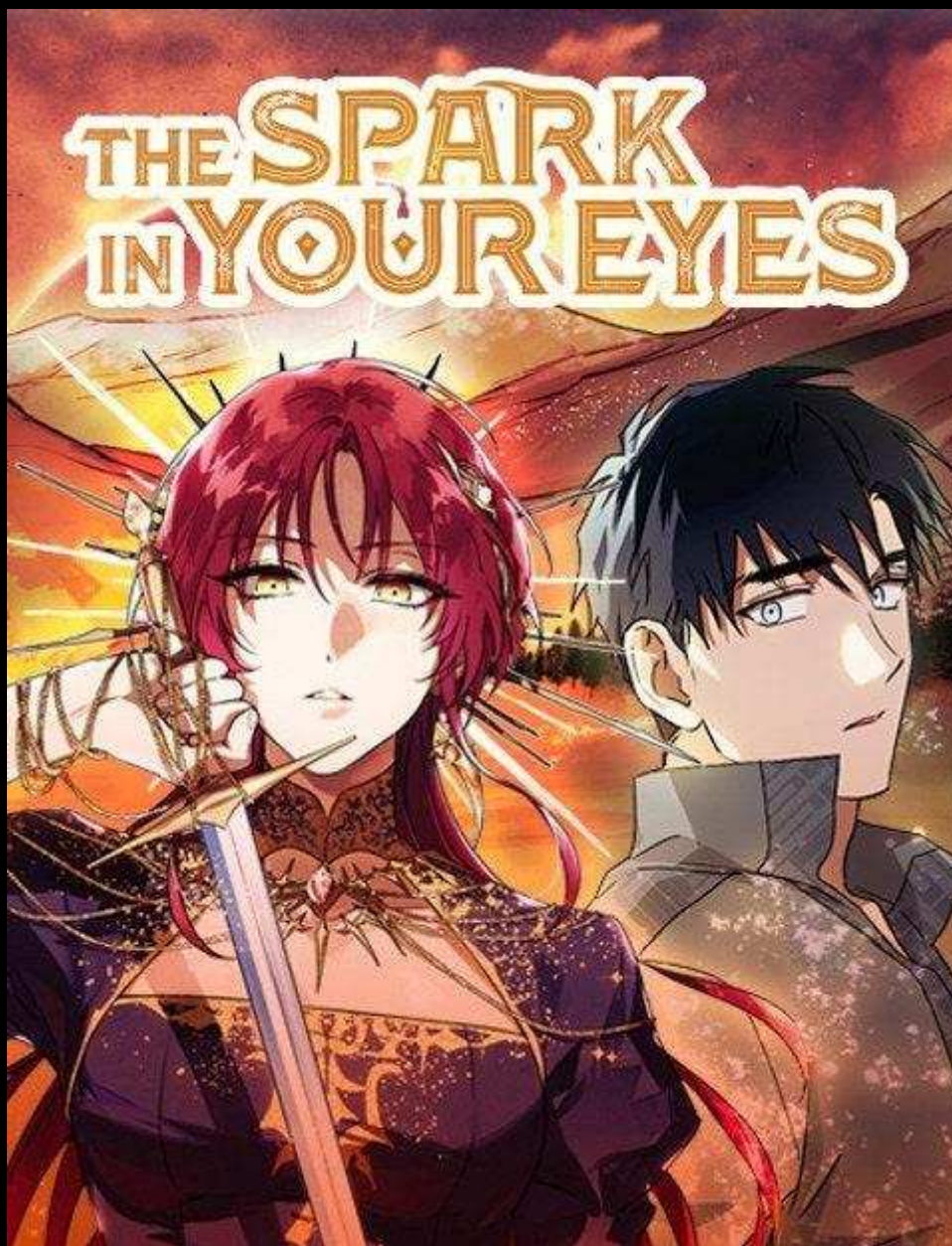


The Spark in Your Eyes Jump

By PerfectlyNormalShard



“Erkin, a young pharmacist from the north, was orphaned by the war between the Northern Nations and Mormerratta. After making a name for himself in Mormerratta, he is summoned to treat a mysterious “master of the castle” whom no one has ever seen. He reluctantly agrees, hoping it will bring him one step closer to finding the infamous Witch of the Sun who killed his parents during the war. Little does he know that, on his quest for vengeance, the witch may have been by his side all along. What will Erkin do when confronted by his sworn enemy-turned friend? Welcome, jumper, to a land of magic, sorcery, and knights. Long ago, the goddess of the Sun, Kariya, descended into the world and was welcomed by the god of the Land, called Numetas. Whether such myths are true is up for debate; the only proof, of course, of their existence lies in the distant red Lands of the East where the Blessing resides. Take these **1000 Choice Points**.

Origins

ALL Origins can be taken as a drop-in; age and gender are up to you.

Of the Land

You are an ordinary mortal, be it from the south, the east, or the west; you are a normal man of Mormeratta or one of its neighboring kingdoms, and nothing more, for now.

Of the Snow

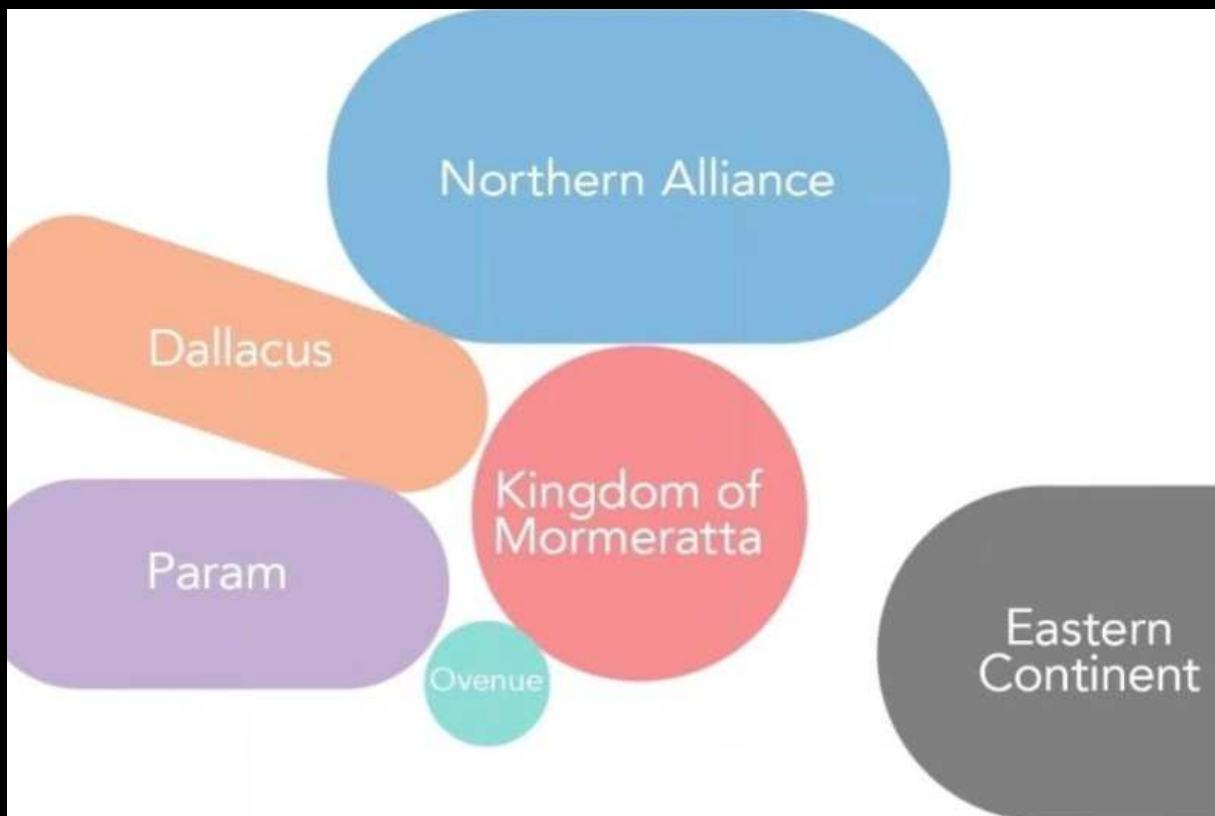
You are a northerner, born of the cold, harsh mountains; here, life is harsh and the food scares, but for hardy people, nothing a bit of medicine won't fix, wouldn't you agree?

Of the Sun [200 CP]

You are one of the red-haired, golden-eyed humans of the Red Waste, priests and guardians of Kariya's blessing; your language is your own, and its teachings are yours. This does not grant you anything above your common neighbors, but it does grant you resistance toward heat, starvation, and dehydration.

Date and Location

Be it the red plains of Ardumesha or the lands of the east, no country is barred. Do be careful, however, of where you land, as it will impact the world's view of you, as for time, either the start of our story or a week before the kidnapping of Hildegard.



Perks

Origins get their 100CP perks for free, and the rest are discounted to 50%. All Perks are toggleable.

Of the Land

Adorable [100 CP]

Much like Annetta, you are bright in both looks and mannerisms when you want to; this causes people to be more indulgent and forgiving than they should, as well as more protective of you. It's not the beauty of a villainess, but even a cute little sister's charm has its strength.

White Feet [200 CP]

There was a legend circulating in the old castle, about a ghost who disappeared people who saw their white feet's, of course its complete fabrication, but whether it is a cat, or maid who disposed of her master's enemies is something else, you are capable in every matter to being a maid, from serving to directing the staff, to looking over the master castle and maintaining its daily function, this include assassination and the finding and disposing of spies, truly one hell of a maid.

Equites [200 CP]

In the Beginning, there were five Equites; now there are six; you possess the skill and martial abilities equal to Griselda herself, and the physical abilities of Baldemir as well, a true monstrous sword master and the strongest knight of whatever kingdom you are in.

Nobility of the Horse [400 CP]

"A horse that cannot run will only wither away as it longs for the plains." That is what the prince, now king, declared as he ran, truly wishing for freedom. Powerless and with no support, he found allies and connection as events helped him achieve such freedom, and so do you. Whenever trapped, be it literally or socially, events will conspire to place in your path allies, ways, and tools to reach that freedom, be it magical keys or the opportunity to climb the social ladder; however, that luck has its limit. If it's nearly impossible, it only offers the opportunity once, and no more.

Beware The Green Snake [600 CP]

You and your line did not spend the better part of centuries playing politics for nothing, much like Albrecht, to say you are a master statesman and commandant would be an understatement, you play politics like a maestro, forging alliances and plotting plans so devious you cannot simply use brute strength, your strategic genius is great enough that even the army simply is better just with you around, and your luck is good enough to survive an army wide massacre and kill the commandant of your own army with only one person seeing it. Of course, it's not always so reliable, but your luck is always more consistent when faced with someone with divine powers or magical abilities (sorcery count).

Of the Snow

Of Ice and mountains [100 CP]

As a Northerner, you were nursed in its harsh and cold environment, making you much bigger and more resistant to the elements than the average human; to you, it is no problem swimming in ice water for a few minutes when compared to other nations who would die of hypothermia immediately.

Ranger [200 CP]

Using stealth, knowledge about the terrain, disguise, tracking, animals, survival, and building crude traps and tools, you have obtained the qualification of a Ranger, someone of similar importance as a royal knight but far more suited for the wild than war.

Northern Medicine [200 CP]

Medicine is not the Vocation of every northerner, but it is the most relevant; it is the most effective; magic is better, but it is more reliable, with several alternatives. You have been taught medicine and herbal secrets by the north, becoming equal to Erkin and eventually surpassing him.

Like Fresh Snow [400 CP]

Your eyes, your disposition, both are cold and gentle, like fresh snow, it is something you want to melt into, something that douses hostile feelings and is even able to reach symbols of destruction or fiery temper; this works especially on cold or fiery women; the more unapproachable she is, the more effective this perk is; may your cold melt every ashen heart.

Sorcery [600 CP]

You have been initiated into the secrets of Sorcery, which is an ability different from magic. Is the ability to actualize human wishes, and is generally something indirect, like fortune telling and potions; still, no matter where, you can now use the people's belief to actualize miracles; the greater the number of believers, the greater the sorcery, which can be enhanced by additional steps and magical reagents. Who knows what kind of ritual you might create. Sorcery tends to be much more effective as a support tool, such as blessings and support in general, but that does not mean direct ways are impossible.

Of the Sun

A born Fighter [100 CP]

You are a natural-born fighter with killer instincts, quick on your feet, and with violence you cunning and speedy skills let you fight like a true beast; of course, it's nothing compared to a genuine sword master, but with this, learning anything related to violence is easy for you.

Adulated Hero [200 CP]

For the destruction of a fort the then unknown sun knight was awarded and praised by the nation, when Kariya's blessing was stolen from the king, they were trained and showered with gift and pleading, and so it is for you, every did you commit give you far more gifts and praise than it should, your legend spread far and wide, with every retelling more exaggerated than the last, becoming known as a god on earth all over the world wouldn't be too hard for you, if you commit enough deeds.

Like Moths to the Flame [400 CP]

It was said that the sun knight was so beautiful that any man who glimpsed her face would fall in love immediately. At the same time, Hildegard is beautiful, she is not that stunning, your beauty on the other hand is closer to the rumor than reality, a beauty that stun any eyes that see it, and the feeling it can bring can change according to your desire, from love to lust to awe, to specifics like the beauty of a living firestorm or a disaster you can't comprehend, with this and a few magic spell, people will really believe you are a deity descended.

Blessing of Kariya [600 CP/900 CP]

The main cause of it all, the power that started it all, The blessing of the sun goddess Kariya, and unlike Hildegard, your power can be handled by your body, this perk is twofold, first is immortality, it make you immune to death by aging and regenerate all injuries in flame and reenforce your body, the only thing that can kill you is with something like moonstone that absorb the energy released to heal you, otherwise even being cut into pieces won't work, second is light magic, be it creating balls of sun light or create sun beams that can pierce fortresses without even moving, you can do it effortlessly, this of course make you immune to mundane flames.

For an additional **300 CP**, replace "**blessing**" by "**divine essence**", initially it is similar to the blessing. Still, the essence can grow to surpass that with time and training, going from destroying castles to scorching mountains, second you are not limited to light as you use Sun Magic, meaning you can do anything associated with the sun, healing, gravity, fire, life, death, glory and whatever concept you can mesh with the sun. Finally, you are immune to things like moonstone and can eventually take the form of something like a flame spirit, a body composed of pure fire and sunlight that can fly and is immune to physical damage. You can even give out the regular version of the blessing to only one individual but can take it back at any moment.

Items

Origins get their 100CP items for free, and the rest are discounted to 50%

You gain a stipend of 300 CP for this section only.

Of the Land

Excellent sword [100 CP]

A sword for a sword master, sharp and robust and doesn't blunt; it also comes with a wooden sword that enhances any training done between the two, particularly combat.

Your shop [200 CP]

This is your very own shop and sells whatever commodities you have; by default, it is food and perishables. Additionally, anyone you hide inside the shop is blessed with stealth.

Lurma's potion [400 CP]

This potion is filled enough for five doses. Whoever drinks it will be compelled to tell the absolute and complete truth as they know it, and make it impossible not to speak, even without tongues; refill every year.

The Heir [600 CP]

With this, you are now the heir to a Great Noble family, be it the hess or some other house. You now get substantially rich and a high position in society in this and any future worlds; do not lose it, and this title can be revoked if you mess things up too much.

Of the Snow

Your pouch [100 CP]

A pouch magically connected to whatever warehouse you own that can retrieve anything that can be grabbed in one hand.

Herbal cabin [200 CP]

This remote cabin is a haven for medicinal plants; any plant with healing properties can be grown in its garden and already has plenty of herbal reserve, including rare ones; it is livable.

Adula's moonstone [400 CP]

This magical stone that is the essence of moonlight can absorb and negate magic, especially solar and divine magic; this explicitly stops any regeneration restock when used.

The Steele [600 CP]

This Steel was once buried deep underground; it's actually blank but will be filled by a prophecy that benefits you and shows hidden parts of the history of the world and some relevant secrets.

Of the Sun

Divine Wardrobe [100 CP]

Clothes fit for the sun, whatever style you desire but predominantly made in the style that suits Hildegard; these clothes are gorgeous by any standard, including absurd divine ones.

Armor of the Sun Knight [200 CP]

This armor may look ornamental, with a large cloak and giant pauldrons, but it is one of the best in the kingdom and can even regenerate under the sun or any sunlight. Has a rapier.

Silent Castle [400 CP]

A lonely castle, made for both a luxurious noble life and quiet isolation, this monastery-castle hybrid is manned by followers and is always fully furnished (including the cellar). It also holds many jewels; it's prized for an enchanted necklace that enhances the wearer's luck in great times of need; this one is restored every year.

Great Altar [600 CP]

A stone altar, with a sun carved into the rock; this contains the lesser version of **Blessing of Kariya**; in fact, it can be given to anyone, including yourself, but cannot be taken back; only one blessing per world can exist; if dead, the blessing returns to the stone.

Companions

Companion Import [100 CP]

Import a single companion into any origin for 100cp each; they gain 600 CP.

Companion export [100 CP]

So, you want to bring others? Sure, just pay the fine.

Your Maid [Free]

This is your maid, someone who you probably saved. She is drifting without purpose and was struck by your presence and being. Having nothing left but deep reverence for you, she has dedicated her entire existence to satisfy your whims, whatever they may be; she has the **white feet** perk for free.

Scenario

Age of The Sun

By taking this scenario, rather than starting in the present day, you will be starting at the beginning of the world, when Kariya first walked the Earth, a far more dangerous place where spirits walked the Earth, and the green snake watched on in envy. Your mission is simple: ensure the prosperity and safety of humanity. And the creations of the kingdoms.

Reward: 1000 CP and the 900 CP blessing of Kariya free; otherwise, 1000 CP additional.

Drawbacks

Take as many as you want

Insertion [+0 CP]

Be Hildegard, be Erkin, be Baldemir, Griselda, or anyone you wish, so long as you have the appropriate perks and items.

Extended Stay [+100 CP]

For each purchase of this, your time here is extended by 10 years. Only the first 15 give you points. Careful with aging

Bandit bait [+200 CP]

Exactly what it says; you seem to attract bandits like honey, ironically making other routes safer.

Family problem? [+200 CP]

You either have a huge family problem, like your mother taking you for your eldest brother, or are an orphan, and have a hard time with concepts like family and love that isn't all-consuming; your pick

witching hour [+400 CP]

There was an accusation of witchcraft everywhere she went; why should you be any different, any act of supernatural feat, no matter how divine in origin, will be accused of heresy and witchcraft, naturally leading to a witch hunt. Thankfully, this doesn't work on those you save.

Lack of Funds [+400 CP]

You are never financially secure; it takes about a week for all the money and resources you obtain to disappear completely.

Like ashes on the skin [+600 CP]

Ruthless she may be, she did feel some guilt. But you are not Hildegarde. No matter how strong you are, your heart is as fragile as glass; any time you close your eyes, you see and hear anyone you ever killed, even indirectly. The moment you know, you even learn their names. And you can't ever forget or grow past it; your past sins haunt you and drown you like an anchor

Lockdown [+600 CP]

You have no **Out of Context** items, powers, or warehouse.

Like the sun in the sky [+600 CP]

Under normal circumstances, Hildegard hid her nature through disguises, not you; just because the sun is behind clouds does not mean you can't find it. Any attempt at disguise fails, even for those who never saw you; your nature and title are obvious to any who sees or even hears you. Even the best disguise in the world won't work, nor shapeshifting as well.

As you wish [+600 CP]

The king would have jumped in joy if he had that from the start. You are now bound to the king of your country; you can only speak and act respectfully, always starting with some version of "your grace," and obey all his orders so long as no close people or yourself are harmed. No, you cannot kill him.

Decisions

You have three choices ...

Go to next Jump

Continue onto the new dawn.

Stay

Stay and enjoy your current life.

Go back

Tired? Take this and go home.

Change Log

v1.0

Initial Template Creation