CYOA

Jumpchain-compliant
Version One

Welcome to the kingdom of Nova! Long ago, Nova was a vast empire ruled by magic-wielders known as Lumens. The kings and queens of Nova were the most powerful Lumens known, and each of the Duchies was ruled by a skilled Lumen as well! One day, however, this magic backfired, attracting untold arcane disasters. In the end, all but a select few Lumens gave their lives fighting these catastrophes, and the great lines were broken.

Centuries later, the only recognized Lumens in high office are the royal family themselves and the Dukes of Ursul. The land is currently ruled by King-Dowager (and Duke of Caloris) Joslyn, and his daughter Elodie has just turned fourteen years old. This is where things get tricky.

You see, Jump-Chan wasn't exactly paying attention when she dropped you here, and you are now trapped in Princess Elodie's body! For the next forty weeks, you'll have to dodge every manner of doom the land can fling at that poor girl, and all with no powers, save your ability to make the right choices as the voice in her head that tells her which classes to attend each week. To worsen matters, you have a starting budget of...

+0 CP

Have fun, and remember – if Elodie dies, so do you.

Section 1: Default Mood

Roll 1d8 to determine which of the eight Moods your presence will predispose Elodie to, or pay 100 CP to choose for yourself.

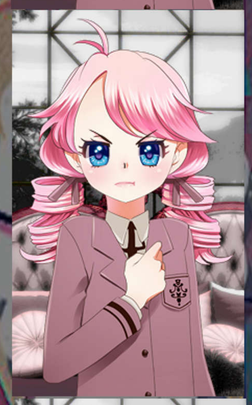
1. Depressed – Poor Elodie seems to be more prone to fits of moping, crying, and somberly contemplating the meaning of things with you in her head. Oddly, she can learn to express herself and handle animals more easily, but will have difficulty with athletics, conversation, and her regal bearing.

2. Lonely – Our dear Princess seems to miss the company of others, thanks to you constantly being with her. How ironic. Somehow, this helps her converse with others better and use medicine more effectively, but her faith, intelligence, and bearing will suffer.

3. Yielding – Thanks to your constant commands, the Princess is less ambitious and more receptive to orders. This will greatly aid her regal bearing, historical knowledge, and faith, but good luck getting her to learn magic or combat.

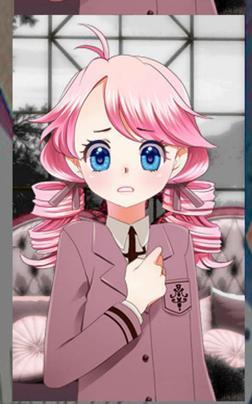
4. Cheerful – Your presence is somehow uplifting to the young Princess of Nova, and so her smile never seems to fade. Athletics and conversation come far more easily to her, but combat, military skills, and intrigue are barely within her grasp.

5. Pressured – Ever since you showed up in her mind and started telling her what to do, Princess Elodie has been under quite a bit of stress. This will negatively impact her bearing, conversations, historical knowledge, and financial literacy, but will improve her faith and athletics.



6. Angry – Something about your constant voice in her head has stoked the flames of ire within the young Princess – you can sometimes catch her breaking things in anger! Her bearing, self-expression, animal handling, and medicinal skills all take a hit, but she will take easily to the sword and to strategy.

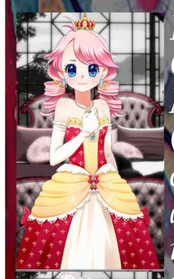
7. Willful – Your constant commentary has somehow bolstered young Elodie's willpower. Her demeanor, history, and financial competency all suffer somehow, but her Lumen powers, should she acquire her Crystal, will come into their own sooner, and she will take to matters of warfare and espionage with fervor.



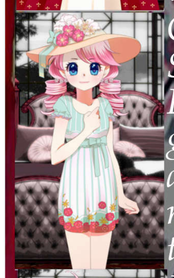
8. Afraid – Something about your presence scares the Princess, and she is subject to night terrors of the worst sort on a regular basis. Somehow, this aids her faith and agility. However, she will blanch and shrink away from combat, military affairs, royal demeanor, and intrigue.

Section 2: Skills

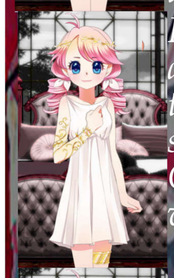
From the below list of Skill Trees, you may choose any three for Elodie to become a master of, save for Lumen. Each Skill Tree comes with a corresponding Outfit, which boosts the wearer's skill in the tree to which it is related even further.



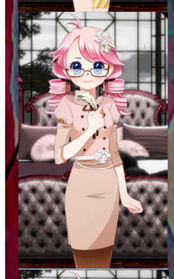
Royal Demeanor – Consists of Composure, Elegeance, and Presence. Mastery of this skill will give Elodie (and thus, you, if you make it to her coronation) the presence to act as a queen should. Its corresponding Outfit is a queenly dress.



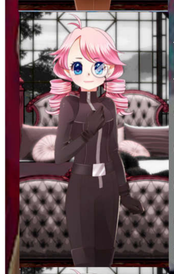
Conversation – Consists of Public Speaking, Court Manners, and Ettiquette. Mastery of this skill will give Elodie the means to convince and command her subjects and nobles. Its corresponding Outfit is a tea dress.



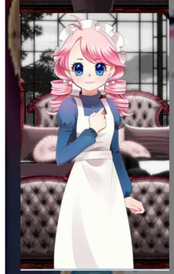
Expression – consists of Decoration, Instrument, and Voice. Mastery of this skill will give Elodie the power to touch the coldest hearts and move souls through art and music. Its corresponding Outfit is a short white tunic and a golden laurel wreath – much like a Muse, no?



History – Consists on Novan History, Foreign Affairs, and World History. Mastery of this skill will give Elodie absolute knowledge of her world's past, and make it far easier to learn other histories as well. Its corresponding Outfit is a schoolteacher's dress, complete with glasses and quill.

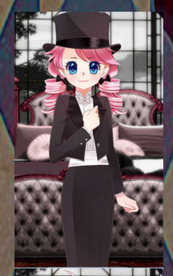


Intrigue – Consists of Internal Affairs, Foreign Intelligence, and Ciphering. Mastery of this skill will give Elodie the means to decipher almost any code or language, as well as an affinity for sniffing out scandals and secrets. Its corresponding Outfit consists of a catsuit and a monocle.

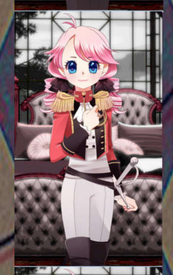


Medicine – Consists of Herbs, Battlefield Medicine, and Poison. Mastery of this skill will give Elodie the means to treat wounds and illnesses anywhere she goes, find useful herbs for common ailments, and counter or concoct potent poisons. Its corresponding Outfit is an old-style nurse's gown.

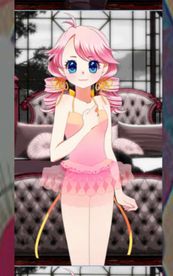
Economics – Consists of Accounting, Trade, and Production. Mastery of this skill will give Elodie financial savvy on par with the greatest tycoons in history, as well as genius-level mathematical acuity. Its corresponding Outfit is a suit with a top hat.



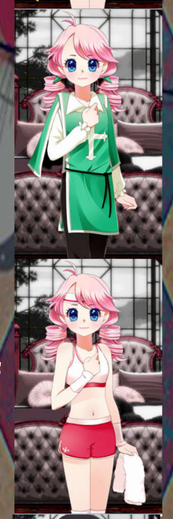
Military – Consists of Strategy, Naval Strategy, and Logisitics. Mastery of this skill will give Elodie a measure of tactical genius equivalent to some of the greatest conquerors of history. Its corresponding Outfit is a Napoleonic-era general's uniform.



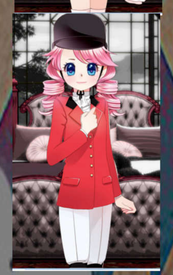
Agility – Consists of Dance, Reflexes, and Flexibility. Mastery of this skill will make Elodie a world-class dancer, grant her peak-human reaction time, and makes her incredibly limber. Its corresponding Outfit is a tutu.



Weapons – Consists of Swords, Archery, and Polearms. Mastery of this skill will mean that she has a master fencer's skill with the sword, an elite marksman's skill with the bow, and a Dwarf's skill with the axe. Its corresponding Outfit is a Musketeer's tabard.



Athletics – Consists of Running, Climbing, and Swimming. Mastery of this skill will grant Elodie peak human abilities in these three mentioned feats of athleticism. Its corresponding Outfit is a gym class uniform, with matching headband and towel.



Animal Handling – Consists of Horses, Dogs, and Falcons. Mastery of this skill will allow Elodie to near-effortlessly care for and command these creatures, and will make taming other beasts much easier. Its corresponding Outfit is a jockey's uniform.

Faith – Consists of Meditation, Divination, and Lore. Mastery of this skill will allow Elodie to remain calm in crisis, interpret omens, and learn or interpret nearly any legend she comes across. Its corresponding Outfit is a priestess' gown.

Section 3: Perks

These are extra ways of affecting the forty weeks in which you'll be guiding Elodie, allowing for a variety of new responses to the various problems she will face.

I See You [100 CP] – Rather than merely hearing you, Elodie can actually see you! You can't interact with physical objects, and nobody else can see you, but she can.

Not Touching You [200 CP, requires I See You] – You can now interact with physical objects in Elodie's vicinity... so long as only she would notice it happening.

Setting Golems [200 CP, requires Not Touching You] – You can now possess one of Elodie's dolls or stuffed animals, allowing you to walk around on your own!

Lumen [300 CP] – This ensures that Elodie will walk and master the path of the Lumen (and gain a Magical Girl Outfit!), learning to Sense Magic, Wield Magic, and Resist Magic. While this power is potent, it cannot save her from everything...

Jump Lumen [100 CP, Requires Lumen] – With this, Princess Elodie gains access to one of your purchases from one of your previous Jumps at the same time as she accepts her Lumen Crystal. However, she has no idea how to use it.

Advanced Jump Lumen [300 CP, Requires Jump Lumen] – Choose five of your previous Jumps. Elodie now gains one purchase from each of them when she accepts her Lumen Crystal. She still doesn't know how to use them.

Awakened Jump Lumen [300 CP, Requires Advanced Jump Lumen] – Ah, there we go. Now Elodie will naturally learn how to use the purchase from each those five jumps of yours while she learns her Lumen magic.

Savvy Princess [100 CP] – With this, even without your guidance, Elodie is slightly more likely to make competent choices during encounters with other people. This will not, however, stand in for skills she needs but does not have.

Extra Mastery [500 CP] – With this, Elodie can master an extra Skill Tree. This can be purchased multiple times.

Care Package [400 CP] – With this, Elodie will receive one (single-human portable) item from your Warehouse. This can be purchased multiple times. No-one will question this.

Caretaker [700 CP] – With this, one of your Companions will arrive on the second week to protect and assist Elodie. No-one will question this.

Inattentive Princess [+100 CP] – While you'll still be telling Elodie which classes to attend, she'll only hear half of your suggestions. This will not affect her Masteries, but it will weaken other skills.

Servants In The Works [+100 CP] – Elodie's royal servants will make a mess of your plans every so often. This won't prove fatal, but it will prove annoying.

Impulsive [+100 CP] – You may end up not giving the best advice, as you will be tempted to suggest classes and weekend activities on a whim.

Bad Influence [+200 CP] – The poor princess will be tempted to make use of some of your worse mannerisms – nothing that couldn't still be cute, mind you, but nobles are particularly sensitive.

Bound [+200 CP, requires Setting Golems] – That stuffed animal you're in can't move without the Princess' help now. Oh dear...

Spoiled Princess [+200 CP] – Elodie will demand the utmost subservience from you at all times, even if you are incorporeal. Her demands will be a constant source of annoyance.

Infectious Haughtiness [+100 CP, Requires Spoiled Princess] – For as long as you're stuck with this bratty Elodie, you'll be just as insufferable as she is. This will obviously affect your decisions.

Sickly Princess [+200 CP] – Poor Elodie will be frequently (nonfatally) ill throughout the forty weeks. The disease itself won't kill her, mind you, but this will affect her physical abilities as if she were injured, and will make her more susceptible to poisoning.

Section 4: Drawbacks
Since you don't have a starting budget, this is where you'll need to snag your CP. Each of the drawbacks below will hinder you in some way. You could darn well take all of them if you want, if you REALLY want the CP.

Share The Pain [+300 CP] – Any injury Elodie suffers, you feel as a sort of "soul pain."

Double Or Nothing [+100 CP, Requires Share The Pain] – You now feel double any pain that Elodie suffers.

The Power Of The Good Lady Compels You [+300 CP] – A small number of people throughout the castle know of your existence and believe that you are an evil spirit possessing her. They will attempt to exorcise you. A successful exorcism will eject you from the universe.

Unnerving Presence [+300 CP] – Those around Elodie can sense an unsettling aura about her of non-Lumen origin. This can range from creeping people out to downright terrifying them, and it will be much harder for her to make or keep friends, now that she exudes a supernatural compunction to flee. Oh, and this is your fault.

Stop Helping Me [+400 CP] – Four of your Companions from previous Jumps, thinking that Elodie has soulbound you to herself to steal your powers, have arrived to kill her, assuming that killing her will set you free, or at the very least avenge you. Oddly, this CAN be taken with Caretaker.

The Enemy Of My Enemy [+200 CP, requires Stop Helping Me] – Your four Companions will now have knowledge of the world surrounding Nova, and will ally with any nation or faction transpiring against the Princess.

Drawbacks (Continued)

God Save Us From The Queen [+400 CP, requires Lumen] – You appear to have landed in the wrong Princess Elodie, because this girl is evil. She knows a ritual that will let her seal your soul into another Lumen Crystal, then absorb it – and thus, you. If she succeeds, she will gain all of your powers, and skills from previous Jumps, and will use these powers to rule Nova (and the world!) as a tyrant. However, she also has no survival instincts whatsoever. Note that her ritual will take twenty weeks to complete and requires a very specific set of materials. If you can prevent her from obtaining these on time, the ritual will fail.

Elodie Whiplash [+200 CP, requires God Save Us From The Queen] – Elodie is now at least as savvy about survival as she would normally have been. Furthermore, if her ritual succeeds, she gains access to your Warehouse items (though not the Warehouse itself).

IT'S HAPPENING [+500 CP, requires Elodie Whiplash] – Oh dear Good Lady, why would you choose this!? Now the girl's an evil genius! Moreover, if she succeeds in her ritual, copies your deal with Jump-Chan, allowing her to Jump. Said power will likely be used immediately.

The Grand Alliance [+400 CP] – Nova's neighbors on the continent are aware of your power, and seek to take it for their own. They have all allied to do this, and there is nothing Elodie or her father can do to stop the coming war. Their armies will arrive on the thirtieth week.

All Hail To Arisse [+200 CP, requires The Grand Alliance] – Arisse, the Duchess of Lillah, has launched an outright rebellion in support of the multinational alliance against the Novan royal family! The entire eastern half of Nova is now arrayed against you, in addition to the surrounding nations!

No Gods, No Queens, Only Man [+300 CP, requires All Hail To Arisse] – Arisse isn't the only one with the revolutionary spirit. In conjunction with her armies and those of the Grand Alliance, on the thirtieth week, the peasants all over Nova will rise up for one purpose – to see the Princess' head roll!

The Overlord Arrives [+400 CP, requires No Gods, No Queens, Only Man] – All of this anti-Elodie sentiment has attracted the attention of Togami, king of Shanjia. A powerful and unscrupulous Lumen himself, he also has command over vast armies and fleets! His wife Junko, though lacking magic, is no less vicious, and both will use every resource at their disposal to crush you. Nova will burn, but will you survive the flames? Oh, and Togami knows about your powers. All of them. Which means if Elodie uses any of them...

Section 5: The End

This Jump ends either in victory or defeat for you. Victory is attained by having Princess Elodie survive and be crowned Queen of Nova on her 15th birthday. Defeat is what results from any other outcome, or if you are somehow removed from her. No matter what happens, any Drawbacks you have are removed at the end of this Jump.

Defeat: There are two ways to be defeated – if Elodie is killed, or if she does not ascend to the throne. In either case, as with other Gauntlets, you simply move on to the next world empty-handed.

Victory: Upon achieving victory, you will receive a number of boons. First among these boons is that you become corporeal again, and Elodie herself will instantly recognize you. The second of these is the Royal Aura – a golden projection of dominating spirit that you can manifest. It will appear as a shining, gilded version of you in regal attire, prompts respect from those around you even when dormant, and when activated, compels the weak-willed to obey you. Elodie will also receive this. Furthermore, Princess Elodie herself will be available as a Companion. Finally, you will receive any skills that Elodie gained during the Jump.

Regardless of where you go from here, just as you were within Elodie's mind, a little piece of Nova will always be with you.

Long live the Queen!