents that one may have while working.

Alchemist's Tools (200 CP): A set of beakers and vials, a mortar and pestle, a knife, and a nice big cauldron with a long stirring spoon. While there exist more specialized tools and equipment for more specialized roles, this is all you need to get started with Alchemy, preparing ingredients and creating your very own products, be they by recipe or of your own design.

Magique Cannon (400 CP): Capable of much destruction in the right hands, this device is functionally a small golem, built to only be a weapon and with all of its power diverted to launching beams and missiles of elemental energy from its 'barrel'. It's quite cumbersome, and requires all the usual maintenance and recharging of a normal golem, but surely the power it places in your hands is worth a little bit of inconvenience.

Mysterious Lab (600 CP): An underground compound, isolated and hidden. Not only does it contain all manner of specialized tools for alchemical preparation and creation but more in-depth facilities as well, such as holding areas for livestock and monsters, charging stations for golems and other artificial lifeforms, several traps to deter any intruders and even a small mana reactor to provide the energy needed for all of the above. It also contains your personal quarters, containing everything you need to live in relative comfort while working on projects.

Companions

Import (100 CP): You want to invite someone else to join the fun? Sure! The more the merrier! Each companion you import into this setting gets 600 CP to spend and an origin of their choice. Oh, this is so exciting! I'm sure they'll have just as much fun as we'll have with them!

Canon Character (100 CP each): There's plenty of interesting people here that someone like you might want to bring on their journey! Each purchase of this option gets you a slot that you can fill with someone willing to come with you, although you should know that that'll be much harder for some than others. Some people have existing responsibilities after all.

Drawbacks

Penniless (+100 CP): Oh no! Did your wealth fall off the ship on the way to the island or maybe you were flat out robbed by some unscrupulous ruffian? In any case, you'll have to work hard to earn the money you need, perhaps even to the point of stooping to some...less than wholesome means of acquiring funds. And no, you can't just pull cash and easily-sold valuables from your Warehouse. Sorry.

Captivating Purity (+100 CP): Oh my, you're just the most innocent little thing aren't you? You know about the birds and the bees at least, but any real sexual knowledge and technique has vanished as if it never existed in the first place. This innocence only makes you more attractive to those who know of it, ensuring that this state of affairs will likely not last for long.

Cum Addiction (+200): You just can't help yourself, huh? The feeling of being showered in and swallowing thick loads of semen gives you such satisfaction that refusing to partake will slowly fill you with more and more hunger and desperation. You might even end up sneaking off in the middle of the night to get your fix.

Sealed Away (+200): It seems something has locked away all of your out of jump perks and abilities. Don't worry, you can still use anything you bought from this document and you'll get everything back at the end of the jump as per usual.

Beware of Hitchhiking Ghosts (+200): It seems you're being followed around by the spirits of the dead. While they aren't actually malicious they are *certainly* mischievous and will even possess you at times in order to feel the pleasures of living again. That might mean sleeping in all day, but it also might mean gorging oneself on food or even bouts of wild sex.

Drug Addiction (+300): Oh. Well. Shit. It seems that you've become addicted to one of the drugs that can be found on the island, be it Remnant or something else. Whatever the substance, you'll start going into horrific withdrawal if you don't take it regularly and the drug itself is both illegal and expensive as well. Truly a terrible fate for anyone to be suffering from.

Notes

Virgin Cum Addict?

Yes, you can combine Captivating Purity and Cum Addiction if you want. :)

On Blessings

The two shown in canon are Leight's ability to cast elemental Magique without a spirit contract and Noir's ability to gain experience points for taking semen into the body. Fanwank responsibly.

Ending

Stay Here

Go Home

Move On