STORY

There, on the blue star, is everything you desire.

Mankind is capable of so many things, both terrible and great. Is it any wonder then that, far into the future, mankind would take to the very stars themselves?

Within the floating continent high above the sky, lies New Paleo, a city filled with people from all around Satellite Base Theia. Explorers from all across the land flock to this hub city in hopes to fulfill all their dreams and desires. And yet, New Paleo is merely a stepping stone for their true destination, the blue star, Marble Blue.

What is Marble Blue? Marble Blue is a planet filled with unexplored lands, hidden treasures, monsters, legends…everything an adventurer could ever want can be found on this world. It is truly the most amazing place, more than worth risking your life for.

And despite all of this, there is one treasure, one goal beyond any other on Marble Blue. It is a place of true perfection, one beyond any other. Paradise. Countless Explorers have made it their life's goal to find it. None have succeeded and many of them lost their lives on Marble Blue.

Perhaps you will succeed where they have failed or perhaps you won't. Nevertheless, take this and prepare yourself.

+1000 CP

Marble Blue, the sparkling blue mother planet, awaits.

LOCATION

There are a variety of locations for you to start off in this universe. As such, you can freely choose your starting location from any of the locations below. Of course, if you would like to leave it in the hands of fate and gain **+100 CP**, you may roll for your location instead.

New Paleo

A city that can call itself the capital of Theia, the floating continent above the skies. New Paleo is a hub city. It is home to countless people, both civilians and Explorers. For many, it is the stepping stone to Marble Blue, the planet of untold mysteries and hidden treasures. Even now, people flock to the city, hoping to achieve their hopes and dreams.

Sunken City

The vestiges of a flooded city from a previous age form the foundation of these ruins. It is known as one of the safest exploration spots on Marble Blue, making it a popular destination for novice Explorers. A creature of note here is the mocktopus, one of the wardens of the great seas. Legend says that the nest of the mocktopus is somewhere in these ruins, filled with treasures that it has collected over the years.

Ruined Battleship

Giant sunflowers bloom around a derelict battleship in this area, one of Marble Blue's most popular scenic spots. But hundreds of years ago, this was a place of death, a war-torn wasteland that people dared not approach. Some sections of the battleship's interior are still operational, and some say that it houses an ancient weapon of great power, waiting to be activated once more.

World Tree

It is said that this tree which grows beyond the clouds became thus due to the various pollutants that were released into the environment by the previous civilization. Such dark history aside, the flowers that grow in this area are renowned for their revitalizing properties and are popular gifts. Furthermore, the World Tree is said to bear a single fruit every hundred years.

Magma Ocean

A great sea of magma that sprawls across Marble Blue's northern hemisphere. Teleport sites are limited due to the great amount of magnetic interference in the area. This, and the high concentration of dangerous monsters in the area make deep exploration extremely difficult. It is said, however, that in the depths of the Magma Ocean lies Primordia, the center of the world, and the place where all life began.

Winter Wonderland

The bright illuminations adorned across these silver peaks gives it a magical atmosphere, but deep within its range, constant blizzards blow. Countless Explorers have entered these mountains, and never returned. However, in the vicinity of the golden tree at the summit, the popular freeze gift "Light of Polaris" can be found, leading many Explorers to brave the risk.

ORIGIN

This world is home to many different characters, each one unique in their own right. Their histories are their own and so is yours. If you wish, the following backgrounds will only serve to determine your discounts and you may merely drop into this world with no memories to sway or guide you. Age and gender may be chosen at your discretion.

Rookie

Ah. Interesting. It seems that you're quite new to this world you've found yourself. Or maybe you just haven't really done much yet here in your time here. Either way, it doesn't really matter. What matters is that you have the potential to grow. You might still be a rookie now but never forget. Even the greatest of Explorers started off as rookies. Who knows what heights you will achieve?

Newcomer

This world has plenty of people within that do not necessarily fit what you would consider to be the mold. From young Explorers to simple shopkeepers to children with unique abilities and many more. And now, you too are one of those people. Maybe you are simply a humble business owner or perhaps a young Explorer with training. Either way, there are plenty of options here for you.

Veteran

How long have you lived? How long have you been in this world? You've been in this world for quite a while. At the very least, you have a few years' worth of experience, whether it be as an Explorer, a civilian, or maybe as something else entirely. You're much like a few other people in this world in that regard. What will you do now from this point on? Will you keep going forward with your life or will you do something new, something truly amazing in these chaotic times?

Villain

With all their skills, with all their power, Explorers can rightfully be called the heroes of this era. And if there are heroes, there must be villains as well. Even despite the technology of this time, villains remain more than capable of escaping justice through one way or another. Regardless of whether or not your villainy is kept secret or has been exposed, justice hasn't caught up with you yet. Hopefully it never will, and you'll remain free to live life as you see fit.

PERKS – GENERAL

Perks are discounted according to their respective origins. Discounts are 50% off and any discounted **100 CP** perk is free.

Gifts of the World | FREE

What are gifts? At a glance, gifts are special items that possess amazing powers and that would be true, but it is not the whole answer. Even now, gifts remain quite a mystery in this world and people from all around seek to unravel its secrets. But you, you know the truth. Gifts are but a tiny portion of Marble Blue's power, capable of taking on many forms. And now, you will find gifts in more than just Marble Blue. You will find them now wherever you go, from this world to the next. If you wish, you can allow others to find and make use of these gifts as well.

Hidden Weapons | FREE

You can't always carry around your weapons with you. Some places just won't allow you to do so, and there are times when it is inappropriate to do so. Of course, leaving your weapons at home just isn't an option. Which is why you have this nifty trick. At any moment, you can hide your normally equipped weapons and armor in a pocket dimension of sorts, one that is completely and utterly undetectable and cannot be accessed by anyone but you. Through this pocket dimension, you can keep your weapons and armor safe and sound, ready to be unleashed in an instant whenever you need them.

Cybernetic Replacement | 200 CP

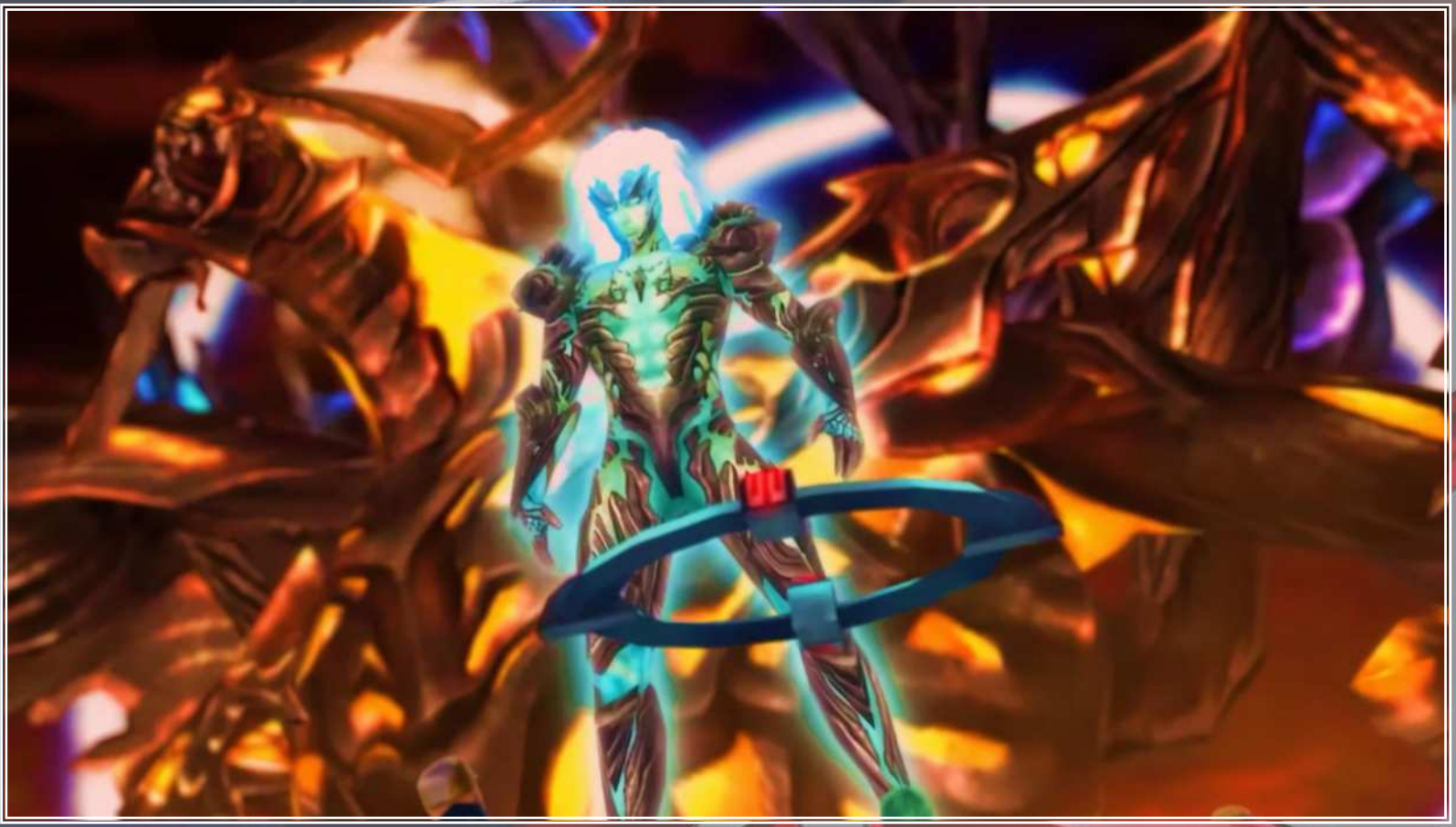
Even in this day and age, it is not uncommon for people, whether they're Explorers or not, to find themselves wounded enough that their body needs treatment beyond what medicine and even regular gifts and genes can provide. In such cases, people will need cybernetics. But as is the case for most people, cybernetics aren't always a perfect substitute. Sometimes they need constant maintenance. Other times, it actually weakens the person as their newfound body parts aren't as strong as they used to be. You are not most people. You find that any cybernetics on your person will always match up to how strong your biological body is if they were weaker than it before. Otherwise, said cybernetics will grow alongside you, becoming more powerful and more durable as you do. Your cybernetics will also never require any form of maintenance and are even capable of self-repairing at a rate that matches how fast you heal.

Morale Gauge | 400 CP

Strange. What is strange you might ask? This newfound ability of yours, this Morale Gauge. At first, there will be nothing indicating you have a new ability but once you enter combat, it'll become clear. When in battle, you instinctively know who holds the advantage and who does not, regardless of how many beings are involved in the fight. Not only that but you'll find that once you have the advantage, you'll find yourself becoming better. Your attacks become more powerful, and you become more durable. It isn't a massive boost, only half again as much as you were before at maximum, but every little bit helps. In order to build up this advantage, you must strike your foes weaknesses, deliver critical blows, or slay them. Do not forget however, that your foes can do the same. You may toggle this ability whenever you aren't in combat.

TRUE INCARNATUS

1200 CP



An Incarnatus is a monster beyond all others. There are no other monsters on Marble Blue that can surpass their might. A single Incarnatus can lay waste to entire cities with ease. And yet, these monsters, these Incarnati, all hold a terrifying secret. Every last one of them, from the countless numbers beneath the Magma Ocean to the few who manage to escape and terrorize Marble Blue, they were all human once. Now? They are nothing more than monsters with not a hint of what they were before.

And now, you are something more than an Incarnatus. You are what the people of this world call a True Incarnatus. You are an Incarnatus that has not fallen to the madness, one that has retained their sense of self. As such, you are an existence above all others in Marble Blue. Even the strongest Incarnatus would fall at your hands with ease.

But do not be hasty. The vast bulk of your power comes from a transformation and as of now, you are inexperienced in this regard, requiring a significant amount of time to do so, enough that doing so mid-battle is inadvisable at best. Of course, if you have the time, few things can stand against you, especially given the fact that you can transform alongside others, your transformation possessing all the abilities of its components.

Nevertheless, you still possess a certain trait that would make you powerful even with most of your might locked away. From this moment on, you will have no limits. You can use any number of genes with no need to fear of mutations. Even powers from beyond this universe can grow endlessly, becoming stronger and stronger as you do. Unlimited power is no longer an impossible goal for you.

You are the True Incarnatus. An existence beyond all others. In time, there will be nothing you cannot do.

PERKS | ROOKIE

To Find Paradise | 100 CP

Paradise. Every Explorer worth their salt has heard of Paradise, the mythical land, the garden of delight, Marble Blue's greatest secret. Countless Explorers have dedicated their lives to searching for Paradise and many of those Explorers lost their lives because of it. Even then, Explorers still seek the fabled garden, they still seek Paradise. Now, much like those Explorers, you too are determined. So long as you have a goal in mind, you will not be deterred from it, regardless of how dangerous it truly is. Your goal may not be what others seek but regardless, you will not give up on it.

Power Through You | 100 CP

Every person has limit to the number of genes they can take on. If they surpass this limit, their very body will suffer and begin to mutate. This is the cost of genes and the very reason why only the hardiest of people become successful Explorers. From now on, your allies will no longer need to worry about the cost of genes or any other abilities they may have. You can take on their burden, taking on the full brunt of it all. They need not suffer anymore.

A Shining Star | 200 CP

There's something about you that just makes you, in a word, inspiring. When you talk, people listen. When you act, people follow. In a way, your very presence simply makes people better. The more people are with you, the more that they strive to be better. With you by their side, your friends will be braver, more willful and they will always strive to be the best that they can be. They will learn to dream bigger and higher, to reach for that shining light up above, all because of you.

Lucky Stars | 200 CP

An Explorer shouldn't rely on luck, but it certainly helps and you are quite the lucky one indeed. There are some people that might even say your luck is unfair. When it comes to games of chance, you're basically guaranteed a win. Of course, this doesn't just affect your luck in games. It works outside of it too, if to a lesser extent. You'll stumble upon information that will prove quite useful in the future, both near and far, meet people who will no doubt be important in situations that endear them to you and in battle, your blows will sometimes deal more damage than they normally would have, whether it be by hitting vital spots or by somehow hitting harder. Just try not to rely on it too much. Luck is quite the fickle mistress after all.

"Save it, you two. We've got a house to fight!" | 400 CP

Exploring Marble Blue as a team has long been a time-honored tradition for Explorers, both old and new. From the newbies to the Thousand Voyagers, most Explorers have had some experience working alongside one another. You are no different. When it comes to making people work together, you are a pro. Arguments between members of your team can easily be swept aside and the teamwork between you and others will always be perfect, regardless of how long you and your teammates have known each other. With you at the helm, your team is a well-oiled machine, one that will never falter so long as you are together.

Moving Past Mutations | 400 CP

There is a well-kept secret amongst Explorers, a secret that if revealed, would no doubt cause panic amongst the people of Theia. That secret is mutation. If an Explorer exceeds their limit on genes, their body begins to mutate. Once fully mutated, the Explorer becomes a mindless beast with no hope of returning to normal. Luckily for you, you do not suffer from this problem. You are completely and utterly immune to the negative side effects of any powers or equipment you use whether it be the genes of this world or a cursed sword from a cursed world.

Lord of Starmine | 600 CP

In order to fight against the countless threats in this world and those beyond, you need to be able to grow beyond your current status and break through your limits. If you cannot do this, you cannot hope to thrive in this world. Thankfully you are more than able in this regard. When it comes to growing past your limits, you thrive. You grow at a rate that is truly astonishing. From being a mere beginner, it would only take you a year or two to become one of the greatest and strongest Explorers in Marble Blue.

Past/Present/Future | 600 CP

There will be times when you'll face off against beings that are stronger than you, foes that you could not beat on your own. But you won't be on your own, not anymore. From now on, your allies, your friends will always be by your side, in spirit at the very least. When in battle, you can receive power and energy from your allies and all those who have come to rely on you, whether it be the lowliest animal or even the very world itself. With them by your side, the very laws of existence itself can be bent and broken. With them by your side, nothing is impossible.

PERKS | NEWCOMER

"2, 3, 5, 7, 11..." | 100 CP

Marble Blue is a dangerous place. It wouldn't do for someone like you to tremble and panic at the first sign of danger. Of course, there might be times where either you or allies start panicking and trembling, especially in the face of foes beyond your level. In that case, you have this nifty little trick. By reciting prime numbers in order, you'll find any cases of unwanted mental interference washing away for a while, a few minutes or so. Not only does this help you, but it'll also work on all allies who can hear you. Just make sure they're close by, alright?

"You can read ancient writing?" | 100 CP

Countless ruins dot the surface of Marble Blue. And within those ruins lies knowledge, both the history and technology of the world before. It's such a pity then that most of the knowledge in those ruins is written in a language no longer used by people or one lost to time. Thankfully, you don't have a problem with that. You can perfectly understand and read any language, in this world and others beyond, regardless of what they are or your lack of experience.

Elroux's Edibles | 200 CP

Marble Blue is a vast and treacherous world, a world of which only a fraction of its secrets have been revealed. Even now, expeditions are held by Explorers in order to map the world, expeditions that can take weeks or even months before they're finished. Thankfully, at the very least, you have a way of reminding you of home. You are an expert in cooking, regardless of the ingredients you have on hand. You can cook delicious and filling meals out of whatever ingredients you could find in the wild. And no matter how deadly the original ingredients were, once you're done cooking with them, anything you cook will be completely edible and non-lethal. There may still be some side effects but rest assured that your cooking won't kill anyone.

Running a Business | 200 CP

Exploring is a demanding profession and not everyone is cut out for it. There are many examples of such people in both Theia and Marble Blue. As such, many of those people have instead taken to running businesses instead like running a tourist attraction, a restaurant, or being a shopkeeper. And now you can do so too. You know just what needs to be done to start up a business, whether it be a simple shop or a restaurant, and keep it running. Not only that, but you'll find that any such businesses you run will always be, at bare minimum, successful enough to earn you a pretty penny.

Star Smasher | 400 CP

There's nothing truly special about you. At least, that's what some people might say. But that would be a mistake. There is one trait about you that makes you special. You may not be as unique as your other teammates but as you'll soon see, you'll always be able to keep up. Your allies may have special powers that you don't have but you'll find that you'll never be able to be too far behind. You'll never be left in the dust by your allies, regardless of their advantages.

To Get It All Out | 400 CP

There's just something about you. Maybe it's your looks, how you move, or maybe it's just how you truly are. Regardless, there's something about you that makes it easy for people to trust you. You can form friendships with others in the span of a single conversation, friendships that will last a lifetime. In only a few short weeks, those new friends of yours will open up to you, entrusting their deepest and darkest secrets to you, secrets they wouldn't normally reveal even if they had known you their whole life. Use this wisely.

Little Mermaid | 600 CP

The merfolk were said to have been wiped out decades ago, hunted down to extinction for their prized lifeforce. But that isn't true. There are a few merfolk still living and you should know. You're one of them. As one of the merfolk, you have quite a variety of abilities. Firstly, your sense of sight and hearing have been heightened from what they were before. Secondly, you are now able to communicate with any being, from the smallest animals to the largest, with the same ease as communicating with your fellow man. And last but certainly not least, you are able to control and generate water. Your control over it is so great that even as a beginner, you can fly through wings of water and unleash tornados made entirely of water.

Last Tear | 600 CP

Ordinarily, the gifts that can be found across Marble Blue and Theia are merely items. Powerful items, yes, but items nonetheless. They are not truly intrinsic to their wielder and they can be lost, whether it be stolen by others or merely forgotten somewhere. But not all gifts are items. After all, you are one such example. You are a living gift. What exactly does this mean for you? For you, this means you now possess a unique ability, one that goes beyond what normal genes can provide. This could range from creating an entire land made entirely out of sweets and candies to becoming a vessel of the will of the planet itself. So long as your ability does not pass the scope and might of the two examples above, you can have it.

PERKS | VETERAN

Dorothy's Deception | 100 CP

Explorers can become famous surprisingly quickly. This fame isn't always the most helpful and there are times when you just have to get away from the public eye or keep a few secrets from a few people. And now, like a certain Thousand Voyager, you have a special ability. You can now transform yourself into an older version of yourself that appears completely non-threatening. People will be unable to connect these two versions of yourself unless you personally tell them, or they come across you shifting between forms. If you wish, you may also do as Dorothy did. If, for some reason, you current form isn't the most suited to combat, you may transform into something of a battle mode if you wish. This battle mode of yours is a form of you in your very prime, a form best suited for fighting. It'll take some energy to keep it up but so long as you can pay the cost, you can stay in your prime for as long as its necessary.

A Father's Gift | 100 CP

Even with all your powers, all your gifts, you can still fail. Despite everything you did, you still fell. But just because you reached your end, it does not mean the end of your fight. And now, at any time, you may choose to give away portions of your powers in the form of genes and, in the event of your death or otherwise something similar, you can turn your body into a gene, a gene you can pass on to anyone you please.

Alfred's Arrival | 200 CP

In many ways, Explorers are much like the heroes of old. And what is a hero if they can't come to the rescue without a dramatic entrance of some sort? Not a good one, that's for sure. When it comes to saving people and making amazing entrances, you seem to find that time seems to stretch out just a bit, just enough so that you'll always make it on time to be the hero your allies need. Of course, this strange ability of yours only works if you're actually trying to get there. Ignoring them means this perk won't take effect.

Auz's Aptitude | 200 CP

There are quite a variety of weapons to be found in this world, weapons that might seem strange and peculiar to most people. After all, weapons such as scythes, oversized gauntlets, gun rings and many more aren't really what ordinary people would view as normal. But not you. When it comes to weaponry, you are quite the expert indeed. It doesn't matter what kind. Any weapon you pick up and use, you'll be using them as if you have trained with them for years and you'll find said weapons to never be a hindrance to you, regardless of how esoteric they are.

Erik's Energy | 400 CP

Explorers have to be strong if they want to survive Marble Blue. Why should you be any different then? Now, with this, you'll be starting off your journey with enough might to rival that of Rank IV Explorers. You have enough strength to block artillery fire with ease along with the speed necessary to deflect the projectiles of dozens upon dozens of armaments firing directly at you. Not only that but to complement your newfound strength and speed, you have amazing endurance and durability. You can fight for hours without tiring and take blows that would send you flying miles away and still come back and be ready for more. Just remember, you aren't invincible, as many Explorers have sadly come to know.

Volheim Technologies | 400 CP

The technology of this world is amazing. From teleporters to ships capable of traversing the void of space as easily as it does air, even the remnants of the technology of man are something to behold. As such, it is only right then that someone carry on the torch of mankind, someone much like you. From the cybernetics surprisingly common in this world to the dreadnoughts of Volheim Industries, so long as it was built by the people of Theia, or built after the destruction of mankind, you can build it. You may not be able to build the wonders of the old world just yet but it's a start.

Thousand Voyager | 600 CP

The Thousand Voyagers are the administrators responsible for running Theia. There are seven of them, chosen at the beginning of each era. Needless to say, they're super strong. With a few exceptions, it's safe to say the Thousand Voyagers are the elite of the elite when it comes to exploring. And now, you are one of them. What does this mean for you? First of all, in terms of power, you are now amongst the strongest Explorers in all of Marble Blue, enough that you could face off against an Incarnatus and stand a good chance of winning. But that's not all. As a Thousand Voyager, you now wield a vast amount of political power, enough that only your fellow Thousand Voyagers could overrule your decisions. Not only that but in future worlds, you'll have the choice of starting off in a position of power equivalent to one of the Thousand Voyagers or quickly being invited to one such organization. Just remember that even there are limits to this and it will not stop others from personally moving against you. You are only above the law, not the whims of the people.

The Will of Mankind, The Right to Exist | 600 CP

Mankind may have fallen from grace, from their lofty heights a thousand years ago but that does not mean the end of mankind. Mankind survived and mankind continues to grow, seeking to grow past their limits once more. You are the pinnacle of that ideal and you bear with you the will of mankind. Thousands upon thousands of years can pass and yet your indomitable will shall never waver. It matters not what you suffer through or the price you pay. You will never give up so long as you draw breath. Even when your very body breaks down, even when your body should, by all rights, be dead, you will keep fighting till the bitter end, your body, your very being refusing to bow down so long as you remain in the fight. Mankind will forever live if you have anything to say about it.

PERKS | VILLAIN

"I was just playing with you." | 100 CP

A friendly face can do wonders for blending in or, if you're so inclined, luring in unsuspecting victims. You have one such friendly face, a face that others just can't help but trust. When others meet you, it becomes difficult for them to believe to that you are anything but a kind soul, a person who wouldn't dare hurt others. Of course, this friendly face of yours isn't all powerful. If people were to find out about your misdeeds or the truth of who you truly are, well, your facade will be shattered, and they'll treat as they normally would. Keep that in mind if you have any nefarious deeds under wraps.

The Ends Justify The Means | 100 CP

Sometimes, not all villains are evil because they choose to be. Often times, a man becomes a villain because they have to be. There are times when choosing to do evil is necessary, when evil is the only path that would save the world. Not every man can walk this kind of path, the burden being more than most can handle. But not you. You are capable of walking the villain's path You may still hold regrets and guilt over your deeds, but you will be able to do what you believe is necessary. Be careful, however. All that guilt, all that regret, all of it may come crashing down on you once the deed is done.

"I'll send you an invitation." | 200 CP

It seems you have a rather interesting habit of taunting your enemies. Normally, this would be quite a problem but then again, you're hardly normal. You know when it is appropriate to taunt your enemies and you know when taunting them would be most effective. Information regarding your enemies would only make your taunts more effective. Most importantly, however, is that you seem to have a special ability, one you can only use once a month. With this ability, you can taunt someone, and it is guaranteed to make them fall for a trap you have set up, regardless of what abilities they have or how smart they are. Of course, keep in mind that you can only affect one person with this. If they have allies, they could very well save your unfortunate victim from the nefarious trap you have planned for them.

Suffering Suits You | 200 CP

When a man loses everything, can they truly be healed? Perhaps they could have if they did not face you. If you wish, when you thoroughly defeat an enemy and yet leave them alive, that foe of yours will quickly develop an obsession with you, an obsession to seek out vengeance. This new obsession of theirs will quickly hammer down on them, until their very life comes tumbling down as a result of their newfound obsession. In the end, your poor victims will be nothing more than hollow husks, ones that barely resemble their original self, before their unfortunate encounter with you. Suffering suits them indeed.

Fire of Ice | 400 CP

Genes are the memories of the planet itself, the souls of its heroes and villains. It is the source of an Explorer's power, the reason for their tremendous might. For most, using cards as a medium is more than enough. But not for you. Instead of using cards, you have found a way to don genes as armor. By doing so, you receive their powers and abilities, taking on a form different yet similar to them. With this, you'll find your power heavily boosted, with specific parameters increasing depending on the gene you use. In time, you'll find that you'll be able to use more than a single gene at a time and apply this ability of yours to more than just genes.

History's Most Infamous Serial Killer | 400 CP

What makes a villain truly dangerous? Is it their ability to fight and hide from justice? Is it their ability to escape what should rightfully kill them time and time again? No, it is both and now, you have those same traits. First of all, you are a master of evading the law, capable of evading their eye and their clutches for years on end, even if you are history's most infamous serial killer. Whether it's through disguises good enough to fool even some of the most observant or merely being amazing at laying low, there is none other better at escaping justice. Finally, once every ten years or once per Jump, whichever comes first, in the event of your death, you will instead become unconscious and end up far away from the cause of your death. The cause of your death will not know of your survival until you reveal yourself to them, ensuring that you can safely form plans to wreak revenge upon them.

Shyamalan's Splendor | 600 CP

Charisma is quite important, even for people on the run from the law, as a certain broken man could attest. You'd be surprised at how charismatic villains can be, in this world and many others. Regardless of your opinions on villains and their ilk, you now possess tremendous charisma, more than a match for some of most charismatic people in this world. Your charisma is so great, so boundless, that you will find no difficulty in convincing people to follow you, to trust in you, to believe in you. And even long after you're gone, the people who followed you will carry on your hopes and dreams, your very ideals, with them. To them, you are the very world itself.

The Truth About Gifts | 600 CP

To most people, gifts are simply born from the world, from the Marble Blue. To them, gifts are simply remnants of the past to be wielded by the heroes of today. But you will not have it that way. If gifts are formed from Marble Blue, then surely there is a way to create such gifts. You can harness the power of the world itself in order to create gifts, calling upon its legends, its history and so much more in order to wield the might of the world in your hands. It might take some practice and experimentation, but the potential of this skill cannot be understated. With time, you could even make gifts out of your fallen foes, turning them into genes or items, or perhaps uncover the secrets behind that of living gifts.

ITEMS/EQUIPMENT

You receive one discount on each tier to use as you please. Discounts are 50% off. Discounted **100 CP** items are free.

Basic Gear | FREE

It's best not to come into this world with nothing but the clothes on your back and what you have in your hands. This is still a dangerous world after all, despite how safe and normal it might appear at times. You should use every advantage you get. As such, as a gesture of good will, you will receive a weapon, a beginner's gene of every element, and an outfit of your own design. These things aren't really anything special, but they'll serve as a good starting point for your journey. As a bonus, the outfit you receive doesn't seem to get dirty in anyway which is a nice bonus.

Explorer's License | FREE

If you want to be called a true and proper Explorer, you will first need an Explorer's License. This license will signify that you are legally allowed to be an Explorer and it'll show your rank as one. It'll automatically update every time you go up in rank and you can pull it out of any pockets on your person whenever you need to present it to someone or something. In future Jumps, you'll find that this license of yours can serve as a perfect substitute for any time you'll need to provide some form of identification, whether it be something like a license or a passport.

Microcommunicators | FREE

Explorers have to be able to communicate with both each other and Theia. After all, how else would they be able to work as a team or be able to use the teleporter to get back home. Which is why Explorers have microcommunicators like these. And now, so do you. Unlike normal microcommunicators, your version is a bit different. These will always work regardless of location and there is no limit to their range. You receive a box of these microcommunicators to use as you please, a box that never runs out of them, no matter how many you take out of it.

A Million Mil | FREE

Money can be a bit of a problem for people. After all, it can be difficult to earn money even as an Explorer and even then, just because people have money, it doesn't mean that they actually know how to use it. But for now, money won't be much of a problem for you, mostly because of this. You now have a million mil to spend you please which should be enough to tide you over for a few years so long as you spend it wisely. You'll receive another one million mil every five years. In future Jumps, you'll receive the equivalent of a million mil in whatever currency is most prominent in whatever worlds you find yourself in.

ITEMS/EQUIPMENT | 100 CP

Quest Board | 100 CP

Explorers are people of many talents and as such, it is only natural that people would tend to hire them for a variety of reasons, usually for tasks that need to be done on Marble Blue. You would likely become familiar with this system during your time here, whether it be as an Explorer or as one of the many others living on Theia. Now, you don't have to leave it behind. With this, you now have a quest board in your Warehouse you can check on at any time. In this quest board, you can see what tasks people are willing to pay for. Some of these tasks will not always be exciting nor will they always be legal, but rest assured that there will always be quests for you in this world and in the ones to come, regardless of how strange and different they might be.

Patty's Cooking | 100 CP

Explorers will often be away from home for weeks if not months at a time. That's just how it works, and it only gets worse the higher your rank gets. It's only natural then that Explorers will sometimes find themselves missing home. Is it any wonder that Explorers have taken to keeping a piece of home with them on their adventures? And now, so do you. You have a small lunchbox that always contains a simple but delicious homecooked meal. It can be something like a BLT, a burger or a few slices of pizza but the important thing about it is that eating the meal always rejuvenates you just a little bit and eating it in peace helps you calm yourself and allows you to keep going on just a little bit more.

Pigtapir Ranch | 100 CP

Over the years, as mankind grew and evolved, so did many of the creatures of the world. The pigtapir is one such example. Bearing a resemblance to the pigs of old, a pigtapir is generally colored black and white with X's for eyes and when fully grown, they are about the size of an elephant. You now have a small ranch's worth of these pigtapirs, enough to last a family of four comfortably. Should one of the pigtapirs die from any cause, such as being made to be part of a delicious feast, a new one will spawn on the first day of the next month.

Blossoms of the World Tree | 100 CP

Created from the refuse and industry of the humanity of old, the World Tree is a perfect symbol of Marble Blue's unyielding nature. Even now, it continues to tower the over small but thriving settlement surrounding the base of the tree and its roots. From the flowers that bloom at the top to the fruit it bears, the World Tree truly is a miracle of Marble Blue. And now you have a part of this miracle with you. You possess a bouquet of flowers, flowers with a special unique property. When brewed into a cup of tea, these flowers can alleviate the symptoms of any disease, pushing it back for a time at least. Just keep in mind that this is not a cure, at least for the more serious diseases. In such cases, it will only dampen the symptoms to ease recovery.

ITEMS/EQUIPMENT | 200 CP

Jumper's Illicit Shop | 200 CP

Being an Explorer is a difficult job. As awe-inspiring and beautiful as it is, Marble Blue is still a harsh and unforgiving world with danger lurking at every corner. Not everyone can cut it as an explorer, and as such, they will need to seek their fortunes elsewhere. Fortunately for you, you won't have difficulties making a living with this. This is a shop, one that specializes in whatever you choose, whether it be a general store, a food stand, or any other type of store, regardless of legality. This shop will always make a tidy profit, enough for you to live comfortably, regardless of whether or not you help it along. If you do help it along, it can go even farther.

Gold Keys & Gold Chests | 200 CP

An Explorer is eventually bound to come across certain chests during their excursions down on Marble Blue. The significance of these chests will be rather obvious given that the chests are made of gold and shine so brightly you can probably spot them in even the darkest of nights. And now, you'll always be able to find these chests wherever you go. You'll find them in cities, in forests, in caves, and in worlds beyond. These chests shall always contain powerful items, ones that are suitably appropriate for the world you find them in. They're nothing world-changing but they are powerful, nonetheless. These chests can only be opened through the use of golden keys and are otherwise immutable. Thankfully, whenever you find such a chest, you'll always have one such key somewhere on your person.

Fruit of the World Tree | 200 CP

It is not just blossoming flowers that the World Tree produces. In fact, once every hundred years, the World Tree will bear a single fruit, a gift that has mystical properties, much like the many other gifts of Marble Blue. By consuming this fruit, the eater will find themselves fully rejuvenated and restored to their prime. Unfortunately the fruit is not perfect. It is a gift not meant for the children of men and as such, it has no effect on humans. Hopefully there's a way around that. You receive one such fruit at the first of every month.

Airship | 200 CP

Marble Blue is a vast world with a multitude of unique environments and landscapes that make traversing it in its entirety a difficult task. With oceans of lava, floating islands of candy and so much more, one could even say that traversing Marble Blue on foot would be nigh-impossible. Then again, no one ever said that you had to travel the world with only your feet. If you're going to be traveling across this wonderful world, wouldn't it be best to do it in a vessel just as wondrous? This airship you now possess is one such vessel. The airship itself is large and has enough space to carry dozens of mechanized war machines within its cargo hold along with dozens of rooms that are the equivalent of any five-star hotel for you and any of your loyal followers and companions. To complete it and provide some extra protection, it even comes with thirty-two cannons capable of firing off projectiles that can send people flying miles away on a direct hit with a rate of fire beyond most guns.

ITEMS/EQUIPMENT | 400 CP

Eye of Providence | 400 CP

One of the rarest gifts in the world, the Eye of Providence is something special indeed. The Eye of Providence is, despite its rarity, a simple gift with a simple function. The Eye of Providence is meant to work like a radar. With it, you can detect the general location of any object or person in the world. It doesn't matter how they're hidden or where they're hidden. The Eye will show where they are. Of course, there are a few drawbacks. The first is that the Eye of Providence will only show the location. It doesn't show you an image of the target in question or what they're doing. The second drawback is that the Eye of Providence only works once. After using it, it's gone for good. This one doesn't have that second drawback. The Eye of Providence you have will only shut down and be rendered non-usable for a week.

Garden of Illusion | 400 CP

At a moment's notice, you can open up a door. Technically, it's more of a portal but the terms don't really matter. By passing through this door, you will find yourself in a beautiful garden surrounded by an endless blue ocean. This garden is yours and it is a representation of your mind, of your subconscious. Within this garden, you are safe as time does not truly pass in this world. But that is not the only benefit to this garden. In here, you possess a special ability. By sacrificing the genes you possess, you can then empower another gene. Not only that, but you are also capable of fusing genes together, creating a new gene out of the components, one that has inherited the powers of its components. Of course, it is not just genes you may be able to fuse together in here. Items of similar natures can also be empowered and fused. The possibilities here are endless. Use it well.

Gift of the Merfolk | 400 CP

There is a reason why the merfolk have been hunted down to extinction. That reason is their lifeforce. By burning the body of a merfolk under the light of a full moon, the merfolk's lifeforce transforms into a crystal, left behind as a gift. As a gift, it is capable of healing any physical ailment, whether it be an injury or an illness. You have one such gift and every month from now, on the night of the full moon, you'll have another one to use as you please. Try to keep it hidden. There are no shortage of unsavory figures who would absolutely be delighted to have such a gift.

Extraction Chamber | 400 CP

Due to their rarity, little research has been done regarding the subject of biological gifts. What is known however, is that unlike other gifts, biological gifts do not crystallize and as such, they cannot be used by others. At least, not without this. You now have possession of a special machine. This machine can be used to imprison any being, resizing itself if necessary. While imprisoned, the being within is incapable of affecting the outside world and is rendered catatonic. Of course, this is no mere prison. By activating the machine, you can extract any biological abilities the being may possess, turning it into a crystalized gift, ready to be used. Needless to say, extracting these abilities will kill the being in the process.

ITEMS/EQUIPMENT | 600 CP

Spaceport | 600 CP

Getting down to Marble Blue from Theia is a challenge. At least, it would've been if it weren't for the Spaceport. The Spaceport is the people of Theia's way in and out of Marble Blue. This wondrous example of technology is now yours to use as you please. Situated somewhere in orbit of the world you're in and hidden from all unless you allow it, the Spaceport will let you and all those you allow to teleport yourselves almost anywhere on the planet. That being said, there are a few limitations. First, you'll need a microcommunicator if you want to teleport from anywhere outside the spaceport. Second, teleportation takes time, and you can't be moving too much during that time as otherwise, you risk teleportation errors. Finally, you can't teleport anywhere that's undiscovered and too deep underground such as below the ocean floor without a linked teleporter. You can decide whether or not the Spaceport is somewhere in orbit of the world or in your Warehouse.

Modern Colosseum | 600 CP

Where dreams are made—and broken! Behold the Modern Colosseum! This is a perfect places for Explorers to settle their differences, to fight against others, whether it be human or not. You now have a perfect replica of the Modern Colosseum, whether it's in your Warehouse or a location of your choosing. In this place, you'll be able to fight against old foes, from this world and those before and after. In doing so, you'll be able to earn fabulous new rewards from money to armor to weapons and more. Not only that, but if you choose to plop this place out in public, you'll have a legal place where you can hold your own gladiatorial tournaments. People might question this but legally, they can do nothing about it. In fact, a lot of people might even come to enjoy the Modern Colosseum.

Zodiac Arm – 600 CP

Mankind has created many great things throughout the course of its history, whether they be wondrous or terrifying. The Zodiac Arms are only one such example of such creations. Generally speaking, a Zodiac Arm are ancient weapons ranging from around twice a man's height to towering over buildings. All of them are some of the strongest weapons ever created with each of them capable of taking a blast that would plow straight through hundreds of meters of steel and stone and only be rendered non-functional, not unrepairable. Of course, the Zodiac Arms are also fully capable of dishing damage out, capable of annihilating entire cities in mere minutes. And now, you possess one such automaton, complete with a satellite pod for it if it needs to be repaired. You may either design your own Zodiac Arm, based on one of the Zodiac constellations, or receive a copy of one of the already existing Zodiac Arms.

Dreadnought Jatayu | 600 CP

The crowning jewel of Volheim Industries, the Dreadnought Jatayu is a vessel with no equal, one surpassed only by Theia herself. Fully capable of traversing both air and the endless void, the Jatayu is also equipped with enough firepower to bring down even an Incarnatus. Of course, mere firepower would not be enough to make the Jatayu the premier Volheim Industries vessel. The answer to that lies within the teleporters within the vessel, making this vessel the only other place, aside from the Spaceport, where one can teleport from Theia to Marble Blue. You now have a copy of this Dreadnought, one equipped with unlimited fuel and if damaged, is fully fixed within the week.

COMPANIONS

"What do you think of forming a team?" | FREE

Teaming up has been a time-honored tradition for Explorers, both old and new, for decades now, whether it be in pairs or in groups. It's only right then that you have the option to partake in such a tradition. You may freely create import up to four Companions for free. Each companion will receive **800 CP** to use as they please.

"We made a great team." | FREE/200 CP

There are a multitude of interesting people in this world. It wouldn't be right if you didn't have a chance to bring them along with you on your journey. As such, you are free to bring along anyone you can convince to join you on your travels of their own free will. Of course, if you wish, you may pay **200 CP** for each companion to force the issue.

...

...What's this?

Did you really think that those were the only things to be had on offer?

This is a world with a history of untold possibilities, of countless mysteries. There is more to be found in this world, especially in the times before.

It is only right then, that you have the choice to go to those times and experience such wonders and terrors for yourself.

It's time to see the rest this universe has to offer, Jumper.

As you might have noticed, things start working differently right around here. There won't be any origins for you to choose from here. You'd probably fit in no matter your background anyways.

Instead, you will have three options available to you.

The Ark Arena | Chaos Rings

You awaken to find yourself in a strange room, windowless as far the eye can see and its décor and design are obviously luxurious, with an empty balcony above the massive doorway in front of you. You are not alone. There are a few others with you in this strange place, all of them paired up together and yet not all of them seem inclined to one another. Something's going on, something momentous, and it would be best to go along with it for now.

The Ark Arena | Chaos Rings Ω

You awaken to find yourself in a strange room, windowless as far the eye can see and its décor and design are obviously luxurious, with an empty balcony above the massive doorway in front of you. You are not alone. There are a few others with you in this strange place, all of them paired up together and all of them seeming to be getting along quite well with their partners. Something's going on, something momentous, and it would be best to go along with it for now.

The All-Seeing Eye | Chaos Rings II

As you open your eyes, you find yourself within an enormous room, large enough to encompass an entire house and more within. There are a few other people here with you, a woman dressed in an oriental dress wielding fist weapons, a younger woman in plain clothing wielding a staff, a noble young boy, and a scarred swordsman with his chest exposed. There's some sort of screen in the center, a screen showing a young man with a particularly persistent cowlick cutting down another. Judging by the reactions of the people in the room, they are certainly with one of if not both of the two young men. Interesting. Something's going on. Something strange. It would be best to get some answers from the man in charge, so to speak.

If you decide to start your journey in either **Chaos Rings I** or **Chaos Rings Ω**, you will awaken in this world with a companion of the opposite gender. This companion will have **1000 CP** to use however they please. You may import a previous companion into this role. Their gender will be changed to contrast with yours.

If you started off in **Chaos Rings I**, you may decide which timeline you find yourself in or whether you are part of a 5th timeline not seen in the games.

As for discounts, those will be determined a bit differently in this section. Instead of relying on origins and such, you will instead have eight discounts to use as you please for the following sections below. You may use your discounts on either perks or items. Discounted **100 CP** perks or items are free.

PERKS | 100 CP

Sexy Pose | FREE/100 CP

In your time in this world, I'm sure you'll notice how the people aren't exactly normal, both in power and in looks. While this perk won't do anything for the former, it'll give you something for the latter. With this, you will be made stunningly attractive, enough that you will turn heads wherever you go, and you'll need not worry about any maintenance for your newfound looks. In fact, it seems that anything you do only serves to accentuate your beauty. You'll always be beautiful to look at now, no matter what happens. Of course, your beauty has a certain useful side effect as well. From now on, you have a 10% discount on anything you purchase, regardless of how you buy it. For **100 CP** instead, upon your arrival in future worlds, you may spread your newfound beauty around, effectively making everyone considerably more attractive than they were before.

To Be A Warrior | 100 CP

In times like these, people will inevitably come into situations wherein they have to fight, whether it be to fight against monsters or to fight against other people. In those times, it'll become clear whether or not a person is a true warrior, like you. As a true warrior, you face every battle without fear of death. You do not panic in battle and you can remain calm and collected regardless of the powers and might of the foes you face. There is no doubt that this is a useful talent to have, especially in worlds such as these.

Lessica's Logs | 100 CP

Like a certain white-haired servant, you possess an impeccable talent for record-keeping along with all the traits necessary for such tasks. As such, you will find that your memory is utterly flawless. It's even indexed in a way, allowing you to easily recall information whenever you wish. To go along with this memory, you are capable of writing such information down in a manner that would allow most people who read it to easily understand such knowledge. As a bonus, any information you write down or record seems to have an unnatural trait of surviving, enough that even with no maintenance, they'd remain untarnished for thousands of years, regardless of what happens.

Piu-Piu's Perversity | 100 CP

There are traits that you might possess that are not exactly conducive to making the best of impressions to people, whether it be your first or otherwise. Thankfully, you are very much like a certain little pervert in some way. When it comes to making impressions upon people, you'll find that your more negative traits will, in a sense, generally be ignored by others. While people may not like your "eccentricities", they'll still be willing to hang out with you as friends, even if they might say otherwise. Of course, there are limits to this. While they might be willing to put up with your behavior now, they won't be so keen on you once you start actually physically harassing them. Even then however, you'll find that others are just a bit more willing to forgive you for your "eccentricities".

PERKS | 200 CP

"This timid kid?" | 200 CP

The powerful beings in this universe take on many forms. You'd think that by now, people would learn not to underestimate anyone given that they'd probably be hiding some sort of hidden power. Unfortunately, that is not the truth. To many people, even trained warriors, it is still a habit to underestimate those who do. Luckily for you, it seems this works in your favor. People just seem to underestimate you and your capabilities, always believing that you are far weaker than you actually are. Of course, this ability only works for as long as they haven't personally seen you in action. After that, they'll start treating you normally, depending on what they've seen. You can turn this perk on and off as you please.

The Strength of Ages | 200 CP

Mankind has lived for thousands of years now. And over the course of its long and illustrious history, mankind has only grown stronger. Why is that? Simple. It's because of evolution. Throughout the ages, mankind has passed on all that they are and all that they knew. And now, so can you. Any of your abilities, whether it be innate or acquired, can be passed down to your descendants. Not only that, but you can specifically choose how your abilities will be inherited, which of them can be passed down and whether or not conditions need to be met before they're unlocked. With you, mankind can grow evermore.

Time Holds No Meaning | 200 CP

There are beings in this universe capable of stopping time at a whim. They do not just stop time across a small area either. No, they are fully capable of stopping time across the entire world with seemingly no strain. Thus, it would be unfair for you to go into this world with no protection from such abilities and beings. Any form of time manipulation is ineffective against you, regardless of how it works or how much power the beings using such abilities might possess. Even attacking you in the past will no longer affect you, your existence remaining despite the past being erased. No doubt that this new ability of yours will be useful in your time here. Just keep one thing in mind, however. The type of beings capable of manipulating time are often the type of beings with more than a few tricks up their sleeve.

The Pedestal of Sealing | 200 CP

There are beings in this world that cannot be harmed through the strength and weapons of man alone. Whether it is because they are situated in a higher plane of existence or simply because it is the nature of their being, there will inevitably be foes that you cannot harm with your physical strength and tools. In such cases, you must find other ways to harm them or bring them down on your level. And now you know how to do so. Whenever you encounter a being that you cannot harm or hurt, you will know what must be done in order for them to be rendered vulnerable and if such things would not normally exist, this perk will ensure that there will always be a way available to render such beings vulnerable.

PERKS | 400 CP

Eternal Life, Eternal Youth | 400 CP

Interesting. Were you a previous victor of the Ark Arena or did you obtain this through some other method? Regardless, it seems you have obtained something quite remarkable. Through the principles of transhumanism, your body has been boosted. Your cells will divide at a vastly increased rate, especially upon taking damage, allowing you to quickly recover from some of the most grievous wounds in seconds. Not only that, but you will also find that you will no longer age a single day from your prime. You will stay in your prime regardless of how many years pass, whether it be thousands or even millions of years.

Intuit (Divine Diversion) | 400 CP

Regardless of how powerful or durable you are, there are attacks and techniques capable of bringing you down in an instant, regardless of how healthy you are at the moment. Truly, you will find that such attacks and techniques are annoying at best and rage-inducing at worst. Wouldn't it be better if you could survive them and keep on fighting? Now you can. From this moment on, whenever you're struck by an attack that ignores durability or would otherwise instantly kill you, you'll find that such attacks will no longer work as well as they should. Instead, you will find that such abilities will only damage you, as if you've intuited how to use your durability to mitigate such attacks and techniques.

Essence of the Qualia | 400 CP

The Qualia is no ordinary creature. It is a conceptual being, one that devours everything in its path and causes parallel timespaces to converge upon each other. And yet somehow, a part of the Qualia found its way into you. A fragment of a fragment of the Qualia's essence is now intertwined with your very being, your very soul. While this mere portion of the Qualia is not enough to bestow upon you its terrifying might, it has nonetheless given you a useful ability. With but a moment's thought, you can unleash the essence of the Qualia within you and in doing so, you can shut down any and all forms of regeneration and biological immortality, completely and utterly. In your presence, none of your foes shall heal any faster than an ordinary man can. In your presence, all who oppose you can die.

Charge Gauge | 400 CP

As powerful as one might be, there are still ways to push even more power and might out of a being. This new power of yours is only one such example of such a way to do so. From now on, whenever you find yourself in battle, you will find an energy building up within you for every blow you and your opponents land on each other. Once this energy has reached certain thresholds, you'll be to use powerful new techniques. These new techniques are special, allowing you to bring forth power you would not normally be capable of otherwise. As an example, you could perform an attack three times over with no cost in energy to you. And this is only an example brought forth with minimal build up. If you build up more energy, you'll be able to bring forth even more power, a lot more. Of course, once you use up this energy, you will have to build it up once more.

PERKS | 600 CP

Evolution of Mankind | 600 CP

In the beginning, humanity was nothing special amongst the masses of beings dotting the entirety of the world. But they did have something unique, something that signified them as beyond a mere being of the world. Humanity had potential, the potential to evolve. And now, you possess that very same potential. With every passing moment, you continue to evolve ever more. With every day that passes, you grow stronger and stronger. Not by much, maybe only a fraction of a fraction of percent of an increase but it all adds up over time. But that's not all. From this moment on, whenever you find yourself pushed to the very brink, you will gain new abilities, abilities that might not be enough to guarantee your victory but ones that could very well change the tide of battle. These abilities are not temporary either. Once you've unlocked them, they're yours for life.

Piulitzer Mind | 600 CP

The technology of this world is truly amazing. From traveling across dimensions, moving back and forth from the past to the future, altering genetics to bestow immortality or create monsters, and so much more. It would not do to simply leave it all behind upon the end of your time here. Thankfully, you are a master of the science of this world. You know how to build the wonders that can be found across this universe but more than that, you understand why and how they work and are capable of explaining such science in ways that even the most simpleminded fools could understand. Of course, such science is useless if your mind can't keep up. As such, you'll find yourself capable of learning any form of knowledge far faster, your rate of learning having improved tenfold to help enhance your new Piulitzer Mind.

Power of the Nominator | 600 CP

Strange. Normally, there would only be one person at a time who can be a suitable candidate as the vessel of the Nominator, but it seems that there is another. You. And unlike the poor soul chosen to be the Nominator, you do not need to actually be a part of the Rite of Resealing. As a Nominator, you possess the ability to control the Ophanim. What does this entail? Now, whenever you slay a sapient being, you'll be able to summon them in the form of an Ophanim to aid you. As an Ophanim, they will contain part of your power and the spirit of the being you slew, taking on a form based on their nature and the beliefs that had taken root in their being before their death. For now, you'll only be able to call up one Ophanim at a time at a tremendous cost in stamina and energy, but with practice and experience, you could do so much more than that. A veritable army will soon be at your fingertips.

Consciousness, Expression, Words... | 600 CP

There are beings in this world that could, in a sense, be rightfully called gods. Beings with such immense power and might that even the mere aftereffects of the clashes between them could create a new universe. You... do not have that power. Instead, what you do have is something else. You are powered by "Recognition". What this means for you is simple. You now gain power whenever others acknowledge your existence. There is a caveat to this, however. The power you gain is dependent upon the power of those acknowledging your existence. A normal human would only provide you an insignificant amount of power while those who could be called gods would provide truly astonishing amounts of power, enough to match what a planet's worth of normal humans would give you. Perhaps a religion would be useful in earning recognition?

ITEMS | 100 CP

Super Childcare Suite Product Line | 100 CP

Children are quite a handful, and most parents would agree. They need constant care, food, drink and so much more. It's honestly a miracle most parent's haven't gone mad trying to deal with the constant upkeep necessary for a single child, let alone multiple. Thankfully, you have this now. While it won't solve the issue of a baby needing the time of its parents, these product line from the ever-lovable Piu-Piu will solve nearly everything else. From cribs to food to formula and more, never have to worry about the things your little children would need. All you have to left to provide is your very own time. A child still needs their mother and father after all.

Piu-Piu's Collection | 100 CP

If you chose to start in one of the three areas above, you'll likely come across a strange being. A strange little being going by the name of Piu-Piu. If you decide to talk with him, he'll eventually mention his collection, something he either has in his inventory or lost to him. If you choose to keep talking to him, you'll quickly realize what exactly his collection is all about. Hint: It's all lewds. And now you have a copy of it. That's right. You now have one of the finest collections of lewds across the multiverse. Not only that, your collection of lewds will update itself on your journey, adding more and more of the finest lewds the multiverse has to offer. Lewds of you, your Companions, and the people you meet are also included if you wish.

Lovomete®™ | 100 CP

Unless you decide to stay in your Warehouse permanently, you'll no doubt come across countless people across your journeys. And often times, the people you come across will not be alone. They'll often be accompanied by others and in such times, it's important to be able to tell how each member of a group feels about one another. Luckily for you, you have a tool that can do just that. With naught but a moment of concentration, you'll be able to use this device to figure out the relationships between people. Through it, you'll be able to tell what one person feels about another, whether that be hatred, love, or some other emotion. Just remember that while this thing might be accurate in regards to relationships between others, it does nothing to tell you why that is and you can't exactly read minds with this alone either. Nevertheless, you'll probably find a good use for this nifty little thing.

ITEMS | 200 CP

Records of the Jumper | 200 CP

Those who do not learn their history are doomed to repeat it. A common sentiment in this world and one you would do well to learn. To help you in that regard, you now have a library in your Warehouse. But this isn't any ordinary library. Such a thing would not be worth the price. This library of yours has a special property. In this library lies all that you know, from the technology you've encountered to the people you've met to the worlds you've been too. All this and more can be found within this library, all organized in a method best suited for you. Over time, as your knowledge grows, so too will this library grow, with no limit to how massive it can be. Perhaps one day, you might find the library grow large enough to encompass an entire world.

Paradise Apples | 200 CP

Depending on the world you've chosen, you might just come across some of these apples throughout your journey. These apples are called Paradise Apples and they are divided into three types, each with their own unique effect once eaten. They are Body, Wisdom, and Skill. Apples of the Body will double the growth of your physical abilities. Apples of Wisdom will double the amount of money you gain through anyway. And finally, Apples of Skill will double the rate of growth for all your skills. You now have an infinite supply of such apples. Just reach into your pocket and voila! Just keep in mind that the apple's effects will only last you a single day and they do not stack. Still, if you find yourself wanting a delicious snack, go for it. No one will stop you.

A Pair of Rings | 200 CP

If you found yourself as one of the competitors within the Ark Arena, you would inevitably have to find a pair of rings as your first task, one for you and the other one for your partner. These… are not those rings. While they might look quite similar, these two rings have a different purpose entirely. When the rings are on your person alone, they will do nothing. It is only when both rings are worn by two separate people will their true power emerge. Whenever they find themselves in combat, the two shall always work perfectly together, almost as if they were meant to do so. Not only that but both bearers of the ring will find their attacks to be more powerful so long as they continue to fight together. This effect only grows stronger the deeper the bond between the two are. Of course, there are some weaknesses to this. What injures the bearer of a ring shall in turn injure the other bearer. But it is only a small price to pay in return for the proof of your bonds.

ITEMS | 400 CP

Mother of Monsters | 400 CP

The monsters found throughout the Ark Arena for the competitors to slaughter are known as Congloms, conglomerates created from animals across the planet. These monsters, these Congloms, all come from one source. And now, you are in possession of a second. This factory of yours can either be attached to your Warehouse or in a location of your choosing. By providing it the genetics of any being, this factory will be able to utilize those genetics to create terrifying new creatures of your own design possessing the might of its primogenitors. Perhaps in time, you could create an artificial human, one made from the most powerful and talented warriors across all of history, one that far surpasses even them. You also won't need to worry about any form of disobedience within your creations. Unless you use the minds of your foes and they encounter their old friends, the Congloms shall remain loyal to you and you alone.

Art of the Apostles | 400 CP

The Apostles are creatures that have taken on the power of the Creator and as such, they have become far more than mere beasts and animals. And now, you have the chance to learn how to create for your own purposes. What you have in your hands is a simple book, one that details the process on the creation of Apostles. Through it, you'll learn how to transfer your energy into a being, mutating it into a monstrous creature perfect for wreaking havoc across the world. For now, the mutations incurred will be randomized with the only guarantee being that the beings in question will remain alive and that generally, the more energy you pump into something, the more powerful it'll become. It'll take a while for you to be able to pull of the same tricks Amon was capable of, but in time, I'm sure you'll be able to figure it out.

Jumper's Reckoning | 400 CP

Across the world, you might come across certain texts foretelling the coming end, a coming end where only those faithful to the Creator shall be saved from the tragedy of the end times. While these are not those texts, what you have here is something rather similar. What you have here are holy texts of your own design, texts that tell of your philosophies, of your mission, of whatever you wish for it to tell. What's special about these texts is that they will impart upon the reader a mission, a mission to spread the word of these texts as far as it can go. They will preach the word of your Reckoning and in a few years' time, a religion that spans across the world could very well be formed, a religion all centered around you, complete with faithful followers. If you had some way of gaining power from the faith of others, this would surely be quite the useful tool.

ITEMS | 600 CP

Auryn | 600 CP

A simple ring. At a glance, that is all this is. But, as you are well aware, you should never really judge things merely based on how they look. After all, this ring's simple appearance belies a truly amazing power. When worn, this ring shall render you "Untouchable". Simply put, status effects of any kind can no longer affect you. You cannot be poisoned, you cannot be blinded, you cannot be stunned, you cannot be slowed, you cannot be burned, you cannot be frozen. If something would count as a status effect of some kind, it shall simply wash over you with no effect, signifying that in this regard, you are well and truly untouchable.

Herald of the Jumper | 600 CP

There is no doubt that you will become a truly powerful being if you weren't already. As such, it is only fitting then that a being such as you is accompanied by a worthy herald. This being stands over thrice as tall as the average man but everything else about its appearance can be designed according to your specifications. As for power however, that is something else entirely. To begin with, your herald possesses all your powers, albeit significantly weakened, only half as powerful as you normally are. Of course, it will continue to grow stronger as you do. And aside from its no doubt tremendous power, the Herald possesses its own unique abilities. First of all, it can split itself into four separate beings in case you need more than one Herald. Not only that, but your Herald can also take control of the bodies of its foes, forcing them against one another with ease. This ability becomes more effective the weaker the victim is in comparison to the Herald but becomes less and less effective the stronger they are in comparison to the Herald. Against foes stronger than it, the Herald can no longer take control of them. Nevertheless, the Herald is still your messenger and the bearer of your will. If they cannot oppose your Herald, they cannot oppose you.

Super Bikini | 600 CP

Why isn't this quite fascinating? It seems that you've been acquainted with a certain little pervert, a pervert that must've taken quite the liking to you given that you now have one of his most prized possessions. What you have now is clothing that, by default, takes on the form of bikini—you can modify this if you wish. When worn, the Super Bikini shall massively improve all of the wearer's parameters, from their strength, speed, defense, luck, and more. Not only that but the Super Bikini even seems to enhance your features, making you all the more charismatic and beautiful even if all you're wearing is the bikini itself. You even get Super Bikinis. One for you and another to give to your closest companion. Piu-Piu will be so proud.

DRAWBACKS

You may take as many drawbacks as you can handle.

F-Frogs!? | +100 CP

There are countless creatures in this universe, each of them more different than the last, all of them with their own unique traits and features. Unfortunately, it seems you have a tiny bit of a problem regarding one of these creatures. When it comes to a certain creature in particular, you are very much never at your best when fighting them alone. This normally wouldn't be much of a problem, but it seems you just can't get away from these creatures. Every week, you're guaranteed to come across a veritable horde of these creatures, all of them ready to attack you. By default, these creatures will be frogs, but you may choose a different creature if you wish. On one final note, frogs in this world are around half the size of an average adult.

"I've never seen eyes like that." | +100 CP

Strange. There's something about you that just seems to strike a chord. And not the good kind. Whenever people encounter you, they instinctively notice something about you that sets them on edge. It might be the way you talk, the way you move, or maybe even the light in your eyes. Regardless of what it is that sets them on edge, this'll lead you to being judged as untrustworthy, dangerous, or just plain strange. Of course, this is only a feeling. With a bit of effort from you, depending on who exactly you're interacting with, you'll still be able to make friends and get them to ignore that pesky little instinct of theirs.

"What's that on your head?" | +100 CP

Prepare to hear this question a lot during your time here. For some inexplicable reason, much like a certain lovable (maybe) pervert, you now bear something strange on your head, something that cannot be removed. Yes, you are now the proud wearer of a bikini, right on top of your head. At a glance, most people will not know what it is, but they will feel compelled to ask about it. The moment they do, you will proudly exclaim what it is and will happily explain how it really gets you going! Be prepared for looks of judgment and pity when you do so. You may replace the bikini with a pair of women's undergarments at your leisure.

Puzzle Start!! | +100 CP

How do you feel about puzzles? Do you love them? Hate them? Somewhere in between? Well, if you didn't hate them before, you're probably going to be hating them now. Every day, it seems that you will find yourself in a place between dimensions. In this place you are safe, but you cannot escape this space except by solving a puzzle, the only thing you can do within this space. The puzzles aren't very hard, but they'll definitely take some time to complete. This will happen every single day but thankfully, you are free from the confines of time while within this place. If you have any Companions with you, they will also be stuck helping you solve these puzzles. If you weren't any good at puzzles before, you'll definitely be after this.

"Couldn't you tell it was fake!?" | +200 CP

There are many dangers to be found in this world. Some of these dangers are quite obvious, very much being in-your-face about what they represent. Others are less so, being more than capable of subtlety, of deception, of traps. These traps run the gamut from being only slightly less obvious to a giant sign saying "TRAP HERE!" to ones that even the most observant can barely notice. For you however, it doesn't really matter how hidden or obvious a trap is. Why? Well, because you'll be falling for the traps either way. It doesn't matter how blindingly obvious a trap is. You're falling for it unless someone stops you. And there are a lot of traps out here. Good luck with that.

Broken & Ruined | +200 CP

This is a dangerous world, one that can easily bring ruin to even the most talented and powerful of warriors. You know this fact all too well, as your broken and ruined body can testify. Sometime in your past, you have become the victim of an incident that has rendered your body broken, broken to such an extent that almost the entirety of if it has been replaced by cybernetics. What makes it worse, however, is the pain and sensations tormenting you. The pain is a constant and annoying enough that you can't really function at a full capacity for anything more than a few minutes. There are moments when you can still feel the phantom sensations of your lost limbs, a cruel reminder of what you lost. But there is a way to bring back what you've lost. A way to bring you back to your prime. All you have to do is to find it and you will be whole once more.

Blood Scattered Across the Battlefield | +200 CP

Ahh... The rush of battle, the blood raging in one's veins, the pounding of one's heart. There's nothing better than the violence of combat. It is in battle where one can truly shine, where one can let out who one truly is. This is your curse now, much to the detriment of many. Whenever you find yourself in battle, you quickly find yourself losing control, rampaging around and seeking only to fight and bring down any opponent within your sight. And in this case, opponent refers to anything else in your vicinity, whether they be friend or foe. And the only way for you to regain control would be your defeat or if everything around is dead and gone. Thankfully, you retain all your senses while outside of battle. Be nice and give a few warnings to the people with you. Maybe, they'll live then.

Nothing But A Child | +200 CP

If you would ask any parent, they would very well tell you that children are not meant to be on the battlefield, that they are not ready to fight. But, as always, people cannot always get what they want. By choosing this drawback, you will be transformed into a child of only twelve years of age. As a child, your strength, your powers, all of them have been heavily weakened and until such a time that five years have passed, weakened they shall remain. This world is cruel to the young and the old alike. Your age will not be a factor in how this world will treat you. Hopefully you can adapt to your new body.

"Is that... blood?" | +400 CP

You are sick. There is no other way to say it. Your body is slowly but surely breaking down. At first, it'll only be simple coughing and wheezing. You'll find yourself being strangely out of breath every now and then and sometimes a sharp pain will race through your body every few days or so. But, as always, a disease like this will not just go away and in time, it'll only grow worse and worse. By the end of your first few months here, you'll find yourself coughing up blood every other week and by the end of the year, you'll be coughing up blood on the daily. This disease will only become worse and worse until you find yourself bedridden within your last few years here. But there is a cure. All you have to do is find it before your body collapses.

The Surprise-Packed, Super-Rare, Piu-Piu Collection, Scavenger Hunt Tournament! | +400 CP

Congratulations! You have been selected to take part in a Tournament greater than any other! As stated by your host extraordinaire, the magnificent Piu-Piu himself, you shall be participating in a scavenger hunt alongside your Companions. What are you looking for you ask? Why, all your perks and items of course! That's right! You'll be traversing a version of the Ark that has locales from every world you've been too and facing off against creatures and monsters from those worlds as well. You and your Companions won't have anything else other than what you bought here, and you'll only get those back once you've found them. Thankfully, dying doesn't seem to be a problem here as whenever you do die, you just wake back up in the Ark's central area. Still, you're not leaving this Ark until you've found everything. You'll start off this Tournament at the end of your time here, so you have time to prepare. Some people might say that you've found yourself caught up in the worst time sink in the history of the universe. Those people are absolutely right. Good luck.

A Hole In Your Heart | +400 CP

There is something fundamentally wrong with you. Not in your body, but in your very being, your very soul. What you have now is a hole in your heart, a void that you cannot seem to fill, regardless of what you choose to do. But that isn't exactly true. There is one thing that can fill this dark and empty hole in your heart. Death. Not your death but rather, the death of others. Only through murdering others can fill the void. Only by witnessing the light leave your victims' eyes can you ever truly be happy. Will you be able to control yourself, to hide away the very essence of what you are or, much like a certain killer, will you let it out and indulge in your vicious desires?

Mutation | +400/800 CP

There is a well-kept secret among the Explorers of Marble Blue. That secret is mutation. Genes are powerful and sometimes they can be too powerful for their users. When that happens, the Explorer's body will begin mutating It's the very reason why the ranking system exists. But even that system isn't perfect. And you are a prime example of such a thing. Normally, you would be immune to the perils of mutation but if you take this, that will no longer be true. Should you start using overusing your genes or use genes too powerful for you, you will begin mutating. At first, it will start with seizures, but with the more power you use, the faster the mutation will proceed and the worse it'll get. If you wish to stave it off, you will need to replace the mutated parts of your body with cybernetics and in doing so, you will also be tremendously weakened for a time afterwards. If you wish to receive **+800 CP** instead, you may have the risks of mutations apply to supernatural abilities from beyond this world as well.

Jumper's Libido | +800 CP

AKA the obligatory Scaling Enemy Drawback. Through one way or another, a part of your being has broken free from you and in doing so, has taken on a form all its own. The form it has taken is dependent upon the part of you that has broken free, whether it be your libido, anger, or some other emotion entirely. This new being is more than capable of matching you and it even has unique abilities based on what emotion it was formed from. Thankfully, it seems that this new being is content to stay in a single area. Unfortunately, you will not be able to leave this world until you defeat this being borne from your runaway emotions. Hopefully, you have a few companions or tools to help you along the way.

Obligatory Power Lock-Out | +800 CP

How many worlds have you gone too? How much have you achieved? How much have you gained? Regardless of your answer, it seems that something's happened to them. All of your powers and all of your items from before this world have all been locked away, left unusable to you or your Companions, if you had any. Now, now you must survive and thrive in this world with nothing but what you bought here. This is a dangerous world but if you prepare yourself, if you train hard, you might just survive. Hopefully you know what you're doing with this.

SCENARIO | THE WILL OF MAN

The Child. A being who, as it was hatching, emitted such a foul miasma that Explorers were weakened and sickened to the point that they found themselves on their knees and even dying. Even those who had years, or even decades, worth of experience were affected by this terrible miasma. If the Child had been allowed to hatch and roam free, all of Marble Blue and all of Theia would've died off within mere weeks. Such is the power of the Child and it shall only grow stronger with age.

The Entity. A being that travels across the universe at a pace far beyond the speed of light. It is devoted to but one single task, to spread. To do so, the Entity roams the universe, devouring planet after planet in order to acquire enough energy in order to be able to give birth to a Child. After doing so, it will continue to devour world after world until it evolves once more. Despite this, the Entity is not mindless and in fact possesses a hive mentality. The death of one Entity will drive other Entities to collectively strike back against the killer.

The Qualia. A being that devours not planets but entire universes and timelines. Where the Child can be said to be a young Entity, the Qualia can be said to be a matured Entity. Even so, the Qualia will continue to devour with no regard for any that would stand in its way. If left unchecked, every universe, every timeline, everything would be devoured by the Qualia.

Your mission now is to defeat such a being. To do so, you will be taking the place of Nazca, the protagonist of Chaos Rings III, and in his place, slay both the Child and the Entity. Once you do so, you will then find yourself as one of the competitors in the Ark Arena of Chaos Rings I. Win this competition, defeat the Almighty, and make your way to the Final Door. Win this final battle. For the sake of everyone you've ever known and all those yet to be born. Do not believe that will be as easy as it was in the games. The Qualia will be capable of killing you, regardless of what protections you have in store and it will only grow stronger and stronger the longer the battle goes on. Thankfully, you shall have the assistance of all of humanity for this most noble task.

Should you succeed, you will forever more be one of man's greatest heroes and receive the greatest rewards.

REWARDS

Entity Egg

The Entity was a being that devoured worlds all across the universe without a single regard given to all the lives it has taken, much like how a predator devours its prey. It is not good or evil. It merely is. And like all beings, it too had the right to exist. It is only right then that a part of the Entity will have a chance to live on. Not on this world but with you. Within your Warehouse is an enormous egg. This egg is that of an Entity's and in a thousand years' time, it shall hatch. There are ways to accelerate this process however but that isn't truly important. What is important is when the egg hatches and brings forth the Child. This Child shall see you as its loving father or mother and if you treat it right, they shall be the most loyal companion you could ask for. In time, and the more it feeds, the Child shall evolve into the Entity that once brought ruin to Marble Blue and in time, perhaps your Child will one day become the Qualia, a being beyond any other.

Where Life Returns and is Reborn

At the edge of the world, there is something truly amazing. Something truly fascinating. It is the seat of life, the one place where one could commune with the planet itself. It is Where Life Returns and is Reborn. In here, one can see the flow of souls. This is, in a way, the afterlife. The place where all souls go after death. And now, such a thing is inside your Warehouse. Through this, you shall be the bearer of the afterlife of this and all future worlds you find yourself in. In worlds where an afterlife already exists, this place may act as a secondary afterlife, a place where souls indebted to you find themselves in. Resurrecting others through this place is possible but it is possible in the same sense as is picking out a single individual blood cell amongst countless others within the bloodstream.

The Ark

Spearheaded by Alexander Piulitzer, the Ark Project was a mission in order to save humanity from being devoured by the Qualia. The result of this project was the Ark, a magnificent and tremendous vessel capable of traversing the endless void of space as easily as a battleship cruises across the seas. Of course, traveling throughout space is not the end of its capabilities. Through the principles of timespace navigation, the Ark is able to travel into the past and hide within the time axis. Beyond it's capabilities, the Ark contains the records of multiple Earths. These records would allow for the recreation and preservation of the Earth's past. Not only that, but the Ark has also preserved two of every lifeform that has ever walked the Earth. In terms of size, the Ark is utterly enormous, capable of fitting entire cities and landscapes within its hull and still have room for more. And now, a copy of the Ark lies with you. With the Ark at your command, mankind will never truly be lost.

All-Seeing Eye

Created by Amon, the Creator, a god, a being of a higher order, the All-Seeing Eye is a vessel that one could truly say is fit for only the greatest of beings. The All-Seeing Eye is an orbital space station created by Amon in order to act as the proper location for the Rite of Resealing. And yet, that is not all it does. In size, this station is closer to the size of a city, large enough that if it were to fall to the world below, it would utterly destroy it. But beyond it's mere size, the All-Seeing Eye is host to a vast well of secrets. One could explore this place over the course of multiple lifetimes and yet they would not even get close to discovering all the knowledge entombed within. Perhaps you will be able to discover what a god and his attendants deem worthy of recording in their most sacred temple. Use the All-Seeing Eye wisely and godhood will not be out of your reach just yet.

Theia

A thousand years ago, a thousand terraforming vessels capable of traversing beyond the solar system of Marble Blue were created in an attempt to protect mankind against the Entity. Each vessel was immense, being larger than a city and with room to spare. Of these vessels, only nine hundred and ninety-eight of them left the solar system. One vessel crashed onto the surface of Marble Blue as it was taking off. Another vessel remained in orbit, choosing to stay above Marble Blue. And now, you have one of these vessels. Within this vessel, you have enough resources to keep a city's worth of people and more healthy and happy. Combined with its closed-recycling system, this vessel can keep those people and their descendants alive across a journey throughout the universe in search of greener pastures. And once those greener pastures have been found, the vessel can terraform it to create a world more suited for man. With this, humanity can spread ever more.

ENDING

How long has it been? Ten, a hundred, maybe even thousands of years since you took your first steps into this vast universe. What exactly did you do in your time here? Then again, it that doesn't really matter. All that truly mattered was that you enjoyed your time here. Now there's only thing left for you to do. It's time to make one last decision to determine what you'll do next.

Go Home

This world has made you think. It's reminded you of memories from so long ago. Memories of your old world. Memories of your home. Every journey has an ending and it's time for you to end yours by going back to where it all began.

Stay Here

This world has made you think. This world has shown you a plethora of wondrous sights. It would be such a shame to just leave it all behind. As such, you've decided to set up shop in this universe, ready to experience everything else it has to offer. Every journey has an ending and it's time to end yours by settling down in a beautiful world such as this.

Move On

This world has made you think. This world has shown you a plethora of wondrous sights. And yet, that was not enough to convince you to go back home nor was it enough to get you to settle down here. Every journey has an ending but yours will not end here. There are so many worlds to explore. It'd be a shame to just stop now.

Are you sure? Very well then.

One last thing before you go. Regardless of the choice you made above, someone would like to meet you.

BONUS

Piu-Piu

Once a simple man known as Alexander Piulitzer, Piu-Piu is the founder of the Ark Project, the project responsible for the salvation of mankind against the indomitable Qualia. As he is now, he is no longer a man but rather a strange little creature with an abnormally strong libido. Still, that doesn't mean he's not a good friend, all other eccentricities aside. If you wish, he shall happily join you in your journey across the multiverse.

There's a lot he could do after all. He's a master of the science of this world and despite what his appearance might say about him, there's a reason people shouldn't judge books by their cover. He is very much one of the most capable fighters in this world and you'd do well to remember that.

Still, Piu-Piu is, at his core, a human, one who sacrificed even his own physical form to ensure that he could watch over the Ark until the time came for humanity to stand and fight against the terrifying might of the Qualia. A better friend one could not ask for.

So, will you have him? Will you have him stand beside you as you go traverse more and more worlds?

Will you be his friend?

NOTES

Gifts of the World

Gifts take on many forms. They can range from being one-use items to weapons to genes and many more. Gifts are also dependent upon the planet they're on. Gifts are not very common, but they aren't exactly rare either. You'll most likely find gifts in places separate from civilization such as within caves, forests or other similar locations. The more dangerous a location is, the more powerful and unique the gifts within the location are.

Genes (Chaos Rings III)

Genes are the remnants of the past. They are, in a way, memories of the planet. It is through genes how the people of Marble Blue use magic. Most people use genes as cards but there are other ways to use it as shown by Drei 6. Genes are formed from the souls of heroes of the world, both good and bad. If you find genes in other worlds, those genes will be based on that world's heroes. For example, if you found a gene in the setting of Harry Potter, that gene could represent someone like Godric Gryffindor or Salazar Slytherin.

Genes will not automatically provide you with all of the powers and abilities the person they're based on possessed. Generally, genes must be enhanced in order for them to provide you with more power. If you wish to utilize their abilities better, copying what Drei 6 did with genes would be useful.

Sopia (Chaos Rings II)

The pattern on which life is molded. In the parlance of men, the Sopia could be best described as the soul. In the world of the Creator, all life is built upon these Sopia.

The Sopia acts as the magic system for Chaos Rings II and they manifest through something called a Sopia Core. Magic is simply the art of using the power of the Sopia. Regardless of where you start, you will have the ability to use magic as the people of Chaos Rings II do. But it will be up to you in learning that magic, a task that is considerably harder within other worlds.

Morale Gauge

Unless an ambush is involved, most battles will generally start neutrally with no advantage to either side, even if one side has more combatants than the other.

Evolution of Mankind

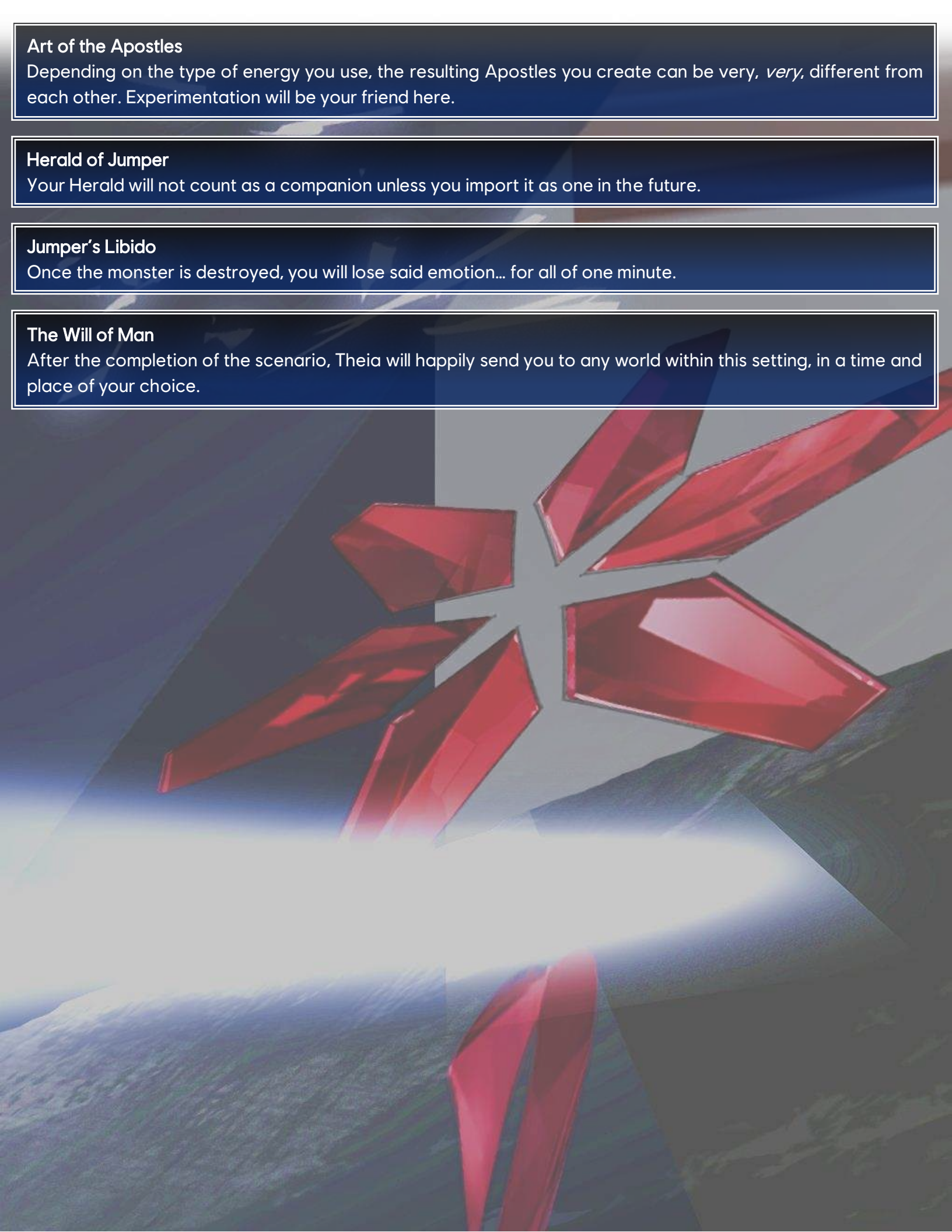
This perk is based on the first two games in the series. In those games, mankind developed special abilities over the course of that world's timeline. These abilities are Toughness, Pyrokinesis, Magic, Psychokinesis, and Teleportation. These are the types of powers you can unlock.

Power of the Nominator

When creating the Ophanim, you will not lose power when creating them. At the beginning, you will only be able to call forth one Ophanim at a time and you'll only be able to keep them summoned for only a moment or two, enough for it to attack and not much else. But with practice and experience, you can keep an army of such beings with you indefinitely. You can dismiss them whenever you wish. You do not have to worry about the Ophanim rebelling against you. They are entirely loyal to you and you alone and will follow your orders without question.

Art of the Apostles
Depending on the type of energy you use, the resulting Apostles you create can be very, *very*, different from each other. Experimentation will be your friend here.

Herald of Jumper
Your Herald will not count as a companion unless you import it as one in the future.

Jumper's Libido
Once the monster is destroyed, you will lose said emotion... for all of one minute.

The Will of Man
After the completion of the scenario, Theia will happily send you to any world within this setting, in a time and place of your choice.