

DQXI Jumpchain

Welcome to the world of Erdrea. Yggdrasil will soon be assaulted by dark forces beyond comprehension. Where one hero failed, another shall rise to finish the job. Assuming a certain jumper doesn't interfere to the contrary.

You may freely choose your age and gender.

If choosing to replace a character, you will have their memories and background. If your gender does not match, you will be a genderbent version. If your age doesn't match, expect that something occurred in your past similar to what Veronica went through.

Location - Anywhere applicable to your background. The choice is free.

All backgrounds aside from Luminary (Drop In) get their 100 CP perk and item for free. All backgrounds have a 50% discount for their respective perks and items.

Each background will also list which canon characters you can replace. When replacing a canon character, their body, memories, etc. will become your background rather than the generic descriptions given below. The background you take in this jump still affects your perks. Ex. Pick Thief, replace Erik. You start out in the world as Erik, his memories, emotions, etc. all part of your background, but you still get the bonuses and discounts that the Thief line gets in this document.

Backgrounds

Luminary (Drop In) - Free

You have appeared in Erdrea with a special mark upon your hand. The mark of the Luminary, the one meant to vanquish the darkness. By taking this option, you get to choose whether you would like to be a second luminary (alongside the primary one) or reject the mark of the luminary and become an ordinary citizen instead. You will have no ID, no background. Nothing at all to your name aside from what you arrive with. Note: There can be no more than 2 luminaries in Erdrea.

Replacing canon characters: You may replace Gemma (with or without the mark of the luminary).

Thief - 100 CP

You never knew your parents and grew up as a poor street urchin who had to steal to get by. And there's also that "thing" that happened in the past, the "thing" you are running from,

something that you regret more than anything. But a seer has appeared, foretelling that you will soon find forgiveness for your sins. Whether to answer the call is up to you.

Replacing canon characters: You may replace Erik.

Sage - 100 CP

You have studied the various teachings in relation to the Luminary all of your life. You are prepared and ready to help him if the need should ever arise, though you pray that it never shall. While studying and due to your natural inclination with magic, you have become an incredibly potent sage, able to banish the forces of darkness to the abyss they come from or bring back allies from the brink of death.

Replacing canon characters: You may replace Veronica, Serena, or Rab.

Knight - 100 CP

You have pledged to serve your king and kingdom, to fight the forces of evil and be a shield for all. No matter how rough things get, you will never forget the pledge you made. Even if you should move on to other pursuits, at the core of your being is the unwavering guardian for all of Erdrea.

Replacing canon characters: You may replace Sylvando or Hendrick.

Royalty - 200 CP

Within your veins flow the blood of royals. By mere fact of your existence, you are given the right to rule the people. To protect them from the encroaching monsters. You may pick any region or even town to have royal authority over. You will be a prince/princess upon entering the jump, not King nor Queen. If you have chosen to join certain royal families, your claim to the throne will come after those of your already existing siblings (e.g. Gallopolis).

Replacing canon characters: You may replace Jade.

Monster - 100 CP

Who needs the light when the darkness is so much cooler. You are a monster of this world, more often times than not a being capable of communicating with humans (despite oddities with how you talk). Make friends with humans, get hunted by humans, destroy society, or do whatever you want really. As a monster you're free to choose whatever path you desire in life or undeath.

Perks

Pep Power Up - 500 CP

You will gain access to unique powers based off of your combination of 600 CP perks. Not all powers combine. Refer to the Pep Power Up section for further details.

Drustan's Wishes - 1000 CP

You have been through a lot on your journeys and faced many trials as a jumper. It seems a warrior of old has taken notice and decided to reward you for all the struggles you've had to endure. Go to the Drustan's Wishes section and pick a wish.

Magic Immunity - 1000 CP

If you should take the Supreme Sword of Light and the Sword of Shadows, then you may take this perk. Gain 100% immunity to any sort of magic whatsoever. You also no longer require the swords to gain their powers. If you have the above swords and also have Serena's Hair under the Drustan's Wishes section, this will also grant you infinite magic supply (in terms of things like MP). Must take 404 Magic Not Found drawback for no points if you have Serena's Hair, the Supreme Sword of Light, and the Sword of Shadows.

Luminary

Puff-Puff Buff Buff - 100 CP

Puff-Puff is love, Puff-Puff is life. Truly, is there anything better? No matter what manner of Puff-Puff you indulge in, you will come to find Puff-Puff a necessity in your life. From now on, Puff-Puff will increase your motivation and willpower for five minutes. Nothing, literally nothing, will be able to sap your energy nor break through your willpower. Continued applications of Puff-Puff in quick succession will weaken its powers. There must be a break of at least 10 minutes between Puff-Puff, else each additional use will cause the buff to only last for 5-2x (with x being the number of applications outside of the cooldown period) minutes. Basically one could do it 3 times for a total of 9 minutes of buff. But if violating the 10 minute cooldown, it will take twice as long for each use to make the power return to full effectiveness (thus if using all 3 applications possible, one would have to wait 40 minutes to be able to use the power again).

Pepped Up - 300 CP

Every so often, after a certain amount of fighting, you will enter a Pepped Up state which will last for five minutes. It will send any 3 stats that you choose through the roof, granting a 100%

boost to non-jumper powered stats and a 20% boost to all stats that may be affected by jump powers (so that super strength from another jump is 20% stronger than normal).

Omni Heal - 600 CP

You have gained the Omni Heal spell, allowing you to expend a large chunk of your MP to heal all of your allies (within 10 meters of you). As this is the special jump version, it will fully heal any sort of HP bar if one exists as well as any sort of MP bar (or equivalent, such as soul, true power, ultimate bar, etc.). If no such bars exist, it will fully heal any standard physical damage (can't be magical, supernatural, etc. damage, though normal physical damage caused by such means still qualifies, such as in the instance of a magical rubber bullet), infection, or illness acquired within the past 48 hours and give the equivalent of a "Pepped Up" state to the targets focusing specifically on their magical power. Within Erdrea, this draws directly from your MP pool, with a cost of 64 MP (with the Hero having 460 mp at max base stats). Outside of this jump, it will drain approximately 1/12th of your overall magical power to use. If used on individuals with particularly high or infinite magic, it will drain you more severely and can possibly result in you passing out and a total loss of access to your magic for up to 72 hours. If you have particularly high or infinite magic, consider it usable up to 12 times with each use having a 6 hour cooldown, though you essentially can "store" 12 charges at a time (meaning you can use all 12 at once; each of the 12 charges have their own individual cooldowns).

Thief

A Borrowed Weapon - 100 CP

Any good thief needs something with which to protect themselves. And so you stole a valuable weapon from someone who was too inept to wield one in the first place. You may now take a primary weapon from the weapon section for free. A secondary shield or Dual Wielding will cost you an extra non-discounted 50 CP.

Dual Wielding - 300 CP

Due to your rough and unguided upbringing, you've learned to combine the various weapons at your disposal to protect you and those you care about. You no longer need to pay 50 CP to dual wield or use a secondary shield in the weapon's section (100 CP still applies for the weapon if you didn't take "A Borrowed Weapon" but you don't have to pay 150 CP). This also gives you the option to dual wield weapons of different types and weapons that normally can't be dual wielded (dual wield spears, heavy wands, etc.). Outside of this world, it can allow you to dual wield weapons that would otherwise occupy "all" of your hands so that you could wield two of that weapon.

Nastier Knives - 600 CP

Many a times, when stealing from the lowest of the low, you have nearly lost life and limb to hit your mark, only to fail because you didn't have the tools you needed. But no longer. You can now imbue any weapon you use with status effects. Ah, but these aren't ordinary status effects. They're ones befitting the station of a jumper. You can now imbue weapons with your jump powers. For instance one could imbue a knife with healing magic; any slice from the knife would heal rather than harm. However weapons imbued with your powers have an unstable existence; they will break on a conceptual level and be unable to be repaired, used, or even recycled ever again. Standard weapons can hold 1 charge before breaking. Well made or exquisitely crafted weapons will hold 2 charges, while unique weapons that only a jumper could make will hold 4 charges. Standard weapons can be used by anyone, but 2 charge weapons can only be wielded by the jumper or their companions, and 4 charge weapons are only accessible to the jumper. Trying to wield a weapon that one is unable to is harmless; it will simply be impossible for that person to unlock the true power hidden within it.

Sage

Wisdom of the Ages - 100 CP

Due to diligent study and a good upbringing, you have come into possession of a vast amount of knowledge about the magic within Erdrea. Your intelligence will be increased significantly, so much so as to be considered at the very least one of the smarter people in the world, if not quite a genius. Magic will also flow easier for you, boosting MP, Magical Might, & Magical Mending (roughly 50% in Erdrea and 10% outside of this jump). In future jumps, any stats or abilities that correlate with those stats will be boosted similarly.

Sisterly Bond - 300 CP

Every soul that departs the World Tree must eventually return to it. And eventually that soul returns back to the Erdrea, to always repeat the cycle of life and death. But can one soul become two? In your case, it can. This will cause them to have a twin with a similar likeness and each will share half of the original soul's power. Should one die, the one living will inherit the power until they too die and reincarnate yet again with their other half. The power split is random. This power can be used on yourself. As for the twin, they will be their own person with their own identity, but both parts of the soul will always have a strong affinity for each other. Generally this power results in two individuals who function mostly like identical twins, but can result in various familial configurations. This power does not confer the ability to split the soul more than once, but can be combined with other powers to do so and will work on a soul already split for a different reason.

Harmonic Bonds - 600 CP

This perk immediately doubles your MP, magical might, and magical mending (and equivalent in other universes). You also now exude an aura that boosts such stats within a 10m radius of those you consider allies, giving them a 20% boost to those stats. It also gives you the talent of playing the harp. Do you have infinite magic? Well now you can one up your friends, because you just got 2x infinite magic. And to demonstrate your superiority, you can temporarily grant 1 companion with 1x infinite magic for an indefinite period of time, switching whomever you grant this to or revoking it as you see fit.

Knight

A Knight's Word is His Bond - 100 CP

If you make a promise, the universe itself will help you to keep it. This doesn't make the impossible possible, but it does aid you in various small ways. For instance, if you promise to be somewhere, you will be much less likely to find any delays or be attacked by any monsters on your way there.

Forbearance - 300 CP

A knight must defend the weak. And defend the weak you shall. You can force any low level attacks to come directly at you, guaranteeing that you will take those attacks for your allies. Even if physically impossible, you will absorb the attacks, such as an arrow harmlessly passing through an ally and right into your armor. If wielding a "shield," these attacks will always be blocked by the shield if you so choose. High level enemies or attacks can not be tanked nor blocked this way. Must be conscious and awake for this power to work.

Gold Rush - 600 CP

Knights are generally those of noble blood and as such, they generally have more than enough money to toss around. You can now use 1000g in Erdrea money (or equivalent) to give your attacks a 1% boost to their damage. But wait, that's not all! Every time you fight, literally every... single... time! Whether it be practice, verbal arguments, drunken brawls against yourself in the reflection off of a puddle. EVERY... SINGLE... FIGHT!!! It all generates gold (or your choice of the equivalent local currencies). This money can appear on the street or magically deposit itself to a place of your choice. Sub-par or low key fights will only see you earn roughly the equivalent of \$1 USD. But the more powerful the foe (specifically powerful in regards to the type of fight you are having), the more money you can get. Up to \$1,000,000 USD (or equivalent) if you were to fight a fellow jumper in a mud wrestling match alone.

Royalty

Sparring - 100 CP

You are a trained martial artist in whatever type of martial arts you desire. Your endurance while scrapping is also much higher now, allowing your energy to outlast any normal human in a fight. If you get hit it will still hurt, you simply won't get exhausted as quickly.

This Time, I Will Not Fail - 300 CP

Failure, a concept probably foreign to you at this point jumper. But just as a quick reminder, humans fail, a lot. But rarely does one succeed without failing at first. Every time you fail to achieve something of importance, you will become increasingly more able to succeed. The universe itself will assist you in this regard. The impossible will still be impossible, but rarely will you have to reattempt anything more than once or twice. Failure truly is only a stepping stone to success for you now.

Re-Vamped - 600 CP

Through a set of unfortunate circumstances in your past, you have been reborn with great power. By tapping into your inner demon, you will have access to your new and greatest form. Your skin will become paler and you will be forced to don a bunny suit. This form confers access to increased stats in attack, defense, and agility, along with an increased resistance to negative status effects. The increase simply doubles any perks or stats you have in those areas, doubling their power, time they last, effectiveness, or anything else that can be doubled in your favor. If those stats somehow approach infinity, then you can confer the same infinite stats boosted by this perk to 1 companion. You may switch which companion gets it or revoke it whenever you feel like it. Your companions will also be forced to wear bunny suits (or anything you decide is suitably embarrassing) when given these stats, and you must remain in your Re-Vamped form for your companion to retain your gift. As this is the jump version, weak willed individuals will also be vulnerable to your charms and lesser demons or monsters will obey any command you give so long as it doesn't conflict with a major baddie's orders.

Monster

Monstrous Appearance, Marvelous Mind - 100 CP

No matter your form, you will always be able to communicate with humans (or human like species such as Elves). You must still know their language, this just allows you to communicate with them. Ex. You have a form without the capabilities required for human speech (no mouth, voicebox, etc.); you will still be able to communicate with them in their language regardless.

Aww, So Cute, Wait... No, Don't Bite Me... - 300 CP

You can transform any sinister aura you may exude into one of cuteness instead. A handy trick to lure in foolish humans and feast on them. This will not work against those with a great amount of wisdom; they can see through your act.

A Darkness the Likes of Which The Light Will Never Pierce - 600 CP

You're not just any monster. You are THE monster. When that which is of the light is in your presence, it falters and breaks. The sword of light would shatter but from a glance, the heart of yggdrasil would become corrupt with only a touch. Anything considered holy or of the Light is weak to you, cripplingly so.

Items

All items, unless otherwise noted, will reappear in your warehouse within 1 week if they should be lost, stolen, or broken. If you have perks that allow you to manifest items on your person, then the item will become available immediately.

General

Fun Sized Forge - 300 CP

A forge that you can carry with you. You can forge literally anything on it so long as it's something that can be forged in the first place. With time and experience, your skill with the forge will grow, allowing you to more easily craft perfect items with no flaws.

Luminary

Side Saddle Bag - 100 CP

A small brown bag that you can carry around with you. While it's storage space is small (about the equivalent of a large purse), it will always be light to carry no matter what you place inside of it.

Cetacea's Flute - 300 CP

A flute, that when played, will summon Cetacea to your aid. Within Erdrea, Cetacea will always prioritize responding to the original luminary's summons first. In other worlds, you may choose to have Cetacea replaced with a flying mount more appropriate to said world.

Supreme Sword of Light - 600

Who needs to go on a journey? Get straight to the point and get your very own unique copy of the legendary sword. This sword confers many benefits to those who wield it. First of all, things that belong to the "darkness" (depending on the general definition of the word in the world you're in) are helpless against its might (necromantic creations would be felled with barely a cut of the sword, barriers made of shadows would melt to the blades might, etc.). The sword can also be used to cleanse or purge an existence that is unnatural to the host body. This means it can do anything from performing an exorcism to expunging a bacterial infection or viral sickness, although you may have other problems to deal with, if for example, a demon is removed from its host; the demon doesn't just disappear unless it otherwise would without a host, meaning it could target you or others, and even attempt to repossess the same host. Thirdly, if there's a sort of "main system" for your world, something like Yggdrasil in this world,

then whoever wields the sword will be guided to that system and capable of communicating with it.

If you have both the Supreme Sword of Light and the Sword of Shadows, you will no longer need to wield the swords to obtain all abilities associated with them.

Thief

Eye Glass - 100 CP

A handy eye glass (like a Jeweler uses). You can use it on chests within Erdrea to ascertain their contents (or lack thereof) and on various items to get a sense of whether the item would be monetarily valuable to you (but not its actual worth).

Bandana - 300 CP

A bandana you happened to lift off of some bandits. Curiously it was enchanted with stealth magic. While wearing it, a person can become invisible to both the senses of sight and hearing. While you could be detected by an AI, anything that is reasonably capable of "sight" would not be able to spot you, even in a recording.

Pirate King's Pendant - 600 CP

A pendant that gives the wearer the Midas touch. Anything they touch turns to gold. This version has the kinks worked out of it, so as not to actually turn the user themselves to gold. The ability wears off as soon as the pendant is removed from the one who used it, reverting all gold back to its original form.

Sage

Ogler's Digest - 100 CP

We all get lonely or other things sometimes. But not to fear, you'll have the Ogler's Digest to keep you company on those lonely nights. If you carry it on your person, it will give you a 5% boost to the chance to get Pepped. It has an equally 5% chance to fall off your person at the worst possible times to embarrass you.

Yggdrasil Leaf - 300 CP

A leaf from the world tree, capable of fully restoring someone's life force (bringing them back from the dead). Can't be duplicated and will appear once every 10 years. Also makes for a really good tea. If made into tea, it may give you random visions from the World tree (or equivalent).

A Fancy Staff - 600 CP

It's a wooden staff. It's nothing particularly fancy from its outward appearance, but in fact it's a staff made from the World Tree itself. Magic you cast will be slightly more powerful when wielding this staff. More importantly, any single lethal spell (must be something that would instantly kill you) will be blocked by the staff so long as you are wielding it. The staff will shatter and it will reappear in your warehouse exactly a week from when it was broken. The staff also has a neat feature; its looks can be changed by combining it with different types of wood, but only 1 at a time. E.g. Cherry blossoms might leave a trail of blossoms wherever you walk, oranges might cause the staff to give off a citrus scent and allow you to materialize oranges out of thin air, a redwood might let you grow to giant proportions, etc. It's also possible to integrate and combine this weapon with any other wooden weapon, making them one weapon with both's benefits. Once every ten years the staff will also create a new sprout, and if the sprout is grown for another ten years, it will become a new version of the staff.

This also counts as a free Heavy Wand in the Weapon section below, if you want it to.

Knight

Juggling Balls - 100 CP

Just what they sound like. A set of 101 Juggling Balls for your pleasure. These particular balls have a special effect that can mesmerize the weakest of monsters but are otherwise just normal balls.

Casino - 300 CP

You are now the proud owner of a small casino. It will follow you into all of the worlds you visit, providing you with a small source of income. As an attachment to the warehouse, it will give you access to various games of chance to play at your leisure, occasionally rewarding you with rare items from the last world you were in upon winning certain amounts of money.

Villa - 600 CP

A cozy villa for a knight to vacation or live in. Comes with a beach to relax on. Can appear in the world you're in or act as an attachment to the warehouse. This villa is a great place for knights and entertainers to train. It comes with the benefit of allowing all of your companions you did not import a place to come and hang out in your jump world.

Royalty

Scandalous Outfit - 100 CP

You now own a set of normal swimwear in whatever design you want. It's main benefits are that it adapts to your environment, meaning you could wear it in the snow and it'd be as if you were covered head to toe in the warmest clothing imaginable. It's not supernaturally powerful, so it only functions in so much as any normal piece of clothing can, but from covering your skin (despite it appearing and feeling bare), protecting you from sunburn, regulating your temperature, and anything else you may use clothes for, it's quite the versatile and attractive piece of clothing.

Ruins of Dundrasil - 300 CP

Why would someone want the ruins of a once great castle? Well apparently you have your reasons. You will be able to import the ruins of Dundrasil and its castle into any jump or as an attachment to your warehouse. It can function as a burial ground and also breaks any curses, no matter how powerful (aside from ones caused by drawbacks), one might have upon entering.

Golden Tiara - 600 CP

While wearing this tiara, all will recognize you as some sort of royalty. It will also allow you to access any benefits that may be restricted to people of royal origin in the world you're in, but you must be wearing the tiara anytime you want those benefits. Can be gifted to a non-human companion (or a non-companion) once a jump. Upon gifting the tiara to that person or entity, they will instantly be given royal status if they possess none through some means or another (sudden discovery of ancestry, wibbly wobbly timey wimey, or whatever reason the world needs to make it real). It also bears mentioning that this will cause any non-human entity to have a human form (or whatever the equivalent form is for the world you're in).

Monster

A Common Drop - 100 CP

If you are defeated, there is a specific common drop that you reward the person with. It can be any basic material found within the world you're in. You can only have one specific drop per jump. Lucky for you, due to naturally producing this drop upon defeat, you will also obtain 1 of this item per week for yourself. So let's say you choose an apple as your drop. If you are defeated, you will drop an apple for someone to take. However you yourself will also obtain an apple once per week due to this item.

A Rare Drop - 300 CP

Much like the above item, but for something that would be rare rather than common. Rare could be anything that is relatively rare in the world you live, such as a rare Earth metal might be on Earth. Can't be something that's beyond incredibly rare, such as one of a kind items, infinity stones, etc.

Sword of Shadows - 600 CP

The greatsword used by Mordegon himself. Capable of breaking through dark auras like a hot knife through butter, and especially powerful against anything of the light or things that are holy. While wielding it, any sort of "dark" magic can only affect you if the caster is magically more powerful than you in some way or another (more MP, more talented at that type of magic, better educated in that type of magic, etc.). You will also gain the power to fight better in the shadows, quite literally. All of your senses will be heightened so long as you stand in someone or something's shadow, making you just slightly stronger than you would be outside of the shadows.

If you have both the Supreme Sword of Light and the Sword of Shadows, you will no longer need to wield the swords to obtain all abilities associated with them.

Companions

A Monster Pet - 50 CP

You obtain any 1 monster of your choice as a pet. They will have the intelligence of roughly a cat and will be bred not to harm humans unless trained as such.

And So Another Leaf Has Fallen (Import Companions) - 300 CP

You can import up to 8 companions. Each gets 600 CP and can choose any background. They may optionally replace the various characters in each background. The exception is within the Luminary background, where there can only be 1 Hero, 1 Gemma, & 1 Second Luminary in this world. You may import companions individually for 50 CP each and the above effects instead.

But All Must Return to the Tree in Time (Export Companions) - Variable CP

You may take any willing non-main character from the world for 50 CP as a companion. Gemma is 50 CP. The Luminary's party members cost 100 CP each. The Luminary himself costs 200 CP. You can also recruit common folk for free.

Those Lost to Time - 500 CP

You may take 1 of the Heroes of old (Erdwin, Serenica, Drustan, or Morcant) as your companion. For 700 CP, you may take 2 of them. Circumstances will develop during your time in this world that will see you create a sort of paradox that essentially brings a copy of your chosen companion(s) to modern Erdrea where you can then recruit them. This option also comes with the bonus of allowing you to take up to 2 people from among the Luminary and his party if they are willing.

Weapons

Every adventurer in Erdrea would be remiss to not have a weapon. And there are various ones to choose from. You get a basic weapon of your choice for free. For 100 CP, you can choose almost any weapon from your chosen category found in Erdrea (weapons such as the Sword of Light are off limits however). If it's a dual wielding weapon, you may pay 150 CP to pick any two weapons from your chosen category. In regards to shields, you may either take one along with Axes or Dual Wielding weapons, or you may choose to specialize only in Shields, granting you combat prowess and the ability to Dual Wield them (For only 1 shield with no weapon, pay 100 CP; for Dual Wielding shields pay 150 CP).

Swords (DW)
Greatswords
Knives (DW)
Boomerangs (DW)
Axes (May have a Shield as 2nd weapon)
Whips
Claws (DW)
Spears
Wands (DW)
Heavy Wands
Shields (May be a primary or secondary weapon. DW possible as well)

Your choice of primary weapon (when chosen with CP) will also affect your companion's CP pool (but not your own). Note that you can only obtain one instance of this CP despite having multiple companions and any companion may use the extra CP obtained here.

Swords/Greatswords - Grants 200 CP to be spent within the Luminary tree
Knives/Boomerangs - Grants 200 CP to be spent within the Thief tree
Axes/Whips - Grants 200 CP to be spent within the Knight tree
Claws/Spears - Grants 200 CP to be spent within the Royalty tree
Wands/Heavy Wands - Grants 200 CP to be spent within the Sage tree
Shields - Grants a single companion the ability to take any 1 drawback so long as it doesn't conflict with the jumper's options.

Pep Power Ups

By buying the Pep Power option under General Perks, you will gain access to unique powers based off of your combination of 600 CP perks. Not all powers combine.

Omni Heal + Harmonic Bonds - You can use triple the MP cost (or equivalent) to heal any damage done within 5 minutes (with none of the restrictions it normally has). If you have Sisterly Bond, you can merge willing souls together, merging the two personalities and bodies in a harmonious bond with no ill side effects and a single "self" or identity. Additionally it allows you to customize the power of soul splitting, allowing the "second" half's body to be that of a fraternal sibling, a soul mate, or a child, with the proper DNA to match (e.g. standard/identical and fraternal siblings will match DNA as expected of one, a soul mate will have little DNA to match, and a child would have about 50% of that souls body's DNA).

Omni Heal + A Darkness the Likes of Which The Light Will Never Pierce - Rather than having any restorative effects, you can use Omni Heal to leech off of everyone indiscriminately within a 10m radius. Doing so will transfer all damage and negative status conditions to those people (will not work against high level threats or powerful foes) while actively healing you. The distribution will be equalized among all people vulnerable to this skill within your radius.

Nastier Knives + Harmonic Bonds - You can now sever the bonds between two people. You can now use knives to "cut" the bonds of fate between two souls (their karma, fate, etc.). You can only do this once to a person and it is possible that such bonds could heal if left to themselves.

Nastier Knives + Gold Rush - Your immense wealth has enabled all of your Nastier Knives crafted weapons to gain double the charges. Your 4 (now 8) charge weapons can also be wielded by companions, but they can only wield one for the entirety of a jump. Your skill with weapons has also halved the cost it takes to power up your attacks with gold (500 g Erdrea currency or equivalent).

Gold Rush + Re-Vamped - The Re-Vamped state now doubles any money you make. You can now also rain down gold coins in a 2m radius upon your foes, but this will require having enough money to fund this (always adjusting to whatever local currency you may be surrounded by).

Re-Vamped + A Darkness the Likes of Which The Light Will Never Pierce - Lesser beings of evil and darkness acknowledge you as their master. Only the big bads of your world such as Mordegon would ever dare to stand against you. To willing participants, you can also grant them the Re-Vamped state, corrupting their very souls to make them lesser beings of evil that serve you loyally. Only a hero of the light could hope to break them out of such a state, and even then only if they truly wanted to leave that state.

Drustan's Wishes

Super Powerful Weapon

You have been granted a powerful recipe book. Rather than the standard one given you, this one has been influenced by Jump power. You may choose any 1 item you possess that does not have life giving properties (potions, yggdrasil leaves, anything that heals, cures, or resurrects, etc.) and this recipe book will give you custom and specific instructions for how to create it. From ingredients to forging method, all customized to the world you're in. Note that for more "powerful" items, recipes could take years to complete, but will always be finishable within 10 years.

Those who chose A Fancy Staff can instead save the various sprouts it produces. When enough are collected, they will be able to combine the sprouts (using the staff's power) to have their very own World Tree sprout. It can be planted wherever you desire, and if you're so inclined, you may plant it in the warehouse; it won't count against the size of your warehouse either, so basically all the space it takes up comes with it for free. Can also be planted to other attachments you may have. Yes, you could choose to obtain the recipe for producing your Fancy Staff, and produce more staffs to quickly obtain more sprouts. Production time is roughly 2 years. As for the amount of sprouts you need to collect, you must collect 1 sprout for every jump you took prior to this one.

Horse Race

You gain 1 of any type of race track you desire which can be manifested in any world you visit or used as an attachment to your warehouse. However it can only be manifested with technology similar to that of the world you are currently in, if you choose to place it within the jump that is (for instance in Erdrea it would be a horse racing track). This race track allows you to go wild with your powers, essentially customizing it to work however you want (so long as it's in the interest of racing). Mortal or serious harm will cause a racer to be ejected from the "track" safe and sound without a scratch or curse upon them. Those who win will be given a reasonably rare material from the world it's been manifested in and you will get a cut of the profits (assuming you opened it to attendance) as well as a copy of said material yourself. If attached to the warehouse, the races are simply for fun or practice with no reward.

If you have the Pirate King's Pendant, you will be able to craft racing equipment from 24k gold. Once properly crafted (good luck with that!), the item will "solidify", becoming as tough as steel, and become a fully functional version of itself. A golden horse would come to life, a golden sports car would work no differently from a regular one. Every race your track hosts will also produce a significant amount of money, producing roughly the local equivalent adjusted for inflation of about 100 million dollars a year if it's constantly operating.

Ogler's Digest

A heroes hero's hero, hmm? You will gain a special copy of the Ogler's Digest. The magazine will always be filled with "informative" articles that broaden the mind and help a person become more cultured. As a "small" part of the magazine, you will also find pictures of incredibly attractive people scattered about (all tailored to the world you're in). With the power of this magazine, you can temporarily summon any person (or species that you happen to be) for a 2 hour period of time. They're a person you created, so if not an OC, they would be more like a copy of how you imagined that person to be. They are generally helpful, though occasionally their personalities may vary, from wanting to prank you, to having no interest in listening to anything you say, or the very rare case of Yandere syndrome. They are able to interact with the real world and will retain their memories from all previous summons. You may only have 1 summon active at a time. If a summon dies, the two hour limit functions as a cooldown, meaning you will have to wait until 2 hours from the initial summoning to do so again.

If you have the Golden Tiara, then there is no time limit on summoning. Your summons become eligible subjects to be gifted the tiara, manifesting them as real and with a human form (or equivalent). While they can become followers, in order to be companions you would have to recruit them as such through a jump's CP options. Their cost is relative to that jump's category for recruiting companions; if they're fairly normal or regular, then they'd probably have the base cost, but if they're a high powered character capable of amazing feats themselves then they're probably going to be in the highest tier.

Serena's Hair

You have been granted the power to enchant jewelry with appearance changing effects. From making a ring that targets only the length of a specific person's hair to a necklace that can grant an entirely new look to whomever puts it on. The effect will only last so long as the person wears the enchanted jewelry. There is no limit to how many enchantments or items you make. However each item may only have one enchantment on it. While you could make a ring to change a person's appearance to something else entirely, you could also split said changes amongst a multitude of different jewelry so as to allow them to pick and choose what part of that new appearance they want.

If you have the Supreme Sword of Light, you will be able to use it to alter the appearances of others. If you have the Sword of Shadows, you will be able to use it to alter your own appearance as you see fit (within reason for whatever humanoid or creature you might be).

Stay with Forever

You may choose any one companion and you two will become instantly mar- Wait... That's kind of creepy. Ahem. With this wish, you shall be granted 1 new companion. When in any jump (this

or another one), if you find a willing soul that isn't barred from becoming a companion, you may use this wish to immediately grant them companion status. This bypasses all CP costs for choosing said companion and they will be granted any companion import bonuses contained within that jump, able to immediately spend the CP on perks for the current jump. In the next jump the companion enters, they will have 1000 CP but will be unable to take drawbacks (unless explicitly stated otherwise within that jump). Pay no CP to import them. They will also be reasonably unrestricted towards whatever options they choose to buy with their CP. This 1000 CP doesn't stack with what they would have gotten for being imported regularly, but they will gain other benefits afforded to an imported companion for that jump. For all future jumps they will function as a regular companion.

If you have Villa, you can grant 1 companion access to the warehouse and body supplement. However their warehouse is exclusively for them, and can not be used to benefit the jumper in any meaningful way. The jumper can still visit it if given permission to hang out however.

Draconian Settings (Drawbacks)

No Shopping - 100 CP

You will start out with no money, though you are allowed to bring in non-currency related items. Any powers or items with powers related to money will not function for the duration of this jump. For an extra 50 CP, any earnings you do make will be halved, and for another extra 50 CP you will also be unable to shop anywhere within this jump (they will refuse to sell to you).

Shypox - 100 CP

You have crippling social anxiety. But not in the way you think. You can talk to people just fine, but when you find yourself in battle, you suddenly become hyper aware of everything you do. From your awkward sword stance, to that almost microscopic hole on your shirt, to the possibility that the monster thinks you're staring at them, you will be utterly crippled 25% of the time and unable to do anything but stand around as your companions finish off the monsters.

Super Shypox (affects team members) - 200 CP (Requires Shypox & at least 1 Companion)

Oh no, it's spreading! Just like Shypox above, it will now apply to your companions. They will also become incredibly flustered around you and able to get out only a few words at a time in your presence. Comes with the guarantee that, if you have two or more companions with you, you won't all have shypox at the same time; at least one of you at any point in time will not have shypox, though it can rotate between all of you.

Townfolk Talk Tripe - 200 CP

For some reason, you've angered the people of Erdrea on a subconscious level. They will lie, quite frequently, and often attempt to manipulate you anytime you talk with them. They also occasionally tell the truth, and any perks that could help you to discern the difference will be disabled for your duration in this jump.

Party Wiped Out if Protagonist Dies - 300 CP

The world of Erdrea is tied to your life force. Regardless of perks that might bring you back, if you die, even for the briefest of moments, this world dies with you and so ends your jump.

No Armor - 300 CP

You can't use any sort of armor nor any physical durability perks. For an extra 300 CP, you aren't allowed to wear clothes nor use perks to circumvent the consequences of such (e.g. you

will still be vulnerable to the temperature). Welcome to the life of a 24/7 nudist. Don't expect the townspeople to appreciate such an "enlightened" idea.

Reduced Experience from Easy Fights - 400 CP

During your duration in Erdrea, you will be unable to gain experience in anything. Your skills, intelligence, stats, etc. will never improve from what they were on the first day you entered this jump.

All Enemies are Super Strong - 600 CP

You sure you want this? Like, seriously, are you sure you want this? Very well. Every monster in this world will not only have an undying bloodlust for you and your companions, but they will now also be powerful enough to fight with a jumper one on one. They will have the ability to counter nearly any of your jump powers and only skill with said power will see you prevail in a fight. Anyone without jump powers will be helpless to the monsters' might (aside from the Luminary, who will be able to fight them as normal alongside his companions). If you are ganged up on by multiple monsters, there's a high probability that you won't escape alive.

The Luminary That Betrayed the World - 600 CP

Upon entering Erdrea, you will discover that the Luminary has betrayed the World Tree and sided with the forces of darkness. He completely destroyed Mordegon, Calasmos, and any other being that stood in his way and corrupted the heart of Yggdrasil. Each of his companions have been corrupted as well, all with equal power to that of the Luminary and absolute and unwavering allegiance to him. Replacing characters with yourself or companions is impossible if this option is taken. The Luminary that wields the power of darkness is incredibly powerful, able to negate any of your jump powers 50% of the time and is 100% defensively immune to your offensive jump powers (and any jump powers used as such).

404 Magic Not Found - 600 CP

Something has gone wrong. Terribly wrong. Magic is lost to all inhabitants of this world, sans the world tree and those of the darkness. To make it worse, you are cut off from all of your jump powers, and any magic you may have otherwise been able to access in this jump. You may still bring your items with you. If the darkness dominates the world at the end of your jump, then it will be considered a failed jump, even if you yourself belong to the darkness (and you still lack magic even in that case).

Endings

The adventure has come to an end and already you hear the call of a new one beginning.

I Shall Not Abandon My Friends - You have chosen to stay here, ready to call Erdrea home.

When The Time Comes, I Will Appear - There are far more adventures for you out there, and you can't imagine staying here for the moment. You continue on to your next jump.

My Time has Passed, now I Shall Rest - Return home and end your chain.

Notes

Puff Puff - There are various types of Puff Puff, not just the obvious one, found in Erdrea. For instance the Hero received Puff Puff from the father of a Puff Puff girl, and has also received puff puff by bungee jumping. Anything considered as "Puff Puff" within the world of Erdrea will trigger Puff Puff conditions.

Made by Aladeus with thanks to /r/jumpchain and anyone else involved for the feedback required to create this jump doc. Ver 1.0. All of my jumps may be posted to any drive so long as these credits remain.