

Anima Ark of Sinners Jumpchain



Welcome Jumper to the Ark of Sinners, a fallen metropolis from a once thriving civilization.

The city of Ark used to be a thriving metropolis that strived to become a Utopia free of all poverty. It all soon fell apart after the discovery of a mysterious artifact known as The Clock and the appearance of a mysterious green fog that transformed all living beings that touched into ageless immortal shadows forever stuck in their past.

You will by default arrive at the same time as Celia a rebel of the assassin group known as Selene will wake up in this city and look for her disappeared friend Nemo. You will stay here until you get out of the city and/or the game's plot is over.

Take these +1000 CP and choose your path.

Origins :

Selene Rebel :

Like Celia, you are or used to be a member of the assassin group known as Selene. Somehow you have ended up in this strange city of shadows.

Monster :

Rather than an outsider, you are a monster one of the many shadows that inhabit the city of Ark.

Anima Ark of Sinners Jumpchain

Location :

Ark : As we spend the entire game here you can choose to appear anywhere within the city though beware that there are seals upon certain doors such as the one that leads to the Merkhane that houses the Clock that allowed the city's council to freeze time.

General Perks : Two Floating discounts for every price tier

Free- Ark of Sinners OST :

This game's soundtrack sounds similar to a choir and now you get to take it with you. You also gain tracks that serves as themes for both you and your companions. No one will find it weird for the music to play without a source unless you point it out. You will receive new tracks in this style for each jump going forward.

Free- Combat basics :

As the city is filled with hostile shadows it would be no good for you to be unable to defend yourself. This grants an expert level of skill in a weapon type of your choice such as swords, spears, bows etc... along with skill at unarmed combat. You are good enough to handle the mid bosses around here.

Free- Ki :

Life in this world possesses a wondrous energy called ki that allows for incredible feats of strength, agility and martial prowess in general. This grants you a reserve of ki that regenerates over time. You also know several techniques to boost your abilities, extend both the reach and power of your swings etc... You can develop more abilities through time and training.

Free- Green orbs, blue orbs :

Something you will notice is that when defeated enemies will drop orbs of either a green or blue color. The green orbs restore your ki while the blue orbs restore your health. Of course stronger enemies will drop more orbs of each type. Post-jump enemies will keep dropping these orbs though the green orbs will also refill any kind of supernatural energy source you possess.

Free- Fall damage immunity :

There is no falling damage in this game and so now you will no longer suffer damage from falling from great heights, always landing on your feet like a cat.

Anima Ark of Sinners Jumpchain

Free- Statues :

There are no consummable items in this game, instead you can find statues. When these statues are destroyed they will drop a large number of green and blue orbs at least enough to heal you back to full health. You will find similar statues in future jumps that will also drop orbs that can heal you and refill your supernatural energies.

Free- Videogame beauty :

As expected of a videogame the main character has to be easy on the eyes. This makes you a 10/10 as attractive as Celia is and also makes it so no matter what happens you never get disheveled or dirty while making sure you never look anything less than your best unless you actively try to disguise yourself.

100 CP- Platforming

There is much platforming to be done in this game and so not having the agility to get around could be quite lethal. This grants you a hefty boost in agility such that even a normal human before would now be capable of leaping meters into the air, perhaps more with a running start or when powered by ki.

100CP- 2 D World

This game is in 2D but perhaps you can turn that to your advantage. You can at will make the world go into a 2D plane which would mean that enemies could only ever come from either your right or your left. This makes surrounding you almost impossible.

200CP- Map and monoliths

Keeping track of where you are going can be quite hard in the city of Ark which is why a map is necessary. This grants you a map in a window interface that you can summon at will that keeps track of the places you have explored as well as passages to other areas. You can also see if there are a number of secrets you have missed such as monoliths containing information.

You also receive a window that keeps track of all information you learn in separate folders in case you need a refresher.

200CP- Invincible Evasion

Anima Ark of Sinners Jumpchain

To get past powerful attacks unscathed you need to learn how to dodge. You learn to quickly dodge out of the way of blows and even hazards such as pillars of flames or green flames. You are invincible while dodging/evading.

400CP- Ring the Bells

The appearance of monsters in this world is heralded by the ringing of bells as well as the appearance of unbreachable barriers until they are defeat. You can now setup arenas by creating barriers over the exits or simply around the area where others can only pass if they defeat you first. Furthermore, you can also hear a bell ringing when enemies appear and when they are finally defeated.

400CP- Save spots

Throughout this game can be found crystals that serves as save points. The crystals you find however can completely heal you and refill all supernatural energies on top of allowing you to teleport to any save spot you have discovered. No longer will you have to fear backtracking.

600CP- Knowledge of the Ark

As can be seen through the city the civilization it housed was a magically advanced one capable of creating powerful wards and even sentient puppets like ID. This grants you all the knowledge of their civilization as well as the luck to find/summon artifacts/beings of incredible power just like how they discovered The Clock that allowed them to freeze time. Since you are paying CP for it, whatever artifacts/beings you find/summon are guaranteed to work in the way you intend it to. Post-jump this updates with the knowledge of similarly advanced civilizations within the jump setting such as the Netheril civilization in a DnD jump.

Capstone boosted : To your Eternity

The people of Ark wished to create more than a thousand year civilization. Indeed, what they wished for was an eternal Utopia and now you Jumper possess both the knowledge and ability to bring the eternity the people of this city were after. This greatly boosts the effects of the previous perk on top of making you a peerless ruler and inventor capable of tackling any problem you are faced with.

Anima Ark of Sinners Jumpchain

600CP- Ark of Eternity (Capstone Booster)

The people of this city are stuck in an eternity as timeless shadows but what if you could make use of that time. This grants you thousands of years of experience with all your powers,skills, magics etc... which updates for all powers,perks,skills etc you get in every jump going forward.

This perk is a capstone booster.

Selene Rebel :

100CP- Selene swordsmanship

Celia learned from Selene everything she knows about combat. This grants you all her powers and skills in that art. Selene swordsmanship is well balanced with combos for both ground,launching enemies into the air as well as air combos.

Also includes ki abilities such as World Ender a powerful downward swing that can launch enemies into the air, Illusion tears a powerful slash with a reach longer than the blade and Neokinesis a boost to your damage at a constant drain of Ki.

You can develop more abilities through time and training.

100CP- Improbable outfit

Celia's outfit is shall we say quite odd considering what she used to be but doesn't make her any less effective a warrior. This also you to make any armor including bikini armor a viable protection as blows will be redirected towards it. Furthermore, this also increases the durability of whatever you are wearing such that even clothes could become as strong as steel.

200CP- Ancient languages

Throughout the game Celia will stumble upon various monoliths written in a mysterious language that she can understand. You however go even further as you are capable of writing,speaking and reading any language within the setting. This updates every jump to include similar proficiency in any new language.

200CP- Miraculous Survival

Sometimes Celia will face defeat against enemies or even fall from incredible heights such as a bridge all the way down to an underground basement and yet

Anima Ark of Sinners Jumpchain

she managed to survive. This grants you incredible luck in survival such that even targeted attempt upon your life would have a hard time succeeding.

400CP- Plot importance

This place is extremely dangerous with even simple contact with the ubiquitous Green Fog transforming one into a tormented shadow. Yet you seem to be doing just fine. Indeed it seems that as a protagonist you are simply too important to simply be killed off or fall victim to accidents. You are even guaranteed to always eventually reach your goals such as by finding convenient monoliths detailing the exact method of deactivating a barrier or ending up after a fall close to a generator you needed to destroy.

400CP- On the Run

Celia managed to get away from the assassin group that tried to mold her into a perfect weapon after finding out about her abilities. This makes you incredibly attractive to secret organisations such as assassin groups while also making you capable of easily learning any ability, technique etc... such that in a year you could have mastered all their techniques.

Finally, you possess an incredible ability to simply run away from even the most dangerous organisations in the world.

600CP- Time Synchronisation

The reason Celia arrived in this city is that she is capable of synchronizing with the frozen time of Ark. You on the other hand possess an immunity to time related shenanigans which also allows you to synchronise with places where time flows oddly and break the cycle within.

Finally, you can qualify for any and all prophecies no matter how exclude they may be.

Capstone boosted : Timelord

It would seem that rather than simply being immune to time you are now capable of freely manipulating it in a range as large as the city of Ark. This also makes it so regardless of what kind of prophecy or plot you are involved in you will always find that they end up benefiting you even if it is simply something like allowing you to forgive yourself for your past sins.

600CP- Master of Ki

Anima Ark of Sinners Jumpchain

Oh my Jumper, it would seem that you are even more advanced than Celia. Indeed, you can truly call yourself a martial master. This grants you an even bigger boost to the combat arts beyond even Celia's abilities.

You are a third level master with a base ability of more than 300 but lower than 400 in game terms of the tabletop, this means that a clash at this level can easily destroy boulders, trees etc... simply from the shockwaves.

You are a master of all weapons including unarmed, possess knowledge of powerful ki techniques and martial arts that can easily destroy buildings.

This of course makes you capable of trivially learning, creating/innovating new martial arts as well as mastering any weapon. You can develop more abilities through time and training. Updates post-jump to be a similar level of master never getting weaker.

Capstone Boosted : Martial grandmaster

Now you can truly be said to have reached the top of this world's martial arts. This grants you an even bigger boost to the previous perk such that you couldn't be perceived by them as you would be too fast for them. You are a third level master with a base ability of more than 400 in game terms of the tabletop, this means that a clash at this level can easily destroy even the most supernaturally resistant buildings, even particles from said clash can leave craters behind it is a fight of « divine » dimensions.

This also you to achieve zen feats similar to those of the Dominus Exxet, your strikes can casually shatter buildings and your martial arts, ki abilities, ki techniques etc... are more comparable to natural disasters than anything a mortal could ever accomplish. You can develop more abilities through time and training. Updates post-jump to remain among the very best fighters of the setting never getting weaker.

Anima Ark of Sinners Jumpchain

Monster :

100CP- Monster Combat Art

Shadows don't tend to use weapons and why would they when their claws are lethal weapons of their own. This grants you the knowledge and ability to use your body including natural weapons like claws and fangs as well as firing purple beams of darkness to fight at a level of skill similar to **Selene Swordsmanship**.

100CP- Timeless Shadow nature

The shadows of this city are timeless, capable of living indefinitely unless killed by violence. This grants you the same ageless immortality as them as well as an alternate form of some kind of shadowy creature wearing a mask, it could be humanoid, skeletal or canine it matters little.

Thankfully, you are immune to the mental health deterioration you would normally experience as a result of your strange existence.

200CP- Flame shadow/Green Shadow

There are different variant of shadows. There exist Flame shadows that deal fire damage and are much faster, stronger and tougher than the normal variants.

On the other hand, Green shadows are slower and weaker physically than Flame shadows but possess the ability to summon pillars of flames.

For a 400CP discounted you can gain the advantages of both.

200CP- Skull o wisp :

Another enemy type seen in the game is a flying skull like creature that can summon will o wisps that explode on contact and fire lasers. This grants you their ability to fly around firing lasers and creating will o wisp creatures that can harm enemies by dashing into them and exploding.

400CP- Shadow giant/ Flame Hound

Two unusually powerful shadows stand out.

There is a Shadow giant whose sheer Size and strength is such that its stomps can cause debris to fall from the ceiling and can also fire powerful lasers.

Anima Ark of Sinners Jumpchain

There is also a Flame Hound who is strong Enough to shatter stone walls and is of course lethal to the touch as it is constantly aflame.

For 600 CP discounted, you can gain the abilities of both.

400CP- Dark Mirror

A strange enemy that Celia faces during her stay here is a dark copy of her that somehow perfectly replicated all her abilities including her ki abilities. This grants you the ability to perfectly copy someone's abilities, gear and fighting style at your level of power as well as their appearance though you may choose a different color and style of outfit, hair color etc....

You also keep all copies as altforms you can assume at will.

600CP- Obscuritas

The council member Augustus was twisted into the shadow known as Obscuritas. This grants you a tremendous enhancement to all abilities, skills, magics etc... related to Darkness, shadows and nightmare.

Your strength is also great enough to easily swing around a greatsword, you can fire powerful lasers and you are capable of causing explosions around you.

Capstone boosted : Dark Lord

My apologies, you are even greater than Obscuritas. You possess complete conceptual control of darkness, shadows and nightmares on a scale of the entire city of Ark as well as magic that can do the same.

600CP- The Clock of Desire

The one behind it all. The Clock is actually an entity that can be called Desire itself, one that was called to this world by the wishes of the people of Ark. This grants you its ability to teleport around, fire lasers, summon debris to crush opponents, unleash powerful blasts of fire around you and summoning monsters.

You can also gain powers to grant your and other people's desires such as the ability to freeze time for a wish of eternity or a demonic form and powers for a wish to be punished for their sins.

Anima Ark of Sinners Jumpchain

Capstone boosted : Timelord of Desire

Oh my Jumper, it would seem you have truly gone above and beyond now. This grants you complete control over time capable of accelerating, freezing or even rewinding it in an area as large as the Ark. Your scale will only grow bigger as you grow stronger and more experienced.

Finally, Your desire granted abilities are also of a similar scale and will also experience similar growths.

Items :

General :

Free- Anima Ark of Jumper

In this game has quite the unique artstyle and it would be a shame to not have a record of your adventures here. This videogame is a retelling of your adventures here in a style similar to this game. This also includes videogames for your past jumps also in a similar style. You will receive a videogame retelling your adventures for each jump you go.

Free- A weapon :

Going out unarmed would be ridiculously dangerous. This is a weapon of your choice that although mundane is completely unbreakable.

100CP- Statues

This is a collection of a dozen statues that you can place anywhere you want. When broken they release orbs that heal you and restore your ki/supernatural energies. You receive a new batch daily.

200 CP- Laser traps :

This trap marked by a sigil causes lasers to be fired continuously unless the next sigil is reached. You can design who is considered an intruder and who isn't. You receive a new trap each week.

200CP- Fire Traps :

Another type of traps that can be found here are sigils on the ground that create pillars of flames at regular intervals. You receive a dozen and can receive a new batch trap each week.

Anima Ark of Sinners Jumpchain

400CP- Seals :

Found protecting various doors in the city, you receive a dozen seals that you can place anywhere. Once placed, you can set conditions for their deactivation such as speaking a password or completing a puzzle. You receive a new batch each week.

400CP- Clock platforms and elevators

Throughout the game can be found various platforms shaped like clocks as well as elevators. You receive a dozen of each, the clocks are capable of moving without any obvious source powering them and the elevators are large enough to accommodate a large number of people or materials. You receive a new batch of each weekly.

600CP- The Clock :

The device behind it all. This clock is actually an artifact/being capable of reading and granting the desires of people around it. It is even capable of freezing time in even a city as large as Ark. Yours is guaranteed not to backfire on you.

600CP- Heart of Eternity :

A powerful artifact. Indeed, this device is one that is capable of powering even an eternal loop as it is capable of generating an infinite amount of energy at a steady rate by creating a field of frozen time all while serving as the control system of generators. This can allow the Heart to be beyond reach as it separates from the physical world.

Selene Rebel :

100CP- Improbable outfit and weapon :

Celia's outfit and weapon are fairly unique. This grants you an outfit in a style similar to Celia's guaranteed to always complement your looks and actually protect you fairly well. Also includes a replica of Celia's sword that is unbreakable and can channel your supernatural abilities including ki very well.

200CP- Moonlight sword

Celia may only use one weapon but perhaps you wish for one stronger than what could normally be found here ? This sword greatly boosts your ki,ki

Anima Ark of Sinners Jumpchain

abilities as well as enhances all abilities, magics, ki abilities etc... related to moon, cold and time. A fitting weapon for an ex member of Selene.

400CP- Combat and Ki manuals

Though it may not be a focus in the game, this world actually contains a variety of impressive martial arts and ki techniques you would normally see in mangas and wuxias. These manuals record all the training, ki abilities, martial arts mundane and supernatural that exist within this world. These shall update each jump you go to with similar martial arts, supernatural combat abilities etc...

600CP- Assassin Order

Oh my, it would seem rather than a mere exile you are instead the leader of your own group. The members of this group who are all completely loyal to you and your cause count as followers and are all extremely skilled in everything related to assassination and martial arts. They update every jump to always remain among the very best assassin organisations in the setting without ever getting weaker.

Monster :

100CP- Monoliths :

For the shadows of this city were once people. You receive a set of 22 monoliths upon which you can easily write anything you want even without any sort of ink. They are immune to entropy and decay and can thus serve as records of bygone times.

200CP- Sword of Obscuritas

A replica of the greatsword used by Obscuritas. Yours however is better as it is capable of greatly enhancing your ki, ki abilities as well as enhances all abilities, magics, ki abilities etc... related to darkness, shadows and nightmares.

400CP- Zero Generators :

Powerful generators made with the greatest advances in technology and supernatural of the Ark. These three generators can be used to power anything you may want by producing a field of frozen time. You may connect these generators to the **Heart of Eternity** item. You receive a new batch each month.

600CP- Merkaba

Anima Ark of Sinners Jumpchain

The complex within which The Clock is housed. You possess a replica that you may separate from the physical world at will as it shall exist outside regular time. You cannot be reached without your consent when within Merkaba.

Companions

Free- Import

Import as many companions as you want, they receive their origin for free, 1000 CP and may take drawbacks and companions of their own.

50CP per-Create

Create a companion, they receive their origin for free, 1000 CP and may take drawbacks and companions of their own.

Free- Canon

Recruit a canon character, though you will have to convince them to join you. You will be guaranteed many favorable meetings and circumstances to convince them.

Free- Celia

An ex assassin running away from the assassin group known as Selene. After getting manipulated her whole life she really needs a friend or perhaps more.

Free- ID

A jester puppet that guided Celia in destroying the generators. Though suspicious at first he is simply bored from staying in an eternally unchanging city and would join you in a heartbeat.

Free- Augustus

A high ranking official of Ark, he was the one behind the creation of the Zero Generators and became the Shadow known as Obscuritas. Your arrival seems to have allowed him to return to his previous form and is very grateful to you for freeing him from the frozen time.

50CP- Ex Assassin (Free Selene Rebel)

An assassin that quit after the burden of guilt became too heavy. They managed to get away from their group and try to help people in similar situations to them as a way to atone. They consider you dear to them.

Anima Ark of Sinners Jumpchain

50CP- Fellow escapee (Free Selene Rebel)

You weren't alone when you escaped from Selene. This individual who you grew close to during your stay with the group followed you in your escape.

You can trust them to always have your back as you are most likely the only one that they trust completely in this world.

50CP- Loyal shadow hound (Free Monster)

As suggested by the presence of dog shadows, not all shadows used to be humans. This hound may have been yours when you were human or somehow regained its senses when meeting you. Regardless you have a very loyal and affectionate shadow hound. Oh and that can set itself on fire for good measure though thankfully it can turn it off when it's cuddling time.

50CP- Shadow Knight (Free Monster)

Not all shadows are mindless as shown by Obscuritas who retained some amount of awareness. This individual however has managed through sheer force of will to hold on to their personality and resist the mental deterioration brought about by such a state. They are a highly skilled swordsman capable of using ki and whether because they served you in life or you remind them of someone they know they serve you as a loyal bodyguard or perhaps something closer if you allow it.

Drawbacks :

0CP-Choose starting Date

Perhaps rather than starting during the time where Celia would appear within the city you wish to start at a different time ? So be it, you may choose any time in the past from the founding of the city to right before the city's decline, to the canon times... You shall still only stay for the same duration with only this drawback however.

+100CP per- To the past

Maybe you would actually wish to jump backwards in time ? this makes it so you start a decade into the past and allows you to gain an extra 100 cp per extra decade you go back.

+100 CP per- Extended Stay

Anima Ark of Sinners Jumpchain

Perhaps you would like to stay in this world longer ? with this drawback you can add another 10 years to your stay each time you take it which also gives you an extra 100 cp per extra 10 years you decide to stay.

+200CP- So many monsters

This practically doubles the number of monsters in areas where you would expect to find them though thankfully they aren't stronger than normal.

+200CP- So much platforming

Hope you like jumping Jumper for this drawback drastically increases the amount of platforming you will have to get to anywhere in the city. Thankfully this doesn't make the Fog anymore common than it already is.

+300CP Power/item lockout

For +300 CP, you lose access to perks/powers from outside this jump document or to items from outside this jump document.

For +600 CP, you lose access to both perks and items outside this jump document.

+300 CP Amnesia :

Oh dear Jumper, it seems you have forgotten quite a lot of things. Much like Celia your mind has been wiped clean of many memories. Don't worry, you still keep your personality as well as the knowledge of how to use your abilities but you can say goodbye to any sort of meta knowledge you may have prior to entering the jump.

+600CP- Fog problem :

The Ark is shrouded in a Green Fog that is actually composed of frozen filaments of time that transform beings who come into contact with them into shadows. The problem has grown even bigger than it would normally be as the fog is much more prevalent than in the game.

Thankfully, it is still possible to avoid it though slightly difficult.

+600CP- The Clock :

It has happened, the Clock has broken free of Merkhaba. It is an entity that grants desires and so it shall endeavor itself to grant the wishes of anyone they meet in the most literal way imaginable. Indeed, it is the Clock that is

Anima Ark of Sinners Jumpchain

responsible for time being frozen and it can also act on people's desire to suffer for their sins by taking a demonic form with various powers.

And now it has chosen you, to grant your desires in a way that will bring you harm. Destroy it and free the Ark from frozen time.

Scenario :

Save Ark City :

For this scenario you will be sent back to the apex of Ark. Back when it was an advanced thriving city. Your mission is to stop the council from activating the clock which would surely ruin the city as seen in the game.

Reward : For your great deed, you get to take the entire **city of Ark** and all its denizens with you, it is a technologically and supernaturally advanced city of peerless splendor. You also get **The Clock of Desire** as a companion, they can grant your wishes but thankfully won't take the most literal interpretation like the one in the game.

Ending :

Do you want to **go Home** as you are satisfied with your journey ?

Do you want to **stay** in this world perhaps enjoying the sight of the city of Ark ?

Do you want to **keep jumping** and see the wonders of the greater multiverse ?

Notes :

A summary of the events and lore of the game :

Once the city of Ark was a thriving technologically and supernaturally advanced city with a council that wished to create an eternal Utopia of perfect happiness.

One day, they unearthed an incredible artifact they called **the Clock** which they knew could allow them to create an eternal city.

To do this they studied chronomancy and started building reactors they called Zero Generators to give the necessary power to the Clock. The generators were under the control of the control room they called the Heart of Eternity which when activated will pull both the Heart and Merkaha which houses the Clock outside of physical space while creating a field of frozen time over the entire city.

Anima Ark of Sinners Jumpchain

However, while experimenting with chronomancy they discovered that frozen time formed a sort of Green Fog that « took » the time of whatever came into contact with it. Living beings became shadowy creatures suffering mental health deterioration as events repeated endlessly in their minds, these are the various shadow enemies within the game.

A man known as Nathaniel discovered that the Clock was actually a living sapient entity and that its activation would lead to a fate worse than death as the entire city would be stuck in frozen time unable to die.

He decided to commit a sin and sealed the Clock in Merkhaba for he didn't want to risk the Clock's reach to spread even beyond the Ark.

Their only salvation would then be if someone could synchronise with the time of Ark, they could theoretically enter Merkhaba and destroy the Clock which would end their suffering once and for all.

Our protagonist Celia is an ex assassin who after escaping from her group Selene found herself in the city of Ark. There she meets a puppet Jester called ID who introduces her to the city and warns her of how dangerous the place is.

She however decides to keep going to search for her friend Nemo who escaped with her. Thus throughout the game she will destroy the various generators and enter Merkhaba where she will realize that she was manipulated.

Indeed it seems that the man she called Nemo was actually the one called Nathaniel who sealed the Clock within Merkhaba. She chooses to destroy the Clock anyways to save the city from frozen time.

Finally, she remarks that even though it wasn't true she liked the feeling of having a friend and finally leaves the city of the past behind.