

The Light of our Solus Jumpchain

By: Xaldreca

Welcome to the world of The Light of our Solus, a quest on SpaceBattles that was created by LostGhost. This world of Remnant may seem close to the World of RWBY, but you will quickly find that things are very different indeed. Among the most important is the existence of Mordin Solus, a new born member of the Solus species. Although he is only a newborn, the Solus species isn't known as the most powerful species in the multiverse for nothing, and he has changed much by merely existing. Unfortunately, I can't cover it all here, so you will have to find out the rest on your own. You will be showing up after Mordin Solus' first day, but the specific date is up to you as long as you don't arrive later than 1 year after Mordin wakes up.

- As a note, this is parallel to the Quest instead of actually being the Quest, but it will go the same way if you do nothing. Therefore, it is theoretically possible for a crossover to occur.

You will get 1000 CP to try and survive your ten years in this world. Good Luck~!

Origins

Who are you? After all, everyone starts somewhere.

Drop In (Free): The usual. You'll wake up in your location with the clothes on your back and you'll have the Identification to prove citizenship. You're age and gender and exactly as they were (or roll 1d8+18), but those can be changed for 50 CP. Have fun!

- Rift Sent(+300 CP): Well, it seems that this Drop In is a bit more literal than usual. When Mordin Solus "woke up" as it were, he caused many ripples through the surrounding fabric of space and time. So, since choosing this saves me a large amount of effort, I'll give you all this CP as a reward. Of course, this isn't without its complications. Not only are you a complete unknown in this world, but your continued existence in this world is tied to the rift. You will drop in at your location as is, and if that rift is closed, it will be considered a chain failure. Furthermore, any chain failure you have will put you in the world you had for your previous jump, instead of your home. Of course, that condition is only due to the nature of how I'm putting you in, so this is exclusively for this Jump only. Lastly, your mere existence will likely draw the attention of Mordin Solus. Obviously, you still count as a Drop In.
 - Invader (+700 CP, Must Take Drop In): O-Oh. Are you sure? Ok then, instead of just being a random person, you are an Invader. Mordin will eventually attack you, and he will bring any force he can with him. Furthermore, you appear near Mordin's location, and if you manage to kill Mordin's avatar, don't expect that to be without consequence. Aside from this, you count as a Drop In as normal.

Hunter (Free): You are a Hunter, or at least one in training. You likely have some skill with a weapon, but your main boon is your Aura, and perhaps even more importantly, your semblance. However, you will need to hone your skill if you wish to survive. Your age is 17 and your gender is what it was, but those can be changed for 50 CP

Grimm (Free): You are a Grimm, and a rather unusual one at that. While Grimm are normally a mindless collection of tortured souls ruled by Salem, but you have managed to take control of your "body". You aren't that strong of a Grimm though, simply being a Grimm on the same level of a Deathstalker or a Nevermore. Both your age and gender are irrelevant. You may also choose to take this option as more of a "drop in", and therefore lack the memories that you would normally be burdened with, but you won't have the strength of a Normal Grimm out of the gate, as you won't have all of the souls that would normally be there.

Awakened (-200 CP): It seems you are one of the awakened, a normal being granted a piece of Infinity as a follower of a Solus. If you want to be a follower of some Solus in-setting, you can choose to be so, with all of the pros and cons that that holds, but you will naturally be a follower of me, Jump-chan, instead. It's not like that's too different from our normal relationship anyways. You're age is $1d8 + 12$ and your gender is what it was, but this can be changes for 50 CP.

- Solus (-1,800 CP, Must Take Awakened): Oh, you took really well to that spark of power to have become a Solus. Most beings would call you an "Eldritch Abomination" and even a 1 year old Solus is as large as Mount Everest. Your soul is among the brightest in existence, and even a tiny portion can dwarf most humans. Because of this difference, your species often uses avatars to interact while the world at large. Your species also is multidimensional by nature, but you may want to not explore that route until You feel confident in your ability to handle the threats that inherently exist out there. You also have many other things you can do, but all of these abilities will be covered later in Perks. As you will most likely be living through your avatar, you can design it freely, including gender, age, and species, but your Solus body is a Gigantic mass of tentacles, eyes, and mouths. However, do keep in mind that you are still an infant Solus, and are still very limited in how you can even move your true body, let alone use your abilities to the fullest. If you want to, you could very well just sleep your ten years in this world away, but your Avatar is basically mandatory if you want to be doing anything without some way to make yourself older.
 - You are capable of making an Avatar of the same power restrictions as the Avatar Drawback at will, and it is highly recommended that you do so because of how unwieldy your form is. Plus, you start in a pocket dimension in the core of the planet. While exiting the plane or pocket won't hurt you (once you can move), it will undoubtedly have large ramifications if you don't process the ability to teleport.
 - You can choose to either replace Mordin, or simply his (nonexistent before now) twin siblings.
 - Note: Post Jump, you gain your Solus form as an Alt-Form, but you will only gain the full power of your Domains in this Alt-Form, as your Domains are a natural

part of this form. To use it outside of that form would be similar to using it through an avatar.

Locations

Everyone needs to start somewhere, and here are the general locations where you can start. Please roll a d6 to determine your location, or pay 50 CP to change it freely. However, Solus can choose for free.

1. The Lost Continent: Call it whatever you want, but it looks like a Dragon, and no one lives there. The place is filled with Grimm, and if you aren't one yourself, you better get out of there fast.
2. Vale: The kingdom of Vale, home of Beacon, Spring's End, and where Mordin Solus is going to end up. If you want to get involved with the plot this is your one stop shop.
3. Vacuo: The desert nation. Nothing really goes on here, but Raven and her clan exists. Maybe you could visit them?
4. Mystral: The "Japan" of Remnant. Its apparently full of organized crime and lovers of tentacle stuff, so I'm sure you can find something to do here.
5. Atlas: The frozen land of Atlas. They are known for their military, their robots, and Penny. So, I guess you could do stuff with that. I did hear that they're making a Mech later!
6. Free Choice: Pick what you want!

Perks

These are your Perks. They will be your spouse of power and your method of survival in this world. Choose wisely. Note: All discounts are 50% off.

General

What's in a Name? Colors! (100 CP): You have a talent with making names about colors. Be it team names, operation names, or false names, you have a talent for creating good team names that sound great and have meaning. Surprisingly. Every color related name you come up with will also be utterly fantastic as well.

Experienced Combatant (-200 CP): It seems that you're no slouch when it comes to combat. You can fight as naturally as you can breathe, and you will never feel out of place in a battlefield. You always know how to handle yourself, and it shows, so get out there and fight competently!

Amazing Attribute (-400 CP, One free for Solus and Grimm): Well, isn't someone special. Out of four attributes (Strength, Dexterity, Cunning, and Soul) one of yours is increased greatly. This is increased so much that an average untrained Human could outperform an average Hunter in that regard. This is, of course, subjective to the base values of a species, so stronger species will receive stronger boosts.

- Note: If you took the Avatar Drawback, this will apply to both you and your avatar. This is the only thing that will let your avatar start off as anything other than average for its species.

Organizational Master (-600 CP): Have you ever had trouble with having too many things to do at once? Well, not anymore (unless you really went overboard), because you can schedule! Yes, with your new found skills, you can fit twice as much stuff in a period of time, and organize all of your events perfectly, without any of it feeling rushed. This will allow you to train, explore, and socialize so much more. Furthermore, unexpected events will somehow never affect your schedule, and as long as you schedule something, you will always remain on time. So, go out there and do a bunch of stuff!

Drop In

Discordant Existence (Free, Drop In only): As someone that isn't from this world, it's no matter that you are a bit out of sync with the world. You are harder to predict, and people seem to expect you do things other than what you actually do, making it easier to surprise them and catch them off guard.

Spot the Difference (-200 CP, Discount for Drop In): Normally, people can get blindsided by change, but not you. Yes, you have a talent for seeing differences in your surroundings, and any sort of change will stand out to you like a neon light.

Butterfly Net (-400 CP, Discount for Drop In): Bringing something new in will definitely cause some changes, but luckily you don't have cause them. As long as you will it, no actions that you (or any one other person that you can designate at will) take can cause events to change from how they would have otherwise gone.

Context is Key (-600 CP, Discount for Drop In): The right context is very important, and you can control your context. No predictive methods, conceptual abilities, or in setting loophole will affect you unless you want to, as you aren't part of the system that makes them possible.

Furthermore, if you ever run across something that is made easier for you due to the context of the situation, it will now always be that easy for you.

- Notes: The first ability is an on or off situation. The second ability will not make something infinitely easy by constantly exposing yourself to the same or similar scenarios over and over again.

Hunter

Aura (Free, Hunter Only): The Hunter's first line of defence, the shield of their soul. This gives you aura shielding in direct proportion to the size and strength of your soul. However, your soul is also what powers your semblance, so as the power of your soul goes down, so will your protection.

Mecha Master (-200 CP, Discount for Hunter): The world of Hunters very much relies on their Mechashift weaponry. Now, you are a master of Mechashift technology, and can instinctually apply this concept to any type of technology that you come across, as well as being a master of making Mechashift weaponry.

Expanded Semblance (-400 CP, Discount for Hunter): Well, it seems that your Semblance is stronger than normal. This will make getting your Semblance abilities work differently. Now, instead of only generating q word, pick any 1 word you want and generate two more. You now have two choices on how you want to use these words. You could use one word to make a normal semblance power and use the other two to create a power that must relate to both and be the strength of a level 10 Awakened's Domain ability. On the other hand, you could choose to combine all three to create a power with the relative strength of a level 15 Awakened's Domain ability, but it must be related to all three words substantially. Do note that these are still restricted by the rules of being a Semblance.

- If you aren't a Hunter, this gives you access to the Semblance section, and a free Semblance.

Crystal Connection (-600 CP, Discount for Hunter): It may come as a surprise to you, but all Dust are created from a Crystal that has a dimensional connection near earth. You can now make connections to this Crystal as well, which will allow you to generate an average Crystal on Dust with a few minutes of uninterrupted concentration. While this time can never be shortened unless you can make the dimensional connection and formation work faster, you can strengthen that connection once you have a few years of experience with using this. Talitha was able to make Dusteria by strengthening this connection, and you may one day be able to as well, if that's the way you chose to take it.

Grimm

Grimm Shifter (Free, Grimm Only): You are a Grimm. This gives you the ability to take a Grimm form. However, as you consume things and generate more Grimm "mass" you will be able to alter your form and armor, although you will have to deal with it all being black and white with random red highlights.

Monsters Matter (-200 CP, Discount for Grimm): The Grimm are made up of a sort of exotic matter that form around their "souls", and you've gained the ability to summon it. However, do keep in mind that what You summon that goes over your normal limits will disperse eventually, like all dead Grimm. You can use this to summon stuff to attack people with, like how the Nevermores can shoot machine gun feathers. You can use this to bulk yourself up to increase your defence, although this will likely affect mobility. Lastly, you can use this to heal your wounds. Do be aware that you do have your limits based on how much energy your "soul" has and how much you can focus on it. An average Grimm with this power, wouldn't be able to do much without decades of training, but luckily you're not normal, you're a Jumper after all.

- For Non-Grimm purchasers, this will cause you to gain a Grimm like appearance when used, but you will not be corrupted through use of this perk alone.

Those Who Survive (-400 CP, Discount for Grimm): It is said that the oldest Grimm are the most fearsome. While this is true, for you this is due to your ability to adapt. Whenever you are severely injured by an attack and survive, you will begin to heal, no matter what that attack was. While you are healing, you will gain a resistance so that the type of damage that hurt you so much will only deal half as much damage. While you can't become invincible with this, it will undoubtedly help.

A Light in the Darkness (-600 CP, Discount for Grimm): Among all of the souls that exist in the Grimm, some ask for their suffering to end. Some cry out for revenge, some have lost their minds, and some want to consume the world. However, there are some that simply cry out for salvation, and you've agreed to help them. This has several benefits. Any souls that you have rescued now reside within "you" and can help you. You can now use them to try to take over new Grimm and add new souls to your "collection" or they can take the form of Grimm. They can also form a black shield or weaponry to help you. You can also command any Grimm within your sight that you didn't "create" as long as they aren't being directly commanded by Salem. As you improve with this and you get more souls to help, you can modify Grimm and create stronger ones. Just do remember that these are people that you are saving, not tools, even if they are more than happy to help you. Of course, you aren't limited just to the souls of the Grimm for this, but unless they would want to go with you, I wouldn't expect them to want to help you without some way to force them.

- Note: This also functions as an Anti-Corruption perk against Grimm taint.

Awakened/Solus

Awakened (Free, Awakened Only): You are an Awakened. This comes with the ability to use Domains, as well as enough power for an average house cat can be a peer to a Hunter with some training.

Solus (Free, Solus Only): You're a Solus. This gives you the ability to do Solus things, like obtain and use EXP, but new domains, use Major Domains, have a giant Soul, eat souls, and a bunch of other stuff. Basically, if Mordin could do it without a Domain or a skill, you can do it.

Yes, So What? (-200 CP, Discount for Awakened, Free for Solus): The awakened of Mordin range from a house cat, to a robot with a soul, to a soul trapped in a mirror for hundreds of years. Despite all of this, people will never seem to care about these abnormalities of yours after the first time they learn about it, no matter how strange or world breaking it should have been.

- If you are a Solus, this goes a little differently. Now, whenever you tell anyone something about yourself, their reaction will never be negative, and their best reaction possible is now far more likely.

Domain User (-400 CP, Discount for Awakened, Free for Solus): As an awakened, you would normally need to practice to advance in your ability to use domains. Now, not so much. You now get one extra Minor Domain to start with at level five, as well as letting you train 3 domains (or

other abilities) in the time it would take you to train 2. This also allows you to unlock new Minor Domains with years of effort in the future.

- If you aren't an Awakened, this lets you get one Free Minor Domain at level 1, and gives you access to that section in general. This also allows you to unlock new Minor Domains with years of effort in the future.
- If you are a Solus, you start with one free level 1 Minor Domain in addition to the Major Domain you already get, as well as allowing you to train 4 domains (or other abilities) in the time it would take to train 1. This also allows you to obtain new Domains for 50% of the usual EXP cost.

A Shard of the Infinite (-600 CP, Discount for Awakened, Free for Solus): As an Awakened, you have been given a very small price of your "sponsor's" power. This by default doubles all of your abilities, and removes all of your limits. Furthermore, you can never lose any of your skills, and your growth rate is doubled.

- As a Solus, you have no limits. You are fundamentally a being that is capable of growing to such a level where you can end multiverses in a single technique, and therefore have no real limits as long as you have the time to reach it. However, as a Solus, you are capable of learning things hundreds of times faster than human, such as learning to read in a week or becoming one of the best swordsmen in the world simply by practicing a few hours every other week for a year. Of course, you would never forget any of these advancements, or anything else you may have ever learned.

Powers

Major Domain (Solus Only, -500 CP, First is Free): These are the Major Domains, the go to tool for many Solus. By nature, they are stronger than a Minor Domain of the same level, but can be beaten out by a Minor Domain several levels above it. Like all Domains, it takes a week of training by your average Solus to increase it by one level for their Avatar, although personal skill in the Domain's topic and one's luck can affect this. Just remember that Domains have linear growth no matter how strong they get. Major Domains cover grand Concepts like Space, Time and Realm, and all have the ability to become Multiversal Enders or more in their affects and have no real limits. However, yours only starts at level 1, like all infant Solus, so you will only be able to do very little, like slowing down time in combat except for you by a factor of 2. You will be able to get more once you're older, but wait for now, ok? You'll get there. *headpat*

Minor Domain (Solus and Awakened only (with marked exceptions), -200 CP, First three are Free for Awakened): Minor Domains. While usefully, they aren't as strong as Major Domains. They still have the potential to become Dimensional destroyers in nature, as shown by The Pickle Solus who turned an entire universe into a pickle. These cover lesser concepts, like pickle, pie, pocket, body, contract, fire, and Meta^9. An average Awakened will be able to train one up one level a week, while an average Solus will be able to increase it by one level for their Avatar, although personal skill in the Domain's topic and one's luck can affect this for both. Do remember that Domains have linear growth, no matter how strong it gets. Now, your average

Awakened will start off with three of these, and they will all be level 1. This would be about the level of having a small pocket dimension that you can only put inanimate objects smaller than a backpack into. Don't worry though. If you put in the time and effort, you can achieve great things!

Now, let's give some basic examples of power levels using the Fire Domain. The below examples are WOG of an average power of a Domain from LostGhost.

- LV1- You can shoot a stream of fire comparable to a regular flamethrower.
- LV5- You can melt through steel rather easily.
- LV10- You can burn fire and start reaching into conceptual things
- LV15- You can now burn through things like a person's powers or other random stuff.

Note: Some might have the concept destroying abilities at lvl 5, but be more limited in some way.

Semblance (Hunters Only (With Marked Exceptions), 1 Only, Free): This is your Semblance. Your mark of individuality that grants you power. Of course, as a Jumper this is very simple. Use a random word generator to get a random Word. Then, create a power that would be the equivalent of a level 5 domain power of an Awakened of a Domain of that word. This power will only change or improve through meaningful personal growth.

- As a Note: A Semblance cannot give you an ability that could be considered something that would fit under a Major Domain. If you get such a word, generate another one to use instead. Rinse and Repeat if necessary, for as many times as it takes.

Items

Did I hear that you like stuff? Well, you can get some stuff right here. There's even some free stuff for you!

A Scroll (Free): A Scroll is something everyone should have! It's basically this world's smartphone, so it's definitely useful. If you have this, you will always find connection and will never have to pay any bills. Furthermore, it is entirely indestructible. You can import another type of device into this, but be aware that if you don't, you will need to find a way to connect to their networks.

The cloths on your back (Free): An outfit! It can look like whatever you want, but it must not have any protective capabilities at all. After all. Its clothing, not armor.

Bronze Dagger (-100 CP, Free for Drop In): You have a Bronze Dagger. While it is fairly useless in combat, you can stab any "reward" you get with it once a week to have that reward replaced with a random different one.

Silver Pen (-200 CP, Discount for Drop In): Here's a Silver Pen. With it, you can get a "charge" with every reward you get. You can store up to three of these charges, and can use them to increase other rewards you get, with three charges doubling the value of a reward.

Golden Egg (-400 CP, Discount for Drop In): This is a small Golden Egg, about the size of a Chicken Egg. While you have this, a hidden egg will appear somewhere in your surrounding area once a week. If you find it, you will receive what you would consider a decent reward. If you don't find it by the time the next egg appears, the previous egg will disappear.

Mechashift Weapon (-100 CP, Free for Hunter): Your Bog Standard Mechashift weapon, if such a thing exists. Pick up to four weapons, and you will receive a weapon that combines them in any way you wish. If you want, you can choose to have the weapons that are being combined be imported and have them combined without any sacrifice of feature or functionality for any of them.

Armor Reskin (-200 CP, Discount for Hunter): As a Hunter, style is very important. You cannot take any sort of armor that you have and make it into any different form, shape, or appearance. This will not impede the functionality or protectiveness of the armor you are changing in any way. To use an extreme example, even if you had a suit of armor the size of a galaxy turned into a pin, you would still receive the full protect, in all areas, as if you were wearing that suit of armor. Obviously, you can import any armor for this, but there is a default body armor you can use for this.

Awakening Pill (-400 CP, Discount for Hunter): How did you find this? I didn't even know it was possible. This strange pill has the power to unlock someone's semblance when they consume it. Or, if they already have a Semblance, they just get a second unrelated standard one. This won't work multiple times on the same person, but you can buy multiple if you want.

Den (-100 CP, Free for Grimm): A place for you to sleep and recover. It is out of the way and hard to find, but it's generally just a hole in the ground or some equivalent. That being said, you cannot be attacked while you are here and all of your recovery abilities work 10 times as fast. Post Jump, you can keep this with you and attach it to your warehouse, if you want it.

Voice Ball (-200 CP, Discount for Grimm, Must have taken Light in the Darkness): This ball contains 1000 "voices" or Grimm souls for you to use for you to use with Light in the Darkness. These will be in statis until you break the ball, so don't feel too rushed. However, you don't get a second of you loose it, so better safe than sorry. You can't buy multiple of these, and they can't be replicated unless you have a way to replicate souls.

Grimm Ball (-400 CP, Discount for Grimm): A strange black orb that you happened to find. When broken, it will transform the person holding this into a Grimm hybrid do to the Grimm

organisms inside of it. This is a completely safe and proven technique, and you may be able to recreate this in the future if you have Grimm powers.

A Camera (-100 CP, Free for Awakened and Solus): Maybe you just like photography, or maybe you like proof of your actions. Either way, you now have a Camera. It is indestructible and has unlimited battery and memory, as well as a printing function. It will appear in your hands whenever you call it, and it will always take pictures in the best light.

Domain Coupon (-200 CP, Discount for Awakened and Solus, Must have a Domain): This is a special card. It has two uses. The first is to increase the level of one of your domains by 1. The second way it can be used is to give a Minor Domain that you have to someone else with a level 1 power. You can buy multiple if you want.

Microphone of the Soul (-400 CP, Discount for Awakened and Solus, Must have a Domain): Here, sing your soul out with this Mic. Well, that's not what actually happens, but the name is accurate. Once every two months, you can use this item to let one of your Domains tingle. This means that you will get to talk to it, and get a great power up if you pass it's test. Such examples of this is a Key from Key Domain that allows you to shoot stuff out of any of your pocket dimensions like Gilgamesh from FSN, and the level 20 Domain ability Giga Pie Break from Pie Domain, which can bypass all physical defence, inflicts the concept of "Weak to Pie" on the target, and makes an attack stronger. Just remember that you do have to pass the tests. While they will never be truly dangerous, they will always challenge you, so don't think you can just breeze through them. Of course, this is invincible and instealable.

Kaleidoscopic Engine (-1000 CP, Discount for Solus): This is an exact copy of Talitha's fully functional Kaleidoscopic Engine. By grabbing an infinitely small amount of energy from an infinite amount of worlds, therefore it is capable producing an infinite amount of energy at any given moment. However, you will need to convert this "pure energy" into a usable form, but it does have a built in converter to electricity. It isn't restricted to only electricity though. Do note that it has safeguards to make sure it doesn't become a bomb, and you do have a user's manual. However, you do not have blueprints for this. Just to be safe, this cannot be damaged or stolen from you.

Companions

Sometimes, you may not want to do everything alone. That's why you've got friends, after all, and this is just the place to get them.

Canon Companion (-100 CP): There are a bunch of cool people here, so it's no wonder that you'd want to bring them with you. Now, as long as they aren't Mordin or any of his Awakened, you can bring them with you. The only requirements are that they agree to come with you, while

understanding all of the terms if the agreement. Oh, and they have to be alive, but that's pretty obvious.

Mordin and his Awakened (-400 CP, Free for Awakened of Mordin and Solus, Mordin must exist): Well it seems that Mordin and his Awakened have decided to follow you. If you are one of his Awakened or his Solus sibling, it would make perfect sense that they would follow you. If not, well, then I guess you just made a really good friend. First things first. In order to not have my fun ruined, Mordin is stuck in his Avatar until you gain your Spark. Now that *that* is out of the way, let's get to the specifics. Mordin and all of his Awakened share one companion Slot, and will all receive their own versions of every perk, item, and drawback they take. Also, they are perfectly capable of surviving in the warehouse in some way, so they can stay around even if you don't import them. That should be it. So, enjoy.

Partner (-50 CP): You can import a companion to help you in your adventures in this world. If you ever go to a Hunter Academy, you will be partnered up with them. They have 800 CP, and cannot take Drawbacks and Companions.

- Team JMPR (-50 CP, Must Take Partner): You now get two more companions to import. They have the same rules as Partner as well. Also, they will be put on a team with you and your partner if you ever attend a Hunter Academy.
- Team FRND + S (-100 CP, Must Take Team JMPR): The last five companions are Imported. Just as before, they have the same CP rules as Partner, and if you ever attend a Hunter Academy, they will be put on a team together, despite their odd numbers. Yes, an exception will be made.

Awakened (Free, Solus Only): As a Solus, it's likely that you've made some people into Awakened at some point. It would be cruel to take them from you, so you now get to take them all with you. They only take up one Companion slot, and they all get a copy of every perk, item, and drawback they take. Any new Awakened you make will be added to this at the end of each jump, and automatically gain a copy of every perk and item that the rest of the Awakened have previously taken.

Solus (Free, Awakened Only, Must not be the Awakened of Jump-chan or Mordin): Well, if you decided to not be the Awakened of Mordin or Me, Jump-chan!, then you have a Solus Sponsor that hasn't been addressed. They could probably follow you if they wanted to, so this is my solution to the problem. If you don't pick this, I'll be telling your sponsor your decision, and I'll convince them to stay away. If you do choose to have them come, they'll be in a similar situation to me, because I still do want to have fun, and having them around will ruin it. Although, they can come with you into anything if you can get them to agree to take up an Avatar that they can't use any of their powers in.

Drawbacks

Need more CP? Feel free to get some at the expense of making your life miserable! However, you can only take up to 1500 CP in drawbacks. The only exception to this are those of the Solus Origin, who get to take up to 2500 CP in Drawbacks.

Quirk (+100 CP): You have some sort of quirk. It's just a thing you do all the time. People will react normally to it, but they'll get used to it fairly quickly as long as it isn't anything too bad.

The ____ Curse (+100 CP): Pick any subject that you are significantly interested in learning. You must now spend 4 hours every week at minimum on this topic alone. However, no matter what you do to avoid this, you will be constantly distracted or interrupted whenever you try to work on this topic, cause your productivity to drop by at least 50%. This can be taken as many times as you think you could fit this into your schedule. You are not allowed to overlap various time requirements for this perk. You cannot pick the same subject more than once.

Naive (+100 CP): You're Naive, like a little child. You'll trust the people around you as long as they act nice, and you will blindly believe what anyone tells you. However, you aren't stuck like this. Over time, you can learn to be less naive. But you'll have to do it at the same rate as anyone else. Also, if something is obviously trying to kill you, you'll get that something is obviously trying to kill you. You're Naive, not an idiot.

Pointless (+200 CP): Well, it seems that a good portion of what you're going to do in this jump is going to be pointless. Around 50% of everything you spend time or resources on in this jump will end up completely worthless to you for the remainder of it. Whether what you got just never comes up, you forget that you have possession of whatever it is, you just have a better method available, or circumstances make it so that you simply can't use it, it will never be of any worth to you. Now this isn't to say that what you do can't be worthwhile outside of this jump, but for the duration of this one half of what you do is going to be completely pointless. No, you cannot choose what that 50% is, it is completely random.

- Pointless-er (+200 CP, Must Take Pointless): Well, it just got more pointless. Now, 75% of what you invest time or resources into will be worthless for you in this jump.
- Pointless-est (+400 CP, Must Take Pointless-er): I don't think we can get much more pointless. Now, 95% of everything you invest time and money into will be worthless to you in this jump.

Strange (+200 CP): There's something off about you. No one really knows what, but everyone around you will notice it and generally avoid you. This will make your life harder in several ways.

The first is that you're going to draw attention. As someone strange, it's only going to be natural that people pay attention to you. This could be bad depending on your situation. The second is that it will generally be harder to make friends or Allies, as people will generally be put off by you. Lastly stealth is going to become more difficult because you're going to naturally stand out as being strange.

Out of Touch (+200 CP): You are. . . out of touch with the world around you. You will often do things that people around you will consider strange or weird, and you really want understand why. Furthermore, you have trouble empathizing with others as you can't really understand them. Because of this, you will not only have trouble making friends and allies, but you will also have trouble analyzing others.

Amnesia (+400 CP): Huh? Who am I again? Oh, don't worry. I didn't forget who I am, but you will. Yes, you will forget everything about yourself and all of your experiences. I don't really recommend this as a drop-in, but having a backstory in the other Origins will likely help you. Furthermore and learned skills you may have had will be forgotten as well, but you will regain your powers although your ability to use them will be questionable.

Butt Monkey (+400 CP): It seems the universe hates you for some reason. You are the butt of every joke, the punchline of every gag. Bad things will happen to you on a day-to-day basis, but they'll always at least be somewhat humorous and you're guaranteed to never be any more than slightly injured from them. This isn't constant however, and is usually just one or two incidents a day. While this won't kill you, don't expect much respect from the from the people around you.

Unapproachable (+400 CP): you just have this sort of. . . aura around you, and not the one the Hunters have. Whether for good or bad, no one wants to come near you. Making friends or Allies will be incredibly difficult, and expect quite a bit of isolation. Furthermore even close friends and companions will feel uncomfortable around you. If you took this on top of other drawbacks like this don't expect people to ever talk to you in any circumstance other than life or death. Ever.

Loot Boxes (+600 CP): Did I hear someone talk about Loot Boxes? Well, here ya go. Now, anything you want, be it improvements from training training, loot from a dungeon, for improving your relationship with your friends, or cash from your job, all of it is reliant on Loot Boxes. Now, what you got from this loot box is based on a 1d100 roll. If you roll from 1 to 10, you get absolutely nothing. If you roll from 91 to 100, you get what you would have gotten normally. If you roll from 11 to 30, you will get either 1/8 of what you were normally going to get, or something that is worth 1/8 of the value. If you roll from 31 to 50, you will either get 1/4 of what you were normally going to get, or something worth 1/4 of the value. If you roll from 51 to 70, you will either get 1/2 of what you are normally going to get, or something worth 1/2 of the value. If your roll from 71 to 90, you will either get 3/4 of what you were going to get, or something worth 3/4 of the value. Have fun with that!~

Avatar (+600 CP): Well, it seems that for some reason or another you won't be using your own body for this Jump. Instead, you will be living through an Avatar while your real body sleeps on in your warehouse. Your Avatar will be an average specimen for its species, and will have the age and gender you decided earlier. The only exception is for Solus, who can choose their Avatar's age and species at will before they start. However, any Out of Jump powers (as well as Domains) will be greatly reduced as well. Any power that refers to "you" in the description will only affect your real body, not the Avatar. Lastly, any powers that you have that could be channeled through your avatar or could affect the world at large will go through a large reduction. How large? Well, let's compare a newborn human infant to this world's Salem. As you know, an infant is barely capable of doing anything under its own power. This world's Salem is capable of destroying all life on the planet on a whim, and has done as much before to the last human civilization, who had space faring technology, Gundams, and a Sword powerful enough to shatter the moon in a single blow. Now, your normal powers are Salem, and the powers your Avatar will get is that Infant. If you are capable of creating a firestorm capable of destroying a solar system, your Avatar could probably make a decent fireball. If you're any weaker though, I'd forget about it. This also applies to any improvements you make in these Out of Jump (and Domain) powers as well, as your training count as making improvements for your real body's power, and not the power of your Avatar. However, there is a slight benefit to this. Normally, dying would instantly cause a chain failure. However, when your Avatar would enter a state that would be considered "dead" you have a 1 minute grace period to restore it to a "living" condition before you fail. It's a small thing, yes, but it should be very helpful.

- Note: Solus are capable of manipulating the body of their Avatar, to the point of quickly regrowing limbs.

Interesting Times (+600 CP): Well, well, well, aren't you busy. Yes, you definitely live in interesting times. Every week there's going to be at least 3 events that you are going to get caught up in. No matter what, you will always be invested in these events and they are guaranteed to take up a significant amount of your time, no matter your abilities. This isn't just say that they scale with your power, but random coincidence and such will make it so your powers will malfunction in such a way that makes your life harder or just not be useful in this situation. There will be no way to get out of these events, and the more you try to resist them, the more time they'll just take up. Of course, if you are strong enough to trivialize these events so that your abilities need to be affected, you will never have any negative consequences from them other than the loss of time. So! Have fun!~

This World (+800 CP, Cannot be taken with Avatar): You must stay in this world for the whole ten years. Why am I clarifying this, you may ask? Well, the birth of Mordin Solus caused many space time rips in the world, and it's very possible for you to intentionally or unintentionally go through one. Therefore, if you do go through one, or do any other method of dimensional travel, your chain ends. No grace period, no forgiveness, just failure.

It Gets Worse (+800 CP): Hang on Jumper, we're going full *Grimm*derp! The death of close friends, War, Famine, and just a general bad time. No matter what you do, things in the world

are going to progressively get worse and worse. In fact, the more you try to make things better, the worse it's going to get (but it's still going to be getting worse regardless of what you do). This also isn't just about the general state the world, but also about your personal situation. No matter what you do, your life will always be full of misery and suffering. This will not be fun for you, but rest assured that your situation will never kill you outright. That privilege belongs to your own stupidity and chance, although it will do its best to stack the deck against you.

Invaded (+800 CP, Cannot be taken by Invader): Once every month, a creature will appear somewhere near you. This creature can be anything really, but it will be at around your level of strength if you were going all out. You can use whatever method you want to defeat this creature and bring whoever you want to help, but if it isn't defeated by the time the next one comes, you will fail this chain. If you're okay with this for the entire 10 years you're here, then go ahead and take it. However, this isn't in any way an easy option.

Ending

Well, it seems that you survived your ten years in this world. Congratulations! All of your Drawbacks are removed, as are any mind altering influences, changes, or taint you may have received. So, let's make your final choice. Where do we go from here?

Stay Here: Maybe you like this place, or maybe there's something here that you can't find anywhere else. Regardless, you've chosen to stay here. Have fun with the rest of your life Jumper.

Go Home: Was this world the straw that broke the Camel's back? Maybe what you saw here just made you long for home. Regardless, you've chosen to end your journey here and return home. Have a good life Jumper.

Move On: On to the next great adventure, huh? Ok then, let's go! New worlds and experiences await you out there.

Notes

While Domains can have exponential growth rates rather than linear, it is extremely rare, so you may as well not consider it.

Change Log 1.1: Changed the Solus origin restrictions, changed the Avatar Drawback, removed item copying restrictions, various spelling corrections, added a "drop in" option for the Grimm origin.

Change Log 1.2: Added Drop In Origin and changed the old one to Rift Sent. Corrected spelling mistakes.