Heroes of Myth Jumpchain

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O' great and powerful heroes, our world is in grave danger from a demon of great power and requires your assistance posthaste!

Or does it?

The Prophecy:

The gate, once sealed, is rent once more,

The fiends undying freed.

They crawl forth now, and still will come,

And twist us for their greed.

As rose before, a tainted beast

Seeks yet to sit a throne.

Though felled in years gone by, the threat

Lay sheltered by our own.

O'er Archan skies the moon will glow

Blood-red—this first dread night

Will serve to call our heroes: Mage,

And mystic Sword, and Sight.

At Pasema, through ancient door,

Will next a demon tear.

Our heroes yet may force it back:

A shield against despair.

Through Elith stalk the evil fiends,

Perverting minds and hearts.

With one pawn felled, our heroes fight

To halt their wicked arts.

The demon-lord's ambitions rise,

Our crown stolen away.

This vital relic's loss a call

Brave champions must obey.

To Pasema again to fly,

Our saviors chase their fate.

The battle there concludes it all:

The heroes, beast, and gate.

The Truth

This world is one of swords, magic and as of recently, a great prophecy. A great prophet by the name of Alvis Wyrde has delivered a prophecy of a great threat to the world, one that he and his fellow heroes intend to fight off.

This prophecy is in fact a falsehood, one manufactured by Alvis and a woman named Verity Fairgrieve, so that she may fake her death and escape her family's demonic history.

To accomplish this, Verity and Alvis enlisted the help of a skilled illusionist (Player Character) and a similarly skilled swordswoman (Letha) after freeing them from prison; to have them make the false prophecy more believable to the world.

They succeeded beyond their wildest expectations, owing it to their co-conspirator's lifelike illusions and the lies they told to those they interacted with on their journey.

It is now three years later, after the showdown between the three heroes and the 'Demon Lord' Verity Fairgrieve, and three years since the four co-conspirators of the false prophecy went their separate ways. Each of the heroes got rewarded in some way or another, with Verity finally being free of her family name, the Illusionist getting wealth and fame, Letha getting the hand of Ithos' Queen, Despina, and the Prophet Alvis joining the Academy, becoming a scholar of sorts and writing treatises.

Each of them is believed to have gotten anything they have dreamed of by using the false prophecy; but if this is the case, why is the supposedly false prophecy restarting and actually becoming true this time around?

You start in this world just as the Illusionist is dragged to prison by Letha on suspicion of restarting the prophecy.

You start with 1000 Choice Points

Origins:

Your sex is your own choice. Your age can be anywhere between 18 and 65 years old.

Each of the origins will adjust to the personality of the person involved, such as their morality and those that they are attracted to, the history of the world will adjust to this (should you have a backstory in this world).

The Illusionist (Drop-In Compatible) - Free

You (can) take the place of the Unknown Illusionist in the story, waking up to a number of soldiers bringing you to prison on behalf of Letha. You have the magic of illusions, with optional memories of the past three years and optional demon-blood. Should you choose to disregard the narrative entirely, you can use 'The Illusionist's origin, without taking their place in the story.

The Swordmaster - Free

You take the place of the skilled swordswoman, Letha. You begin in the prison, waiting for the Illusionist to arrive and to ask them some important questions. You have skills in martial affairs and have some skill in court based politics.

The Prophet - Free

You take the place of Alvis, the skilled academic and liar. You begin in the Academy, writing treatises and telling people false (yet sometimes accurate) prophecies in exchange for money and fame. You have skills in academics, lying and acting.

The Not-So Demon Lord - Free

You take the place of Verity, the false Demon Lord and current mayor of Elith, under another name of course. You have skill in subterfuge, acting, management and politics.

Locations:

(The Narrative Must be Discarded to Choose Your Location)

1. The Jailhouse

2. The Royal Castle of Ithos

3. Pasema (Near the gate between worlds)

4. Elith

5. The Illusionist's Mansion

6. The Academy

Perks:

The Illusionist:

I Could've Been an Artist - 100 CP

Perhaps you could have been an artist, you have the skill for it; your talents will likely be put to use through your illusions, regardless. Select a form of art, such as painting, writing, or similar. You are given the skill and knowledge equivalent of someone who has been in the industry for 10 years, in the top 1% of their field. This can be purchased multiple times for different specializations of art.

Revolving Door Dungeon - 200 CP

Did you even need help escaping in the first place? Escaping from confinement comes easily to you for any mundane and most magical restraints. Only the most impressive prisons or restraints can hope to hold you against your will, and on the off chance you are unable to escape, there's always a chance that someone will free you in exchange for your services. To accomplish this, the perk gives you knowledge on how to escape both mundane and magical restraints and prisons, and increases your luck moderately in doing so.

Trickster - 300 CP

Well now, I certainly wouldn't have thought of using illusions like that; I suppose that's why you're the illusionist and I'm the disembodied voice. You are a verifiable master of using your illusions to their potential; if someone can fake a person, you can fake ten people with the same amount of effort. Both your skill and potential with your illusions are boosted considerably, in both power and utility. To accomplish this, your creativity and improvisational skills are given a large boost in effectiveness. This boost stacks on any perks that cover the same areas, being creativity, improvisation and illusions in general.

Clear Eyes, Full Heart, Can't Be Fooled - 400 CP

Being an illusionist, it wouldn't do for you to be tricked by the illusions and tricks of others. You are completely immune to the manipulation of your mind, soul, and the senses of your physical body. While you may still be fooled by a particularly clever trick, nothing that actually

manipulates your being will affect you. Nothing can bypass or take away this protection, even you benefactor themself. Just don't let them know that.

Hope Springs Eternal - 600 CP

In times of great need, there are individuals that the people rally behind, individuals that inspire hope for the future in the face of disaster; you are one of these people. You have become much more charismatic as a person, and become more effective the more helpless a situation is. Normally, you would have charisma comparable to a somewhat popular national leader, such as a middling President or Prime Minister, but in times of great struggle you become a much more effective leader, scaling with the threats those under your protection face. This mainly focuses on inspiring hope in your underlings and leading military units, such as coordinating a large number of soldiers to fight against a powerful demon. While the focus of this perk is on the military, you have enough skill in leadership that if you were to lead a civilian government, you could maintain a status-quo government relatively easily.

If You Believe - 800 CP

After this, I wouldn't really be able to call you an Illusionist anymore, would I? You are now capable of slightly bending reality with your illusions, becoming stronger the more realistic your illusions are. The scale of this is originally limited to that of a large town, but can increase in size the more you train with it. This ability is very taxing on you, and is not permanent, being comparable to that of hard light holograms rather than true reality bending. The most powerful aspect of this ability, however, is that when you are facing any illusions not of your own creation, you are able to overwrite them with your own illusion. This includes both literal illusions and other more liberal usages of 'illusions', such as manipulations of reality, such as you being able to cancel out another's reality bending with your illusions.

The Swordmaster:

The Beginnings of a Hero - 100 CP

Your body is at the very peak of human attainment, in all physical aspects, such as speed, strength, reaction time, and more. You are also

given the basics of combat with the most common weapons of this world (i.e. Sword, Bow, etc.) and above average skill in a weapon of your choice.

Royal Suitor - 200 CP

Are you perhaps a bard, as well as a master of the sword? You are quite the casanova with this perk, as besides getting a boost in charisma, you are also very skilled in both small talk and seduction. The aforementioned seduction aspect of the perk also improves your skill in the more physical aspects as well.

Is the Crown Moving?! - 300 CP

It is, isn't it!? It's a good thing that you noticed, Jumper, that mimic could have seriously hurt someone! You now have a sixth sense for things that are alive that shouldn't, such as a mimic or a magic user disguised as a chair. This includes both mundane and magical items, such as a sentient robotic toaster, or a mimic disguised as your toilet. This ability comes into effect when you get within a few feet of such an item, you will feel a sense of unease stemming from the item itself. This ability is toggleable if you wish, but will toggle on if not knowing about a sentient object is going to cause your death.

Master of the Sword - 400 CP

Should this perk be selected, you are given peak human skill with one weapon, such as a sword or bow. You are also given a large increase in skill in general at learning both weapons and martial arts; you learn this at around 5 times faster than you normally would. This multiplication of skill will stack with any other perks that boost your learning capabilities.

Demonslayer - 600 CP

Is it revenge that motivates your hatred against them? Or perhaps the money from killing them is just that good? Regardless of your motivation, it can be said that you are a master at hunting your selected enemy. This enemy is one type of species, such as Demon, Human or some other species. You are given immense knowledge on how your enemy works, such as their weaknesses and how to exploit them. You are also conceptually stronger against the species that you

have selected. An example of this would be you and someone else with exactly the same statistics as you both punched at the same time, and if there were no other differences besides species, you would win.

Making Our Path to Victory - 800 CP

Throughout the history of the world there have been many masters of combat, with just as many marital styles, each of them trying to reach the peak of human skill in combat. This apex of human skill is something that you have not only reached, but soared past. At base level your body is 10 times that of peak human in all physical aspects, this excludes that of your mind. Your skill and potential in both unarmed martial arts and weapon based martial arts have also risen dramatically, with any skill in martial arts or weaponry that you had prior to buying this perk being raised to 10 times higher than peak human skill (unless your skill is already higher, which in that case, your skill will be unaffected). The most powerful aspect of this perk, however, is that you will always have a chance at beating whatever you are fighting; nothing is immortal or unkillable to you. This does not mean it will be very likely to beat an opponent that can kill you extremely easily, but makes it so you will never have a 0% chance in a fight, regardless of any abilities they may have.

The Prophet:

Scholarly Pursuits - 100 CP

You are given the equivalent of a full education on a formal education topic from the Academy or a more mundane university, such as elemental magic for a magical education or commerce for a university based education. Your education will be as if you were in the top 1% of your 'class', having skills in your subject comparable to those that truly have been in the top 1% of their class in a chosen subject. This can be purchased multiple times for different subjects.

Doubt Truth to be a Liar - 200 CP

With such an insane plan, as to trick the entire world about a non-existent Demon Lord, you would need to be an extremely talented liar, something that you most assuredly are. Not only are you a master of lies, but you also have skill in improvisation when it comes to lying. This allows you to think on your feet for explanations, such as why your

‘prophecy’ may have been off by a few days, or something similar. Your lies are nearly undetectable, with your lies easily bypassing all mundane methods of detection and any magical means of detecting you being hard pressed to find you out, though it is not impossible.

A Prophet Must be Wise - 300 CP

Usually, a prophet would be a very wise individual, often as a result of the nature of their abilities and constantly seeing the future; so why should you be any different? Your intelligence is greatly boosted, by around 50 IQ points, with your emotional intelligence receiving a similar boost. The rate that you learn at is also greatly increased, being around 5 times faster than the average person when learning a subject. Both the intelligence boost and the learning boost can stack with other intelligence and learning based perks.

Magic? No, Observation, My Dear Jumper. - 400 CP

While you may not be a real prophet, it's eerie how so many of your predictions can still come true, enough that most people can’t tell that you’re a fake. This is not a perfect ability, but it does provide fairly accurate predictions based on information you possess, increasing in effectiveness the more accurate your information is and the amount of information you have on something. An example of this would be investing in a stock you have researched thoroughly for a year, you would usually be very accurate on how it would behave in the future. This applies to people as well, as the more you know about a person, the more accurate your predictions about them will be.

Things to Come - 600 CP

Despite the world’s current prophecy being a false one, you have the capacity to have similar prophecies, but ones that are real and moderately accurate. You receive visions of the future that can go from what happens tomorrow and up to one year. This depends on the importance of something to you and the amount of time it would take to avoid. An example of this would be the world ending in one year, you will be given a full year’s warning; but a vision of you getting shot by a mugger will be a much shorter time frame, such as an hour’s warning. This ability is toggleable and fiat backed to be unaffected by any form of power manipulation, dampener, theft, or anything similar, unless you wish for the manipulation to work (willingly, so not if you’re

under mind control). This toggle cannot be forced to be utilized if you are mind controlled or something similar.

Earn Your Happy Ending - 800 CP

For many people, their future is set in stone, being bound in things such as fate or prophecy. The future or fate is never set in stone for you, you can always change the future as you see it, be it through your possible abilities of prophecy or other means. You are immune to fate itself and other similar forces that would prevent you from obtaining the future you want. This also makes it so that all other forms of precognition will not work with you in the equation, appearing as if you did not exist to those with such powers.

The Not-So Demon Lord:

Magic 101 - 100 CP

You didn't always want to do this did you? Of course, with a name like yours, to survive you would need to be able to defend yourself from disgruntled attackers. This is where your abilities in elemental magic come in, while you may not be a 'Demon Lord', you don't need to for the basics of elemental magic. You are capable of using fire, water, earth and wind magic at a basic level. This perk is incompatible with 'The Illusionist' origin, if bought, you will receive it post-Jump.

Looking the Part - 200 CP

With a plan as risky as yours, you really need to look the part of a 'Demon Lord' on the off chance that your illusionary disguise fails. This perk helps you look the part of an evil overlord, making you very intimidating when you wish to be. You also know what to wear to maximise your potential as a 'Demon Lord' and how to act in the most terror inducing way possible with your current abilities.

Escaping Your Past - 300 CP

To truly escape your past and your ancestor's name, you will need to fake your death, an inevitability that you have been preparing for a long time. You have immense skill in faking your own death, being able to make it extremely believable through the usage of both mundane and magical methods. The more time that you have to prepare for your

‘death’, the more realistic it will appear to be. This ability will also adapt to any future abilities and knowledge that would help you in your endeavors, such as incorporating an illusionary ability or a new camouflage technique. This also helps to boost any abilities that are focused on disguising and subterfuge, considering the considerable usage of both fields in this perk.

In Need of an Illusionist - 400 CP

Sometimes you just need the right person to accomplish your goals, but can’t find anyone with the skillset you need, this is no longer the case for you. You are now exceptionally good at not only finding help for fulfilling your goals, but also at finding people that have the abilities and skills you may need. You are granted great luck when looking for people with specific abilities and skills, ones that are more likely than not looking for a job; and can usually be persuaded to join you. The Perk also gives you an impressive aptitude in activities such as job interviewing and making use of other’s talents for your own ends.

God Save the Mayor - 600 CP

It seems that you inherited something else from your ancestor besides your magical powers, but also their immense skill in both management of territory and in politics. You are exceptionally skilled at what makes a successful politician; including charisma, leadership skills, political savvy and the management of the territory under your control. Your skills in leadership rival the conquerors of your old world, such as Alexander the Great; easily being able to rally your military with ease and can gain the adoration of your citizens with impressive speeches. Your skills in economics are just as impressive, with you being able to restore your town’s economy to what it once was before a tragedy such as the majority of your town being destroyed by a demon.

In the Blood - 800 CP

You have a magnificent ability, my friend! Not only are you able to master your inherent abilities ten times faster than it would take anyone else, but this ability also reduces drawbacks from using it by ten times as well. This includes things such as being able to spew fire out of your mouth, or a special type of magic only your family is able to use. This kind of power is what puts you on the radar of people of power; luckily for you, they would have to actually look at your blood to find out about

you (unless you blatantly use your abilities in front of someone that is). Your inherent abilities (excluding visible mutations, i.e. blue skin, pointed ears, etc.) are hidden from mundane and magical detection, unless your blood is able to be examined, in which case it is possible to be found out.

Items:

The Illusionist:

The Robes of a Mage - 100 CP

You are given a high-end outfit that gives off the impression of a well-educated individual. An example of this clothing would be the stereotypical set of mage robes, though they would be of a higher make than usual, considering your position as a hero. This set of clothing is mostly normal, while it is high quality, the only supernatural aspect of it is that the set will begin to repair itself after 24 hours of receiving damage. The timer for repairs will restart upon last receiving damage, so going into combat will reset the timer back to 24 hours.

Tricks of a Trickster - 200 CP

It's draining on your magical reserves when you have to use illusions all the time isn't it? That's where the magic of mundane illusions comes in, otherwise known as makeup and special effects! You are given a large supply of top-tier supplies for disguising yourself and your colleagues, and to create impressive illusions without having to use your actual magic. This includes things such as makeup, flint and tinder, fireworks and more! All of these products are as high-quality as possible for the setting.

Drinks on Me! - 300 CP

With the purchase of this item, you are given control over a large tavern and brewery in a commercial area of your choosing. Both the tavern and the brewery will automatically clean and repair themselves each day. If you are not a Drop-In, your shop and forge will start off staffed and have a contract with a supplier. However, if you are a Drop-In, you will have to staff and supply your business yourself.

My Dream Mansion - 400 CP

Even if this isn't quite what you wanted from your end of the bargain that was the 'heroes' journey, this mansion is quite the perk of the job of a former 'hero'. You are given a lavish mansion outside of a major city that automatically cleans and repairs itself every day. There are also magical barriers preventing nefarious individuals from breaking into your house, upon the failure of the barriers, they will notify you and repair themselves after 24 hours. These barriers are of high quality and capable of defending against most enemies, excluding the true outliers like an actual 'Demon Lord'.

Verity's Necklace - 600 CP

You are given a copy of Verity's necklace, regardless of if you get the original from her, prior to it transforming into Meredith. While this necklace appears as a normal, albeit creepy necklace; this is not the case. Hidden from both mundane and magical detection, this necklace can transform into an artificial being, with similar abilities to that of Meredith (a powerful demon). This being is not sentient, being more similar to a robot than a living being. It is absolutely loyal to you, and immune to anything that would remove this loyalty, such as mind control or reprogramming.

The Swordmaster:

High Quality Weapon - 100 CP

You are given a high quality weapon of your choice that would fit in this setting, such as a sword or bow. This weapon will be high quality in both durability and the appearance of your choice (i.e. intimidating, regal, etc.). While this weapon is relatively normal, there is a supernatural aspect; this weapon will begin to repair itself after 24 hours of receiving damage. This timer will restart upon last receiving damage, so going into combat will reset the timer back to 24 hours.

The Armor of a Hero - 200 CP

This item is a set of strong and heroic looking armor, being of high durability and appearance. This armor is more durable than it would first appear, being about twice as durable then it should be for its type of armor (i.e. light armor, heavy armor). This set of armor will begin to

repair itself after 24 hours of receiving damage. The timer for repairs will restart upon the last time it received damage, so taking damage while repairing will restart the process in another 24 hours.

Swords Come From Somewhere - 300 CP

In times turbulent like these, owning a blacksmith's shop is rather lucrative, something that you in fact now own. You own a large forge and a shop attached to it, in a commercial area of your choosing. Both your shop and forge automatically clean and repair themselves every day. If you are not a Drop-In, your shop and forge will start off having staff and if you are a Drop-In, you will have to staff the facilities manually.

The Castle of my Beloved - 400 CP

You are given control of a large castle and the land surrounding it, it may not actually be owned by your beloved, unlike Letha. The castle automatically cleans and repairs itself every day. There are magical barriers preventing nefarious individuals from breaking into your castle, upon the failure of the barriers, they will notify you and repair themselves after 24 hours. These barriers are of high quality and capable of defending against most enemies, excluding the true outliers of the setting like an actual 'Demon Lord' or something else with a similar level of power.

The Crown - 600 CP

You are given a copy of the crown of Ithos, regardless of if you somehow get the original from the vaults of the royal palace, prior to it transforming into Caron (a powerful demon). While the crown appears as a normal, though regal crown; just like the necklace, this is not the case. Hidden from both mundane and magical detection, this crown can transform into an artificial being, with similar abilities to that of Caron. This being is not sentient, being more similar to a robot than a living being. It is absolutely loyal to you, and immune to anything that would remove this loyalty, such as mind control or reprogramming.

The Prophet:

The Robes of a Seer - 100 CP

This high end set of clothing will make you appear as a wise and well-travelled person, like a travelling sage. An example of this would be plain, yet still high quality white robes. This set of clothing is mostly normal, while it is high quality, the only supernatural aspect of it is that the set will begin to repair itself after 24 hours of receiving damage. The timer for repairs will restart upon last receiving damage, so going into combat will reset the timer back to 24 hours.

Magical Lore - 200 CP

You are given a large number of books on magic of your choice, such as books on elemental magic or even the rare illusionary magic. These books have a large number of basic spells, a moderate number of intermediate spells and a small number of higher tiered spells.

Jumper's Books n' More - 300 CP

You are now the proud owner of a large bookstore in a commercial area of a settlement of your choice. Your shop will automatically clean and repair itself every day. If you are not a Drop-In, your shop will start off staffed and have a book supply contract, but if you are a Drop-In, you will have to staff it yourself and get a contract for replacement books.

High End Townhouse - 400 CP

You are given a high-end town house in the area surrounding the Academy, one that automatically cleans and repairs itself every day. There are magical barriers preventing individuals from breaking into your townhouse, and upon the failure of the barriers, they will be repaired after 24 hours. The barriers are high quality and are capable of defending against the majority of enemies, excluding the true game changers, like an actual 'Demon Lord' or something else of a similar calibre.

To Become Headmaster - 600 CP

You are given a copy of the Academy, a renowned place of magical learning. This will include the Academy, the territory around it and all the knowledge it contains (magical books and treatises). This copy will be accessible through your warehouse (this copy does not include the people that live in your territory). The Academy will not degrade while in the warehouse, though it will behave as a normal building (excluding any inherent enchantments) once more if imported into a jump and will stay that way until that jump is over, after which it will return to this non-degrading state (should you wish to return it to your warehouse). This is to make sure that it and it's magical books don't begin to fall apart from neglect.

The Not-So Demon Lord:

Attire of a 'Demon Lord' - 100 CP

You are given a high quality and intimidating looking set of clothing that a stereotypical 'Demon Lord' would wear. An example of this would be things like dark cloaks, sharp looking armor, etc. This set of clothing is mostly normal, while it is high quality, the only supernatural aspect of it is that the set will begin to repair itself after 24 hours of receiving damage. The timer for repairs will restart upon last receiving damage, so going into combat will reset the timer back to 24 hours.

Your Inheritance - 200 CP

A single chest is all that remains of your inheritance from your vile ancestors, what could possibly be in it? Money. Lots and lots of money. You have received a chest filled with a comedic amount of gold and jewels, resulting in you being extremely rich, if you weren't rich enough already. This chest cannot be lock picked or otherwise opened by those without being of your bloodline, they would have to break the chest open with brute force. In addition, the chest is around 10 times as durable as a wooden chest of its size should be.

The Backbone of Society - 300 CP

Recently, you have become the owner of a medium sized construction company, a very important industry, especially with the upcoming events. Your company will have a building that serves as a sort of office

and a warehouse that contains your equipment. Both your office and warehouse automatically clean and repair themselves every day. If you are not a Drop-In, your office and warehouse will start off staffed, but if you are a Drop-In, you will have to staff it yourself. You have the proper paperwork associated with the construction industry regardless of your origin.

Family Manor - 400 CP

You are given control over your ancestral manor, once owned by your reviled ancestors. This manor will automatically clean and repair itself at the end of every day. There are also magical barriers preventing people from breaking into your manor, and should the barriers fail, they will be repaired after 24 hours automatically. The barriers that surround your manor are of high quality and are capable of defending against the majority of this world's enemies, excluding the outliers like an actual 'Demon Lord' such as Cadafel.

The Nomadic Mayor - 600 CP

You are given a copy of the town of Elith, as it is by the end of your Jump. This copy will be accessible through your warehouse (this copy does not include the people of your territory). The town will not degrade while in the warehouse, though it will become normal territory once more if imported into a jump and will stay that way until that jump is over, after which it will return to this non-degrading state (should you wish to return it to your warehouse). This is to make sure your infrastructure doesn't fall apart or anything similar.

Companions:

Friends of the Heroes (Require the Narrative to be Discarded) - 100 CP

Import a companion with an origin of your choice and the 100 CP, 200 CP, 300 CP and 400 CP perks associated with the chosen origin. They may take drawbacks that don't affect the setting directly for extra points.

A True Hero - (100-400 CP, depending on the power of the Hero)

You get to choose a hero and are given a favorable encounter with them to earn their favor. You must convince them properly to come along with you, no mind control or ultra-charisma shenanigans.

A True Friend - 100 CP

You found a friend (or something more?) in this world that isn't one of the three heroes (or demon lord) and wish to bring them? Of course, though you must convince them properly to come with you on your adventures, not mind control or ultra-charisma shenanigans. You will be given a favorable encounter in which you can earn their favor.

Drawbacks:

The Beginning - 0 CP

Instead of starting three years after the defeat of the supposive 'Demon Lord', you start at the beginning of the heroes' adventure, when the Illusionist and Swordsmaster first get broken out of jail.

Disregard the Narrative - 0 CP

Instead of replacing one of the heroes of the story, you choose to be your own person, separate from the story. This limits what you can do in the context of the story in a number of ways, but also gives you other opportunities to influence it.

Another Chapter + 100 CP for every extra decade

If you choose to, you can stay in this world for much longer; perhaps the magic system intrigued you? You can select this drawback up to 10 times, with a total of an extra 100 years in this world.

A Difficult Personality + 100 CP

There is a saying, 'Pride Comes Before the Fall', you should keep this in mind if you select this drawback. Your sense of pride is drastically increased, not enough to drastically change your personality, it will still be enough to make you appear as a very arrogant individual. This aspect of your personality can be reduced over time, should someone try to help you out, but it will take effort. This modification of your

personality will be removed at the end of the Jump, unless you choose to keep it (though, why would you?).

Truth Sells, But Who's Lying? + 200 CP

You can no longer tell any lies, only the truth. The truth in this instance is referring to what you believe to be the truth, so if you were tricked by someone you could still talk about your 'truth'. With this drawback taken, perhaps lying about saving the world may have not been the best idea? Be careful, as there are others with a similar affliction to you, and they don't have a sterling reputation; they are demons after all.

Crying Wolf + 200 CP

You can now only tell lies, and cannot directly tell the truth. The truth in the context of the drawback refers to what you believe to be the truth at the time. For example, if an apple were red and were told to describe the color, you would be unable to refer to it as a red apple, only colors that it is not.

Uncivil War + 300 CP

In the country of Ithos, there is a rivalry between two factions vying for control of the country. With one faction supporting Prince Evander, and the other supporting the regent Queen Despina. Normally, this would end with, but still scheming to take over the country through more indirect means. This is no longer the case, and a few weeks into your time in this world, a bloody civil war between the factions of Evander and Despina starts. This will hinder your efforts to gather forces to fight against the Demon Lord, as most able bodied people in the country are fighting against one another.

Perception is Reality + 400 CP

To you, this is truly the case, with any protections against illusions and similar magics that manipulate senses being rendered useless for the entire duration of the Jump. You are also tricked through other illusions easier as well, such as optical illusions. The effects of this perk may be a bit of an issue when the big bad of the setting is a reality bender whose powers are utilized from illusion magic.

The Illusion of Power + 600 CP

All forms of out of Jump items and abilities are disabled for the duration of the Jump and cannot be used. This also includes things such as the Cosmic Warehouse or other similar add-ons to your chain. The only abilities you have are your body-mod, knowledge and whatever you purchase in this Jump.

Doomed From the Start + 800 CP

Unleashed from his prison in the book of prophecies, the demon Cadafel is released at the beginning of the Jump at the very height of his full power. Cadafel is capable of immense and complicated illusion based magic, and is able to manipulate reality by imposing his 'truth' to the world. Even without his reality bending illusions, he is still an incredibly strong demon, capable of taking on many mages and soldiers at once. He will be unleashed at the Academy after freeing himself from the book of prophecies and will make his way to Pasema. The town of Pasema is very close to the gate between the Human realm and Demon realm, something that Cadafel hopes to exploit.

Authors Notes:

Hello everyone! Thank you for taking the time to play through my Jump! I hope you've enjoyed it. As always, constructive criticism is appreciated for my Jumps, as to improve my future work. Also, shoutout to those that voted for this option in the r/Jumpchain poll, thank you very much!

This Jump is based on a choose your own adventure game/novel depending on how you look at Choice of Games' games. The title of the novel is "Heroes of Myth" and is written by Abigail C. Trevor.

I very much enjoyed playing through this novel a number of times, and would definitely recommend it to anyone who is fond of CYOA books or fantasy novels. The novel really made me feel like the differences in what options I chose actually mattered and influenced the story, rather than just changing the wording of a couple things. The best part however, is the characters in the novel; each of them is very well written and easily likeable in their own ways. Overall, I would recommend you give it a shot!

Once again, thank you for reading through my Jump, I hope you enjoyed it!

Information About Cadafel, Meretdith and Caron:

Meretdith is fairly strong for a demon, even when being compared to other demons in the story, being able to hold down a weakened Cadafel for a time. The demon Caron introduced during Queen Despina's wedding is moderately stronger than Meredith, as he was her teacher. Caron is also the original illusionist's ancestor and how they got their special form of illusion magic, generations later (should you not be a Drop-In).

Cadafel is the true 'demon lord' of the story, capable of reality bending and is able to destroy and manipulate large areas very easily. While in the game he is indeed capable of significantly damaging Pasema, this is just after he broke out of his confinement, which had left him significantly weakened. At the height of his power, he would have been strong enough to wipe the town of Pasema off the map with minimal effort.