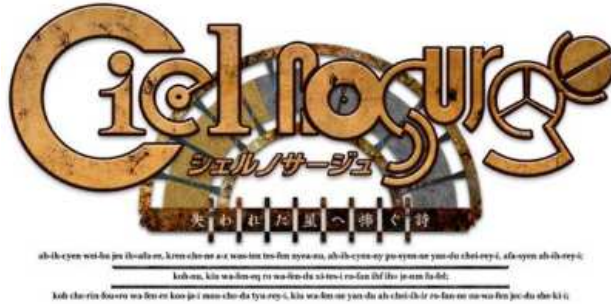




Quell->

EX[lic]->{iyon ciel <=> ih ciel};

EX[ch]->{amue} am {EX[etr]<-{mana};}

->EXeC->{HW};

Connect your world and my world.

Converting the waves, I'll summon your life to this place.

This is the world of Ciel Nosurge, happening on a planet named Ra Ciela, orbiting a dying star named Bezel. Said dying sun regularly emit deadly bursts of radiation called Wave Bursts, which pushed the people living here to build large constructions named Anti-Dynamic Wave Shells to protect the surface cities against it. They also created large floating cities and districts protected by their own magnetic shielding.

Occasionally, pieces of the Wave Shells collapse, falling to the ground, crushing anything under them and rendering all the area they protected inhabitable because of the radiation bursts, hence why the majority of the surface people are poorer than the rest, who can live comfortably in the floating cities.

You appear a few months after the beginnings of the Imperial Trials, a 3 year long ceremony destined to choose the future successor to the Empress. A young girl named Ionasal.kkll.Preciel (or Ion for short) was nominated as one of the two candidates, the other being named Kanaoyeel (or Kanon for short).

They will have to survive by themselves for 3 years without any official support from the government, which means subsisting only on gifts from the people.

You will be staying here for 10 years. Oh, and before I forget, here, take this:

+1000 CP

And good luck!

Backgrounds:

Pay 50 CP to change your gender from what it was previously, or choose your age within indicated limits.

- **Drop-in:**

You appear in an unoccupied alleyway in Manjusara, the planet's capital, accompanied by a flash of rainbow light and a loud bang. No additional memories will burden you here, though you may wish to relocate yourself as your arrival may have attracted attention.

- **Ra Ciela Inhabitant:**

You are a young inhabitant of the planet of Ra Ciela and are part of one of two factions on the planet: Tenmon, the astronomical faction, or Chimon, the terrestrial faction, who have both selected their candidates for the Imperial Trials. Whatever the faction you are part of, you hope that at least one will succeed in their plans to save Ra Ciela from its fate.

Roll 17+1d8 years for your age.

- **Player:**

You arrive in a small room. Looking around, you notice that this room contains the basic necessities for human life but not much else, beyond a desk with a funny-looking computer screen on top and a chair to sit on. Sitting yourself, you press what you guess to be the power button, which fills the screen with a bunch of scrolling lines of what looks to be code, before disappearing and being replaced by the visage of a young girl looking inquisitively at you.

Roll 17+1d8 years for your age.

- **Displaced:**

You awake in what seems to be a laboratory, red lights flickering along the walls along with a drawn out wailing you quickly identify as a warning siren. Judging by the damage surrounding you, it doesn't take long to understand that something potentially

very bad happened here, and that you should try to get out fast before someone starts throwing some very pointed questions at you should they discover your presence here.

Roll 17+1d8 years for your age.

Race:

- **Human (Free)**

Exactly what you would expect.

- **Genom (100 CP)**

You are a Genom, a spiritual being descended from the ancient Sharls that inhabited Ra Ciela (then named Sharlanoia) before the arrival of the Humans. Your soul is different from that of the Humans, giving you the capacity to work Song Magic, though you will need to cooperate with them to sing your Songs as you do not possess the required vocal chords. Unless you actually do...

- **Incarnate (200 CP)**

You have now become an Incarnate. Incarnates are Genoms that have taken human form (or equivalent) allowing them to use Song Magic without assistance, though it is still possible to do so for additional power or precision. Incarnates are actually pretty rare, being mostly considered legends as very few were seen during history.

- **Sharl (100 CP)**

If you don't like the previous options, you may instead become a Sharl. Sharls are a type of Artificial Incarnate created through a virus. Originally designed as robots with preprogrammed commands, your soul has instead been placed into such a body.

You may choose to like the basic type of Sharl, which is a small fairy-like being with some differing characteristics, or a prototype body like the one used by Nayaflask.

Though they do possess the same powers as an Incarnate (namely being able to Sing their own Magic), the classification of a Sharl is an Imaginary-Type Genom, meaning that they need an external source of energy to continue to survive as their body won't accept food. You don't suffer from this problem, being able to eat normal food, but your power output will be limited in response, necessitating a connection to another being to be able to draw enough power.

Perks:

Discounts are 50% off, with the 100 CP perks free to their respective origins.

- **Drop-in:**

- **Retroactive Soundtrack Creation (100 CP)**

This perk gives you a soundtrack corresponding to your past adventures. Every time you finish a jump, a maximum of 10 Songs will be generated for you, each crafted to accurately fit significant events that happened there.

You also gain a mental library to store these Songs in your mind, able to play them at will.

- **Common Sense Isn't (200 CP)**

You would be surprised at the actual rarity of the thing called Common Sense. Sometimes people will do things that are frankly stupid for reasons that someone uninvolved would be able to pick apart in minutes.

You aren't one of those people, able to make informed decisions on the fly, generally granting the equivalent of sitting down and thinking logically about the subject for a few minutes.

This also gives you a knack at spotting weak points in the arguments of others. This isn't infallible, sometimes not reacting even though the argument may be completely insane, you can still come to bad decisions (although it won't be from having to rush your thought processes to come to a rapid decision) and you will have to find out how to unravel these arguments yourself.

- **Third Person Display (400 CP)**

At will you may cast your vision away from your body, capable of perceiving the world as if your entire being was standing where you projected your senses. This vision also bring with it some other benefits, such as being able to roughly perceive the health and magic levels of opponents, along with a small estimation of their strengths and weaknesses.

Generally, you won't be able to extend your vision too far (maybe a dozen meters at most) but you may increase that distance via other means like simple training (slowly improving with use), better vision perks, spirit projection perks, etc.

- **Voice Of The Ancient Knowledge (600 CP)**

So it seems that you like old stuff, heh? Things like ruins, ancient temples and old technologies? Well apparently said old stuff likes you back! Your exploring and reverse-engineering knowledge increase in effectiveness the older the stuff you are trying to figure out is.

A set of decade-old technological devices would take about 5% less effort to reverse-engineer, while exploring some millennia-old ruin would take about half the effort and be much more fruitful too.

- **Ra Ciela Inhabitant:**

- **Vocal Emission Range (100 CP)**

The local Song Magic relies on the voice of the singer to enact and guide the actual effects of the magic. The wider the vocal range, the more Song Magic you can use, and vice-versa. Incidentally this is also the main criteria that Genom uses to choose a prospective partner, as a wider vocal range will allow the Genom to express more of its power.

Your personal vocal range is pretty large, at least compared to the average, granting you a small increase in Song Magic power.

Also comes with a really good singing voice in general.

- **Magical Languages (200 CP)**

Even though these languages could normally be learned by training, you are particularly good at crafting Songs out of your feelings, either in the REON-4213 or Emotional Song Pact, two languages used to actuate Song Magic in this world. These languages won't do anything on their own without a system capable of working the magic itself, but they can have other purposes, like crafting a Song that can very accurately convey your feelings, making it easier to be understood by others.

- **Combination Manufacturing (400 CP)**

You have at least 2 years of experience in Ra Ciela's manufacturing system, allowing you to craft a very large variety of eclectic objects by combining together up to 4 different objects together. Those objects range from raw products like ore, cloth or other materials, to books, to tools and various machines or technologies. Really, with this thing, the sky's the limit on what you could make; maybe getting some very powerful items out of what may be common stuff, though it certainly won't happen very often.

You also have a knack at intuiting new recipes as while some logic can occasionally be divined from the ingredients and final product, most of the times combining some things together result in a product that may have absolutely nothing to do with the starting ingredients.

- **Synchronization (600 CP)**

Humans are not naturally capable of Song Magic, unlike the Genoms who can use it but are bereft of the vocal chords required to vocalize it. Therefore a Human can synchronize with a Genom, enabling both to share their Genometrics and to use each other's capacities (the Genom can share their power with the Human who sings the accompanying song).

And you also have this power, enabling you to synchronize yourself with another being at varying levels of depth. Synchronization is purely voluntary so you won't be able to force one on someone else.

There is also the possibility to Synchronize with synthetic beings and creations, like it is done with the Cielnotrons.

- **Player:**

- **Meta interaction (100 CP)**

You are from outside this world. This may have many different implications, one of them being your knowledge of meta. What this actually grants you is an ability to always have a quip about the current situation. Other people may not get it or they may get confused by it, but when they do get it it's a good way of relaxing a tense atmosphere that formed from an awkward moment for example.

- **Multiple Choice Dialogue (200 CP)**

Whenever engaging in a conversation with another sentient being, you may have certain dialogue prompts appear in your mind's eye.

Should you choose to use these dialogue prompts, time will briefly freeze while you consider your choices, otherwise you may ignore them and say whatever you want.

These dialogue prompts are generally beneficial to your current goals, though some wildly differing options may be thrown in at random; increasing in the amount of nonsense with the number of person you speak to at the same time.

They also depend on your relationship with the person in question: while they are generally tailored to bring about a desired result, you won't be able to convince someone to do something that is completely against their morals or wishes.

- **Sharl Communication Protocols (400 CP)**

You are very good at communicating with Sharls. This translates in being skilled in commanding those with which you have made a pact with. Generally this pact is simply some form of rent, the Sharl doing some task for you in exchange for energy and sustenance. These tasks can range from aiding in the repair of a damaged mind, some act of Song Magic, transmitting some messages and many others.

You are particularly good at speaking to them, having some sort of potent charisma used when dealing with those kinds of beings, making them more amiable than usual. Post-jump these skills will be able to be applied to most types of spiritual-based entities, like summons, nature spirits, familiars, ghosts, etc.

- **Genometrics Expert (600 CP)**

The Genometrics is a realm of thought, containing the minds and souls of every inhabitants of Ra Ciela, allowing people to mentally communicate with everyone else when they form a Chain through the use of Genoms or Cielnotrons. It can also be used as a variant of the Internet, capable of sending phone calls, instant messaging and emails through the connection they share.

And you are capable of creating such a network, having the knowledge on how to build and program Cielnotrons and the relevant infrastructure, allowing the creation of a mental-based pseudo-Internet that can also be used for Song Magic.

It will necessitate lots of infrastructure and large amounts of power, but with this you could eventually build a continent-spanning network with which anyone connected could tap its power to generate feats of Song Magic.

- **Displaced:**

- **Simple Hobby (100 CP)**

That hobby of yours is pretty nice, isn't it? And now it's even better.

Choose a single mundane field of study which could be considered a hobby (like clockwork devices, astronomy, electronics, etc). You are now considered an accomplished student in whatever field you chose, having at least 3 years of experiences concerning it.

- **Hello, [Insert Name Here] (200 CP)**

So you're the silent type, eh? Well this perk will help you with that.

Simply by giving someone a certain look, using body language or by touching them directly, you may non-verbally communicate things like feelings, small physical

sensations, concepts or even simple sentences without speaking, the understanding being somehow 'beamed' into the mind of the recipient.

It will not prevent miscommunication as some things may be too complicated to transmit and it will work best when close (either physically or emotionally) to the person, though it will certainly make things easier. This perk may also be used to amplify any sort of mental-based communications, like psionics for example.

- **Tinkering Enthusiast (400 CP)**

You have quite a knack at tinkering with various technologies, allowing you to intuitively gain a small measure of understanding concerning their inner workings. You could cobble together some functional bits of equipment out of what many would consider scraps, analyze how a piece of technology works by watching it in action, and even very rarely get a flash of inspiration that allows you to create something that most people would call a marvel of science.

You also have a few years of experience working with Wave Theory.

- **Exterior Help (600 CP)**

You are capable of calling upon an extradimensional entity that is capable of tutoring you in many ways about skills you may wish to use. For example, this entity may teach you how to wield a sword in battle, it may tutor you in cooking, or it may give you tips on how to paint.

These skills are only skills you could feasibly acquire through training, as it will not work otherwise. So it won't be capable of teaching psionic powers if you aren't capable of using them in the first place.

You may temporarily relinquish control over yourself to this entity, who will promptly try to use any of your abilities to help you survive. It is very competent, capable of using power combos you may not have thought of and synergizing your various powers together for great effects, though it is very reluctant to do so, only taking control in case of grave danger to your person.

- **Special perks:** (These perks do not get a discount from their background and must take the Making Waves drawback for no additional points):

- **Oversight (600 CP)(Displaced background only)**

Normally, this power would have been granted to anyone that manages to cross the Seven Axis into another world. But Jumpchan, being who she is, has simply circumvented the issue... unless you choose to buy this perk, in which case you will be granted a limited form of the Oversight ability.

This power grants many different abilities, all stemming from an access to the Seven Axis, though I should warn you that this ability has both hard and soft limits, such as having the entire Seventh Axis locked off until the end of your chain. (See Notes for more details)

- **Imperial Vocal Chords (600 CP)(Ra Ciela Inhabitant background only)**

The Planet has blessed you, child of the stars, and granted you great power in the form of the Imperial Vocal Chords. This ability normally only belong to the Empress of Ra Ciela, passed down the succession line with the Imperial Trials, but you now have a copy of it.

This power stems from a connection to the Wills of the Planet, widening your Vocal Emission Range far beyond what is normally available to other lifeforms.

This grants you a significant increase in the power of all your magical abilities, but should you possess a magic formed from Songs or Music then you will find them immensely boosted, to a level which may affect an entire planet, given the correct infrastructure to handle the necessary power.

This also allow you to substitute the activation requirements of other magic spells with an appropriate Song which will grant said magic spell a great boost in power.

Additionally, this greatly increased your limit on the power of beings you may synchronize with, as well as making planetary-type spiritual entities more amiable to you and your goals.

Companions:

- **Genom Companion (200 CP, Discount and 1 Free for Ra Ciela Inhabitant):**

Genoms generally look like a regular existing or fantastic animal, but imbued with human-level intelligence and will. And this little fellow apparently really likes your voice, having made a pact with you. This one possesses a respectable amount of power, nothing outstanding but definitely above average and has decided to stay with you through your adventures. If this Genom is of the Imaginary-Type, it will rest in an unoccupied section of your mind; else it will simply follow you around in its physical form.

- **Canon Companion (200 CP, discount Player):**

This will allow you to gain a canon character as a Companion to take them along with you on your adventures. This isn't actually a complete guarantee that they will accept, though it will definitely make them much more agreeable to the idea.

- **Companion(s) Import (50 CP / 300 CP):**

For 50 CP, you may import a single companion into this world, granting him/her a free background, the associated discounts and freebies, and 600 CP, though they cannot take any special-tier perks.

Or you may instead import up to 8 of your companions for 300 CP with the same benefits as above.

Items:

- **Animated Figurine Set (50 CP)(1 Free for Drop-In):**

A set of figurines of excellent quality representing the main cast of Ciel Nosurge, each labelled with the name of the person it represent. When a figurine's stand is twisted once fully clockwise and put on a flat surface, the figurine will do a little animation, randomized each time.

- **Planetary Model (50 CP)(1 Free for Ra Ciela Inhabitant):**

This beach ball sized glass sphere contains a replica of the actual planet Ra Ciela orbiting around its sun. The planet has most of the installations and landmarks on it, including the spinning planetary rings and the floating cities with little ship and train models flying around, but no secret installations or anything like that. Occasionally you can see the sun emitting a Wave Burst that imitates one that already struck the planet. The base of the sphere contains little switches and controls to pan the view and zoom in or out up to a certain point.

- **Ciel Nosurge Copy (50 CP)(1 Free for Player):**

This is simply a copy of the Ciel Nosurge game, translated to whatever language and gaming platform you may want. Be careful to not show it to some people, might be a little harsh on their worldview.

- **Music Box (50 CP)(1 Free for Displaced):**

A small music box the size of a shoe box. Inside is a little key for rewinding it. When fully rewound, it emits a simple song that reminds you of home. You find it strangely soothing. Good for meditation or to lull someone to sleep.

- **Wave Physics Primer (100 CP)(Discount and 1 Free for Drop-In):**

This world doesn't work on the physics you may be habituated to, being mainly composed of Waves of various kinds. The two major kinds of Waves you may work with are D-Waves (for Detail Waves, composing most of the physical world) and H-Waves (for Hymnos Waves, composing things like souls and feelings). This large notebook contains the basic works of many scientists of this world, being the sum of their knowledge in the field of physics. It doesn't contain everything and there may be things that are wrong or incomplete but it will certainly give you a good head-start at learning how things work here instead of having to figure everything yourself

- **Crafting Resources Crate (200 CP)(Discount for Drop-In):**

This 8 cubic meters crate contain various assortments of crafting materials commonly used in manufacturing on Ra Ciela, with a medium-sized random selection of components appearing inside the crate every week. It tends to favor things you use the most but it's still random.

- **Personal Transport (300 CP)(Discount for Drop-In):**

This vehicle is propelled via Song Magic received through the various kinds of vacuum tubes integrated in its structure. It can take the form of a motorcycle, a medium-sized car or even a small flying vehicle. It has a practically unlimited autonomy as long as it is within the range of a power supplier and has a pretty good top speed and maneuverability. You can import a similarly sized vehicle in your possession for this.

- **Tz-Wave Conversion Apparatus (400 CP)(Discount Drop-In)**

Most of the energy used in this world comes from Tz-Wave harvesting. Tz-Waves come from the movement of celestial bodies around the cosmos, varying in intensity with the seasons and the movement of significant masses in the solar system, and this machine will allow you to extract it. It is around the size of a semi-truck and produces large amounts of power when operating at peak efficiency.

- **Basic Cielnotron (100 CP)(Discount and 1 Free for Ra Ciela Inhabitant):**

This small device the size of a smartphone is composed of a special type of vacuum tube that is used to actuate Song Magic and of a docking cradle containing the power source (generally a battery, though it can be wired in a wall plug) . This small device isn't made for heavy-duty work though it can certainly be used for most household tasks, like heating food, cooling down a room or communication.

- **Kitchen Garden (200 CP / 300 CP)(Discount for Ra Ciela Inhabitant):**

Ra Ciela's inhabitants have developed a very rich food culture. This translates into multiple customs and tendencies. One such manifestation is the Kitchen Garden, a special room present inside most homes that is dedicated to the growing of various kinds of foods, though mainly plants like fruits and vegetables. This living room-sized

chamber and its contents are easy to take care off and it will even provide a small yet noticeable boost to the growth speed of any plants placed inside.

You now possess such a room, which will either integrate itself as an add-on to your Warehouse or spawn as a small shed-like structure in future worlds.

For **300 CP**, this Kitchen Garden becomes five times as large as its 200 CP version and the growth boost becomes much more pronounced, nearly doubling growth speed.

- **High-Grade Cielnotron (400 CP)(Discount Ra Ciela Inhabitant):**

This Cielnotron is a very advanced model, capable of handling much more power than the basic civilian models. With this, you could easily do heavy-duty work, like lifting heavy crates with telekinesis, singing combat-grade or very powerful Songs. It also comes with a small coding manual.

- **Communication Terminal (100 CP)(Free for Player):**

This terminal looks like an average computer monitor with an articulated camera and screen. It is controlled through a keyboard/mouse combo along with a webcam and microphone stuck on the top. This terminal is initially linked to its copy which, in case of the Player background, will be found and powered up by Ion. This terminal can be used for long-range communications, even capable of breaching dimensional barriers. It can only connect to other terminals like it and only with a peer-to-peer connection, though you could eventually learn to build more of them and connect them differently.

- **Gaming Console (200 CP)(Discount for Player):**

Looks like you like playing games, don't you? Well in this case take this gaming console. It looks like an old television with some vacuum tubes stuck to the sides and a few wireless game controller. This already has a selection of about 50 random games installed, but it can somehow be used to play any games you may already have, whether they come in cartridges, CDs or even data files.

- **Robotic Avatar (300 CP)(Discount for Player):**

This robotic body bears a striking resemblance to the being that would become known as Earthes in Ar Nosurge. It is a large robotic avatar that also comes with a VR-like interface helmet. Wearing the helmet enables you to command the Avatar as if it was your own body, though you obviously cannot channel most out-of-jump powers through it. The helmet will not run out of battery life and can connect to the Avatar nearly anywhere, even in other dimensions. Having the Avatar destroyed while piloting it doesn't count as death.

Players can get a 100 CP discount on the starting price by only getting this at the end of their third year here.

- **Interdimend Program Notes (400 CP)(Discount for Player):**

This small compact disk can fit into any kind of disk player you may have and should you open the files inside, you will find something that normally wouldn't be invented for quite some time.

This is a fragmented copy of the Interdimend, a program meant to use a dimensional link to take control of another being many dimensions over from this one. It isn't complete, being mostly notes and blueprints, but sufficient research and experimentation may lead you to salvage something good from it.

Just.... promise me you'll be careful with this, as some people (whether here or in future jumps) may view it in a very negative light should they learn of its existence.

- **Costume Selection (100 CP)(Discount and 1 Free for Displaced):**

During the course of the game, Ion would have probably obtained quite a selection of various costumes and attires. This will give you the same kind of thing: you can choose up to 5 different costumes, themed however you like but they must be purely meant for fashion and looks, so no plate armor or something like that.

- **Hobby Supply Stash (200 CP)(Discount Displaced):**

This is a reasonably-sized stash of items commonly used for certain hobbies.

It may contain a small telescope and some star charts for astronomy, some circuit boards and electrical devices for electronics, etc.

Those who took Small Hobby get one purchase of this for free corresponding to their chosen Hobby.

- **Sharl Nest (300 CP)(Discount for Displaced, 1 Free for Sharl):**

The original Sharl Nest was located inside Ion's mind and housed the Sharl used to reconstruct her broken memories from their fragments. And you now have a physical version of this.

This odd little structure resembling a torso-sized beehive acts like a battery for Imaginary-Type Genoms, including Sharls, enabling them to continue existing without having to harmonize with a human for sustenance.

This one can only support about 20 Sharls or 4 Genoms at the moment, though upgrading it is possible.

Post-jump this will also act like a spiritual battery, producing small-to-medium amounts of magical power (whatever form it may take) per day and can sustain other types of spiritual beings.

- **Personal Shop (400 CP)(Discount for Displaced):**

This small shop seems to follow you everywhere, appearing in a city of settlement near your starting location in each jump and perfectly capable of generating some profits by itself. By default it is tended to by a single NPC-like being, but you can of course tend to the shop yourself and when you do, you seem to rack up slightly more profit than usual.

This shop is the equivalent of a convenience store, stocking itself every week with mundane products, determined by the local genre of the jump you're in.

Drawbacks (+600 CP Limit or +800 CP if Save Bezel Project is taken):

- **Terminal Bound (+100 CP)(Mandatory for Player):**

Normally, Jumpchan would have taken the time to insert you into the universe, either by simply dropping you off into some alleyway or by re-incarnating you into an existing inhabitant. But not this time.

This time, you appear into a featureless 5m*5m room, equipped with all the basic amenities a baseline human could need for survival along with a desk upon which sit what looks to be a computer monitor.

This monitor will be your only link to the outside world, the corresponding terminal being found by someone the moment of your arrival (either by Ion if you have the Player background, or by someone else if you don't).

You get to take the Communication Terminal item for free. It is better than what the original player even got so consider yourself lucky, though it is possible to find a way to replace the outside terminal with a basic robotic body should you somehow acquire one.

- **I Just Want To Go Home (+100 CP / +200 CP / +300 CP)(Can only take one tier)**

Nero is the name of the girl who had her soul used as fuel to enable the arrival of the humans of Ra Ciela, some 5000 years ago. It was then placed inside the Surge Concerto Terminal to use her links with higher dimensions to fuel the Song magic brought by the Cielnotrons, small palm-sized devices used in an analogue of the Internet and that enable the use of Song Magic without having to synchronize with a Genom.

She has a desperate need to return to her home universe and is willing to do anything to accomplish that goal, including dooming an entire planet to death to fuel the return process.

For **+100 CP**, she only has noticed your arrival and has marked you as an interesting being to keep some tabs on. Expect to get embroiled in complicated schemes to keep you on a virtual leash, hampering any plans that would run contrary to her goal.

For **+200 CP**, your goal becomes the same as her, having to go through a similar process to become able to end your jump. She will know this, and will most likely enter in direct conflict with you, thinking she will be able to use whatever process you may

use to get home. She will be a near constant pain in the ass to deal with, as she plots from the shadows, rarely taking direct actions.

For **+300 CP**, Jumpchan has contacted her and told her that, should she manage to kill you (or at least prevent you from achieving any goals you may have), she would immediately send her home as a reward. She will not hold back, using her numerous contacts amongst the myriad of important people of this world to sway the entire population against you or even using her control over the Cielnotrons to bring magical doom upon you.

She may be reasoned with but expect it to be incredibly difficult, as her mental state has been deteriorated by 5000 years of essentially being used as a magical power battery.

- **Making Waves (+200 CP)**

Though normally Jumpchan would have smoothed your arrival into this world, it seems that EXA_PICO didn't appreciate that at all. This world was the theater of 2 previous interdimensional intrusions before you. One Nero, whose soul was brought here to power the arrival of the humans on Ra Ciela, and one Nei Yuuki, whose soul was brought in as a replacement for the soul of Ionasal. These intrusions have greatly disturbed the balance of the universe, and the nearest effects manifested in Ra Ciela's sun, Bezel.

The first intrusion rendered Bezel into a Red Giant star, expelling large amounts of solar plasma that sometimes strikes the planet in a phenomenon known as Wave Burst, damaging planetary installations and requiring the construction of Anti-Dynamic Wave Shells to protect against these effects.

The placement of Nei's soul into Ion only accelerated the problem. And now you made it worse, for your arrival mark the emission of the strongest Wave Burst seen up until this point. And don't expect it to end there because Bezel is now more active than ever, emitting Wave Bursts with gradually increasing frequency and amplitude, doing untold amounts of damage to the planet, collapsing many Shells and killing thousands.

- **Hostile Fourth Wall Being (+200 CP / +300 CP)**

Though this jump doesn't extend up to Ar Nosurge period, it seems that an entity from beyond the Seventh Axis of EXA_PICO has gotten its hands on a copy of Interdimend, a program allowing an entity to take complete control of a being inside the EXA_PICO universe. This entity views this world purely as a game, has a certain goal it wants to accomplish and will not be deterred by any means except forcibly interrupting the connection, most likely by killing the being it controls.

This goal generally seems to be some sort of '100% Completion' goal and though you don't know what this goal really means to this entity, it will definitely be very annoying or even threatening to the world as a whole.

If you take the **+300 CP** version of this drawback, the entity's goal shift from 100% Completion to Cause Maximum Misery to the Jumper; constantly trying to thwart your carefully prepared plans, ruining your reputation or even killing you outright should you prove too threatening to his plans.

The being this entity control doesn't really have any special abilities beyond what you would expect from a Ra Cielan native, but the knowledge the entity possesses will prove itself very dangerous if used correctly.

If taken with the higher tier of Interdimend Dependency, Jumpchan takes pity on you and offers you **+100 additional CP** that doesn't count towards drawback cap.

- **Interdimend Dependency (+200 CP / +400 CP)(Not available for Player):**

Through strange interactions with the Seven Axis of EXA_PICO, upon arrival you became the target of an instance of Interdimend. At first, the side-effects would include heavy memory loss, greatly obscuring your past memories, along with some dulling of the sense and willpower. Though the entity having control of you can generally communicate with you and doesn't seem inherently hostile, it may have different goals than you.

This effect will gradually increase from your arrival until you will have difficulty recalling the names of your companions and have your senses mostly muted, though never coming to a point where you would be considered barely more than a puppet. The effects will end should you find a way to relieve yourself of this burden.

Unless... you choose to take the **+400 CP** version of this drawback, upon which not only will the memory loss be near complete, about 50% of your various out-of-jump powers become 'locked', requiring gaining the approval of the entity controlling you to use in any way, and being unable to end the effects by ending the connection.

If taken along with the Hostile Fourth Wall Being drawback, instead of facing a being controlled the same way as you, it will be said hostile entity that tries to take control of you, it will be able to control part of your abilities like someone would with a game character, and should it succeed at completely taking you over, your chain will end.

- **Save Bezel Project (+600 CP)**

Several years ago, there was a split amongst the population of Ra Ciela, forming the factions of Tenmon and Chimon. Both have a different project to save the population of Ra Ciela from the Wave Bursts emitted by its sun.

Along the course of the game, the project that would come to be executed would be the Grand Phoenix Project, an attempt at consuming Ra Ciela, its Wills of the Planet and a good portion of the population to enable the remaining survivors to reach a new planet, propelled by the energy released in the process.

Your goal is to prevent it. You must save Bezel, Ra Ciela and its inhabitants from destruction. How you accomplish this is up to you, but having either the planet and/or its Wills be destroyed, more than 20% of the population (humans or Genoms) die or having Bezel be destroyed during your stay here will be considered failure of the chain.

And heavens help you if you choose this along with the Making Waves drawback, for the sun has suffered enough damage that it WILL die at some point near the beginning of your third year in this world, unless spectacular forces are brought against this threat. There is a reason why the Save Bezel Project was deemed impossible...

End of Jump Choices:

- **Go Home:**

Looks like this one was the last one for you. You decide to pack up your stuff and go home, keeping all accumulated perks and items from before.

- **Stay Here:**

This place is actually pretty nice and you wouldn't mind settling here. You keep all accumulated perks and items from before, and Jumpchan will take care of things back home.

- **Continue On:**

Well, this world was pretty good, but it's not the right one. You continue on your chain, as always keeping all accumulated perks and items.

Notes:

- On the Oversight perk:

Possible abilities include:

- A very precise form of post-cognition, capable of perceiving the paths taken in the Fifth and Sixth Axis to reach their current point in time, allowing you to search the past for clues, information and knowledge, though said knowledge is only theoretical as you will not have 'experienced' or 'learned' the knowledge, thus your understanding may be flawed.

- A much more limited form of clairvoyance and precognition, as the user would need to perceive all the simultaneous events happening at the same time as the present.

And that is only for the present, for if you wish to search through the possible futures, you would need a nigh-infinite amount of mental processing capabilities and willpower to parse all the infinite trees of future possibilities, exponentially increasing in difficulty the farther in the future you try to reach.

- An ability to move throughout the Seven Axis, allowing you to teleport yourself, travel through time, switch yourself to an alternate universe where events unfolded as you wish and even travel to other universes than EXA_PICO. Though you should be warned that any significant disturbance to the higher-level Axis may spell utter doom for the concerned universe. There is also the fact that the energy cost of an Axis Movement increase exponentially with the Axis number, from the matter-energy equivalent of a 10 meter diameter clump of matter to move a 10cm piece of matter through the Fourth Axis, to a 1 kilometer diameter to move the same 10cm piece through the Seventh Axis, to say nothing of moving an entire soul.

As mentioned in the perk description, accessing or moving through the Seventh Axis in any way is prohibited, as it would otherwise allow for access to the worlds of other jumps and I'm not touching that beehive with a 10 km pole.

Also worth mentioning is the fact that the Seven Axis is how it work for the EXA_PICO universe. Things may be different when in other jumps with wildly different cosmologies: examples include Halo with its 3+1 space-time continuum being imbedded within an 11 dimensional Slippace, Warhammer 40K with Warp shenanigans, or the Elder Scroll universe and its related wackiness. When no special mentions are made towards indicating how the local multiverse works, assume that this perk work as advertised, though if in doubt concerning interactions, fanwank something.

Should you finish your chain in victory, most of the restrictions will be lifted, allowing free access to the Seventh Axis along with waiving the power cost of an Axis

Movement as the Oversight will fuel itself using the boundless energy offered by your Planeswalker Spark.

- On the 'Save Bezel Project' drawback:

It goes without saying that the success of the Tenmon Grand Phoenix Project will result in failure.

- On the Synchronization perk:

There are three levels of synchronization:

Synchronization keeps both entities physically separate but still allow for mental communication and sharing of low-level powers.

Perfect Synchronization brings the two beings together into one physical and mental existence while still keeping both minds separate and enabling greater levels of power sharing.

Evangelomization almost completely fuse the two beings together, both in body and mind, mixing physical and mental traits to create a new being that can use practically any of the powers of both participants.

The problem comes from the energy requirement and use time, the first level needing barely any energy but being the weakest, and increasing in needed power with each subsequent level. The time you can stay synchronized also goes down with each subsequent level, capping out at a few minutes at most at the highest level.

There is also the danger of the fourth level, called Solipsis. Solipsis is similar to the Evangelomization level, except it is a permanent change. Should you ever attain such a level (which would be extremely hard on its own and only attainable once), there will be no turning back as you fuse into one powerful being, though your chain may end at that point should the being you fuse with have too big of a power differential between it and you.

- On the Exterior Help perk:

This entity has nothing to do with the Hostile Fourth Wall being and is simply someone/something that enjoys teaching others about their own strengths and capacities.

And it may or may not be someone hired by Jumpchan (your choice).

Like mentioned, it may train you in practically anything you could conceivably learn or already know.

Assume that it is the equivalent of a game player, able to go on the internet to search for good walkthroughs to train your powers and abilities.

Should your life be in sufficient danger, this entity will, with your permission, take temporary control of your actions and powers to try to make you survive whatever caused the danger.

- On the Player background and Terminal Bound drawback:

This is actually meant to represent the fact that you are the individual whose terminal gets connected to by Ion when she finds her own and turns it on.

- On Items refilling/respawning:

Unless specified otherwise, assume any items refill (or respawn) when used / destroyed after 1 month.

- The Displaced background may act similarly to the Drop-In option, meaning you can choose to get pre-displacement (from the in-universe perspective) memories or simply forgo them.

- On the Sharl Race:

The bit about needing energy to express your Song Magic at full power goes away post-jump, allowing you free access to it like a Genom.

- On the Avatar Body post-jump:

The Avatar Body can still be used post-jump but there are two options: first, you could keep it as a remote-operated body that still cannot channel your powers and doesn't count as death if piloting when destroyed or you could make it able to channel your various powers at the cost of counting as death if destroyed while piloted.

- On the Cielnotrons post-jump:

Any CP-bought Cielnotron is stamped with the Jump-Fiat Warranty Seal and will work no matter where you bring it. Non-CP-bought Cielnotrons will probably need refitting to allow them to continue operating. This may or may not include Cielnotrons built post-jump with the Genometrics Expert perk. Fanwank responsibly for this one.

- On the Interdimend Program Notes:

This is mainly intended to help someone develop the same kind of power system used in the Ar Nosurge Tube (something that is capable of drawing usable power from interdimensional connections). It won't be sufficient to develop the full Interdimend Program on its own, so if you want that you'll have to do it yourself.

Changelog:

V0.4: Raised drawback limit to +800 CP if Save Bezel Project is taken.

Added Animated Figurine Set, Planetary Model, Ciel Nosurge Copy and Music Box Items.

Added Notes on post-jump Cielnotrons and Interdimend Program Notes.

Reworked some text.

V0.3: Added and fixed some bits and pieces of text.

Renamed to Ciel Nosurge Jumpchain.

Added Wave Physics Primer, Crafting Resources Crate, Tz-Wave Conversion Apparatus, High-Grade Cielnotron, Gaming Console, Interdimend Program Notes, Costume Selection, Hobby Supply Stash and Personal Shop Items.

Sorted the items together by background.

Changed some formatting for easier reading.

V0.2:

Added Genom, Incarnate and Sharl races.

Added Meta Interaction, Vocal Emission Range, Voice Of The Ancient Knowledge and Simple Hobby perks.

Added Genom Companion, Canon Companions and Companions Import.

Added Sharl Nest, Personal Transport and Kitchen Garden Items.

Added description of items.

Added notes about item refill/respawn, memories of the Displaced background, post-jump choices for the Robotic Avatar.

Typed the Ending Choices.

V0.1:

First draft, origins added, most perks added, most drawbacks added.

Still missing intro, some perks, item description and most of the item section, companions section.

May rework some stuff to add fluff.