

Trials of Mana

A Jumpchain document by Jack of Olives (v1.3)



When the world was shrouded in darkness, the Goddess of Mana drew forth the Sword of Mana to smite the eight Benevodons, monsters of destruction.

She sealed the horrors inside the eight Mana Stones, bringing the realm back from the brink.

Weak from rebuilding the world, the Goddess changed into a tree and fell fast asleep for years.

However, the forces of evil sought to free the Benevodons to gain control of the world. They started a terrible war to further their plot and destabilize the kingdoms. Peace was at an end.

Mana itself began to disappear from the world and the Mana Tree to wither...

Welcome to this World of Mana, Jumper.

As you may have inferred from the intro above; things are about to heat up around here. Between the mana-drought, racial tensions, and the three evil factions stirring things up from the background; things are going to get worse before they get better.

Still, the people here could use some heroes. Will you be one of them?

You start a few days before the invasion of Laurent.

Here is **+1000cp** for you to spend on this document. If you need more, consider picking up some Drawbacks.



Race:

Human (free)

You're probably familiar with these guys by now, but the humans of this world have something your world *didn't*...

Technicolor hair! (Also, the occasional pointed ears for the magic users, although how and why this happens has yet to be explained.)

Merchant Cat (free)

A race of short anthropomorphic cat-people with a knack for handling goods. While not as strong as most races, they're quite resourceful and easy to underestimate.

Dwarf (free)

Not quite what you're probably thinking. Sure, they're short, stocky, and bearded; but they also appear to take after Final Fantasy's Black Mages in the face department (completely dark w/ glowing eyes).

Still, they're excellent miners and smiths, if that's your thing.

Don't recall seeing any females, though...

Beastman (100cp)

Humanoids with furry ears and a propensity for tiger-print attire; Beastmen are unique in that they turn into therianthropes (were-animals) at night. This transformation enhances their physical abilities, but reduces their self-control somewhat. However, both their control and their ability to shift can be improved with practice and effort.

The most common Beastmen are wolf-folk, but other species (like cats) exist. You may pick any common mammal (within reason) as your subspecies.

Beastmen are often treated poorly by humans, and many hold a grudge over this treatment, so be careful.

...this sounds familiar somehow.

Elf (100cp)

Pointy-eared people with an affinity for nature and ludicrously-long lifespans. Elves mostly live in the deep forests away from human civilizations, although a few have been known to brave the outside world.

Elves avoid humans and other races not for their wasteful nature, but out of fear that they might fall in love with one, who will then die in a handful of decades.

Monster (100cp)

There are many monsters that roam the lands. While many of them cause trouble for the local populations, some are capable of being civil or even friendly with others (like the Tomato Town)

While often powerful, Monsters can't benefit from the Class System that more humanoid races use, and instead 'evolve' into higher levels of their race. That said, a sufficiently determined monster could learn techniques outside their 'racial class', but they'd be doing so will be slow and difficult at-best.

You may select any low-to-mid tier monster in the game, but I'd recommend one of the following: Goblin, Beelancer, Black Mage, Harpy, Tomato Man, Mad Mallard, Swordster, or Vampire.

Koropokkur (+100cp)

A tiny race of humanoids who distrust humans and live in a hidden village. They don't really have much going for them.

Half-breed (100cp)

You're some combination of the above races, with slightly weaker powers from both parents, as well as any issues they might have.

A word of caution, though. If you choose something other than Drop-In for your Origin, don't expect it to be a *happy* one.



Nation of Origin:

You may freely choose your nation of origin, and may be inserted either in said nation or at a randomly rolled destination. Alternatively, you may spend 50cp to pick where you start your adventure. Drop-Ins may freely start in any location below.

(note: this does not affect what Class you start with)

Drop-In:

The only history you have with this world is any media you might have consumed on your time before; If that.

Still, you'll have no pesky history or memories to help or hinder.

1. Altena, Queendom of Magic:

Located in the frozen north and kept temperate by the ruler's magic. It has been growing increasingly colder in recent years, and Valda the Queen of Reason has begun looking for ways to alleviate the effects of the mana drought.

Recently she has begun taking advice from a mysterious Crimson Mage, but I'm sure he'll be trustworthy.

Being from Altena, you probably have a passing understanding of magical phenomena.

2. Valsena, Kingdom of the Plains:

Sitting southwest and across the channel from Altena, Valsena is famous for its Knights and Swordsmen. It's king is another great hero who fought the forces of the evil Dragon Lord alongside other heroes (including Valda) decades ago.

If you choose to be from here, you'll be entering this world just before the start of the Sword Mastery Tournament.

Being from Valsena means you probably have basic knowledge of armed combat.

3. Ferolia, Kingdom of the Beastmen:

Southeast of Valsena lies the Duskmoon forest, a place kept in perpetual night by the Mana Stone of the Moon. It is here, where their power is the strongest, that the Beastmen have made their stronghold.

While King Gauser is an even tempered ruler (who even took a human for his wife), most who live here resent humans due to a dark and troublesome history. There are even some who speak of conquest...

Those from Ferolia tend to be able to roughhouse with the best of them.

4. Laurent, Kingdom of the Wind:

Nestled high in the eastern mountain range, lies the Kingdom of the Amazons. Currently ruled by the blind king Joster; an aging Barbarian. The kingdom is protected by powerful wind-magic, and is said to be virtually unassailable.

... You may not want to stick around here for long. Just saying.

Those from Laurent tend to have a minor affinity for the element of wind.

5. Wendel, The Holy City

Home of the Cathedral of Light, this place is the center of religion of the Mana Goddess. Many people make pilgrimages here to seek blessings and sage wisdom, for It's said by some (often cooky fortune tellers) that the Priest of Light there can solve nearly any problem one could have.

Needless to say, there are many dark forces who would see this bastion of Light out of the picture.

The Goddess' Light is said to bless those from this city.

6. Navarre Fortress

The former capital of the Navarre kingdom, now significantly reduced due to poor choices and subsequent exploitation of the victors of the last war. This fortified desert stronghold is now a hideout of a group of desert thieves, who rob from the rich trade-princes who have stolen their lands.

Although there is talk lately about going further than that...

Those from Navarre tend to be resourceful survivors who can handle most environments.

7. Other

Congratulations! There are many other cities that exist on this World of Mana, and you get to pick one!

To name a few:

Jadd Stronghold

A fortress that has been converted into a trading port. Common stop for those heading to Wendel.

Free City Maia

A trading port along the Golden Road which carries good from the Middle Sea to the Eastern Sea; also one of the two overland links to Valsena & the Dwarf Village via the Stonesplit Gap.

Dwarf Village

The underground village of the Dwarves. They're big fans of the Elemental Spirit Gnome, though they generally keep to themselves.

Merchant Town Beiser

The other trading port along the Golden Road; and home of the Black... er- 'Night' Market, where you can find nearly anything for sale.

Palo

A fishing and trading harbor south of Laurent; and one of the only ways to get there on foot.

Tomato Town

A village of friendly Tomato Men on the volcanic Bucca Island.

Snow Hamlet Alrant

A town near the sea in the frozen north, east of Altena. Cozy, but cold.

Sirhtan, the Desert Capital

Built where the desert meets the southern ocean. Currently ruled by wealthy merchants.

Oasis Village Diin

A village at an oasis in the desert. The water level has been slowly receding, which may be due to the mana drought.

Moonlight Town Mintas

A village in the eastern Duskmoon Forest. The beastmen who live here tend to be much more accepting of other races.

Flower Village Dior

A town of isolationist elves hidden in Lampbloom woods. Only those who know the trick can reach it.

8. Free Choice!

Lucky you! You get to pick from any of the above options for *free*!



Perks:

Everyone may receive two 100cp perks for free, as well as two perks from each price tier (200, 400, & 600) at a discount. Perk-upgrades boost its discount-tier to its final total. Perks that allow for multiple purchases only apply one discount per-purchase.

The Class System (free; can't be taken by Monsters)

This world has a rather strange mechanic built into it. One that is said to be a gift from the Goddess of Mana herself.

The Class System.

Although it still requires some training and practice with your skills, you'll find that learning, or even creating new abilities in-theme with your class to be second-nature.

Also, once you advance far enough in your chosen Class, you can also upgrade it to a new level of power. This is easiest to do with a Mana Stone, or the Goddess Statue in the Sanctuary of Mana, but there are other methods you could learn; meditation, rituals, etc.

They'll still require certain items or other involved methods to unlock Tier-3 and beyond, though.

The six base 'hero' classes you can choose from are:

Amazon/Barbarian: Well-rounded polearm-users whose later classes are capable of summoning great beings to fight with them, as well as buffing allies (Light)/debuffing enemies (Dark).

Cleric: Healers whose later classes can focus on supporting their allies (Light), or summoning new ones (Dark).

Fighter: Sword-wielding warriors whose later classes can learn to use magic to either heal and support (Light) or enhance his combat ability (Dark).

Magician: Magic-users who manipulate the elements. Their latter classes who gradually learn to refine their techniques (Light), or ways to exploit the system (Dark).

Grappler: Warriors whose body and spirit is their weapon (although they can use others), and who's spiritual journey will either lead to supportive finesse (Light) or destructive might (Dark).

Thief: Dagger-wielding rogues who either learn to take advantage of their environment or use tools (Light), or wield secret magical arts (Dark)

All Classes come with a ~~Limit-Break~~ Class Strike at each tier, which are unique attacks based on the specific person, filtered through their class. While the Class Strikes of lower-tier classes can be fairly basic, higher-tier classes can be quite powerful (at the expense of using more power to use).

For example, a Fighter generally has a fast and powerful combo; basic but effective. As they go up in tiers, they may develop techniques that let them strike from a distance using their weapon, or create a storm of blades.

Also, higher-tier classes can always use the Class Strikes they had from the lower tiers of their branch, should they desire to.

The energy to use a Class Strike builds up over time, so they can't be used often, maybe once or twice per combat, unless it's a particularly long one. That said, techniques to enhance the generation of Class Strike energy exist. Still, don't expect to be able to spam the higher level ones every combat.

It's entirely possible to switch your class to another tree, but doing so requires extended periods (maybe as much as a year) of the training/practice/research required to learn the skills used by the class. Time-consuming, but considered worth it by many who are unhappy with their path.

Lastly, as an optional bonus, you can choose to have your hair change into a thematically-appropriate color when you switch to a higher-tier class.

-Nonstandard Classes (200cp)

If the standard six skill trees shown in the Class section aren't to your liking; you are now allowed to create your own base class and class tree at the time of obtaining this perk. This class must have a similar level of power/utility to the default classes of the same level.

Still, if you want to be an Archer, you can now make a whole tree themed around shooting enemies with a bow and arrows.

Alternatively, instead of making an entirely-new tree; you can also just alter an existing tree to your liking. Don't want to go from summoning golems as an Enchanter to summoning undead or demons as a Necromancer/Warlock? Maybe change them to Engineer and Illusionist.

Whatever classes you make must conform to the Light/Dark dichotomy. This doesn't specifically mean they have to *use* those elements, just a reflection on how focused the class is on helping (Light) or hindering (Dark) others. (When in doubt; think Paragon/Renegade.)

This Perk allows the creation of new Tier-4 classes.

Heroic Looks (free)

Let's face it, none of the heroes look bad. Whether it's Hawkeye's bishonen good looks. Kevin and Duran's ripped musculature, Charlotte and Riesz's cuteness, or Angela's... everything! It seems like you can't be a hero in this world without looking the part.

And so we're offering you this Perk. A free appearance upgrade in the fashion of your choosing. Whether you want to look beefy, cute, or beautiful, we'll do our best to make sure you fit the appearance you're looking for!

Safe Landings (free)

During your time in this world, you may come upon a rather... unique method of travel. Specifically being shot out of a giant cannon to land half a continent away. While the landing certainly doesn't look *comfortable*, people seem to come out of it no worse for the wear.

And now, you too will gain this ability.

You are now immune to injury from falling, from any height... provided you don't land on spikes, or something. But short of a hazardous landing-zone, all you'll feel from a rough landing is pain that will quickly fade over a few minutes.

Never have to worry about skydiving accidents again!

Dodge Roll (free/100cp)

Sometimes, you just need to get out of the way of something, fast. You're now an expert at a tumbling roll that will end with you on your feet and ready for whatever else may head your way.

Not the most dignified of techniques, but it could very well save your life.

For an extra 100cp, you can instead fluff the roll as anything appropriate to your class. Maybe a form of teleportation for a magic-users, or an elegant twirl. As long as it basically functions the same as the roll-option, you're good.

Mystery Seeds (free/200cp)

In your travels on this world, you may run across magical seeds which, when planted in a magic box, will sprout into random magical items. While the quality of the item varies quite a bit (anything from common healing items to legendary weapons and armor), the 'higher-rank' the seeds, the more likely to get something great.

For an extra 200cp, the amount of seeds you find will be significantly increased, and after leaving this Jump you will find both more of these seeds, and new seeds which will grow into goodies from whatever world you're currently on.

Inventory (Free/100cp/200cp)

How do adventurers carry so much on their person? Some of them don't even have *pockets*! An Inventory is how; a personal pocket-space to store stuff in. And now, you have one too!

With just a bit of concentration, you can access your new pocket-space to store any object on your person that you can lift with one hand. Any non-living/sentient object that fits those criteria can be safely stored away and retrieved with only a few moments concentration, and you always have an idea of exactly what you have stored, as well.

It should be noted that your storage space is not unlimited. While the ability can be trained somewhat; a typical person can only store a few cubic meters of stuff before their inventory fills up. So make sure to manage your inventory responsibly!

And, for the low-low price of 100cp, we can expand that space by a factor of 10; giving you dozens of cubic meters of space. And if that's still not enough room for you: 200cp will give you 300+ cubic meters of inventory space.

... Try not to let your new power turn you into a packrat.

As a note: the process of using your inventory isn't instantaneous; and accessing your Inventory in combat can prove hazardous.

Rugged Health (100cp)

You can take a serious beating and still keep going. Your enemies often wonder why you haven't died yet. You can take roughly twice as much damage as others of your race/class.

Well of Mana (100cp)

Almost all beings in this world have a pool of mana that they can use, and yours is significantly larger than average. You have roughly twice the mana reserves of your normal class/race.

Devout Spirit (100cp)

A combination of willpower and spiritual awareness; your ability to both heal and resist hostile magics is abnormally high.

Stalwart Stamina (100cp)

You're *tough*. Physical attacks don't phase you as much and you can go for longer periods of time without resting.

Keen Intellect (100cp)

Not only are you a sharp cookie, but your ability to manipulate magic is unusually good for your race/class, making your magical attacks significantly stronger.

Mighty Strength (100cp)

Have you been working out? Because you're *strong*. Your physical might is impressive, and your ability to build on what you have makes your rivals green with envy.

Fool's Luck (100cp)

Things just seem to go your way. Whether it's finding rare items, or getting an excellent opportunity to hit an enemy, you'll find that Lady Luck is often on your side.

Item Ring (200cp)

Need to use an item in battle, but don't want to deal with having to fish through your pockets (or menus) for it?

Introducing the *Item Ring*! A ten slot menu holding up to nine similar items and designed to be used in combat for quick and easy item retrieval.

When in combat, you can choose to access your Item Ring at any time; causing time to slow down while you cycle through your selections.

Note that while this period of slowed time *can* be used to plan out a strategy, prolonged or rapid use may result in the temporary reduction (or even negation) of the time-dilation effect.

If you've also purchased Inventory (or have a similar perk from another Jump), the Item Ring will automatically merge its effects with it; so you don't have to restock after every battle.

Love of Mana (400cp)

You have been blessed by the Mana Goddess with one of the most powerful abilities there is; the ability to learn and train at approximately four times that of normal.

It may not seem like much, but think of all the time you'll save!

Auto-Heal (400cp)

You now have a healing factor.

While It's not the most powerful you're likely to run into on your journey, it's definitely still useful. You'll recover from any flesh-wounds over the course of a few minutes, broken bones and

ruptured organs will take 30 minutes to an hour on average to repair, and any missing limbs will magically regrow overnight (don't ask where the mass comes from; it's magic).

This ability by itself isn't the most useful in combat, so as a consolation, we'll also make it so that any healing magic used on you is 50% more effective than it would normally be.

Persistent (400cp)

You just don't go down.

No matter how powerful an attack is; as long as you're in reasonably good shape when you get hit, you'll end up still standing... barely.

Do note that this ability won't protect from instant-death effects, and that lingering effects might take you out before you can recover; so caution is still advised.

Elemental Affinity (400cp)

There are 8 elements in this world. Light, Dark, Fire, Water, Earth, Air, Moon, and Wood.

You seem to have an unusually strong connection with one of the above elements. In addition to taking reduced damage from the element in question, you'll find that your abilities utilizing them have more 'oomph' to them, and are significantly easier to create or tinker with.

This Perk can be taken multiple times in order to pick up more than one element.

CS Boost (600cp)

It normally takes a significant amount of time and/or magic to accumulate enough energy to pull off a Class Strike. Most end up saving that energy so they'll have a trump card in tougher battles.

But that's not a problem for you, though.

With this perk, the rate at which you accumulate energy for your Class Strikes increases by an order of magnitude. You'll be ready to use your higher end Class Strikes every time you enter combat, and will be able to use them again inside a minute; should the battle last that long.

... You might need to come up with a new trump card, though.

Team Combo (600cp)

The techniques that you and your companions learn here can be quite powerful.

You know what would make them better, though? Combining them into an even *more* powerful attack, to give your enemies a *really* bad day, just comes naturally to you; and works much better than they have any right to.

You may now, after having gotten a feel for another's techniques, pull off devastating combination attacks that are significantly more than the sum of their parts. You could cast a flame spell while an ally uses a Class Strike to strike your enemy with a superheated blade, or have an ally use an ice attack after your fire spell to cause an antipode.

(Why yes, I am stealing this from another Square game, how did you know?)

Total Resistance (600cp)

There are a lot of techniques and underhanded tricks that enemies can use to do more than just hurt you; sleep spells, poison, shrinking-effects, etc. All of which can make for extremely frustrating and/or situations.

Thankfully, none of that will bother you now.

Upon taking this Perk, you gain complete immunity to anything that would be considered a 'status effect', up to and including instant-death effects.

This doesn't make you invincible, and many of the spells that apply these effects will still *hurt* you; but you no longer need to worry about your enemies silencing you, or turning you into a snowman, or burning you, or being turned to stone, or...

Resistance Bypass (600cp)

Don't you hate it when an enemy is immune to something that's core to your fighting style? Fighting a lava-monster can be extremely frustrating if you're a Fire Mage, after all.

Well, no more!

This perk allows you to treat any damage or 'status effect' resistances the enemy might have as one step closer to being damaged by them (to a maximum of normal damage).

Progression: Absorb Damage/Buffered by Status -> Negate Damage/Resist Status -> Lessened Damage/Reduced Effectiveness -> Normal Damage/Effect

In addition, you'll find that beings which would normally be killable only by very specific means can now be slain with your attacks. The attack would need to be at least *somewhat* effective, but if you're already taking this perk...



Items:

(You receive an extra 500cp for use in this section only. Your Companions receive 200cp for the same.)

Starting Gear (Free/50cp)

A basic weapon and set of armor suitable to your class.

You may also buy another class' set for 50cp.

Money (50cp/1 Free for everyone)

Exactly what it says. Each purchase grants enough cash to let you live comfortably for about a month.

Try not to spend it all in one place.

Magic Pot (Free with Mystery Seeds)

A seedbox where you can plant Mystery Seeds. They'll nearly instantly blossom into random items, partially determined by the seed's quality.

Ready to spin the Gacha?

Healing Sweets (free/50cp/200cp)

Apparently sweets are both magical and good for you in this world. Isn't life grand?

As a complimentary gift for using our Jump; we're proud to present you with a bag of 9 Round Drops (additional ones cost 25cp each). They're a gum-drop like candy that heals the eater's wounds to an extent. A good thing to have in a pinch!

Not only that, but the bag's supply will replenish over time; recovering three Drops over the course of a day.

For an additional 50cp, we'll throw in a similar bag of chocolate bars. Known as Pakkun Chocolate by some, these will heal most major injuries, and taste delicious to boot.

Finally, if you don't mind paying a hefty 200cp, you can purchase a bag of Honey Elixirs; a tasty potion that will heal any injury, as long as you're well enough to drink it. They also come with a straw attached to the side, allowing you to drink them like a juice-box, should you wish.

Magic Coins (50cp/100cp)

Each purchase of this grants you a bag of coins infused with the power of one of the eight elements. When activated via a bit of mental effort, the coin will allow you to cast a basic tier-1 offensive spell of the chosen element. Not particularly powerful, but it doesn't cost you any mana to use, and could be potentially useful against certain enemies.

Like the Healing Sweets, the bag's supply will replenish itself over time at a rate of three coins per day.

If you wish to spend 100cp, you will instead receive a bag of tiny statues in the shape of one of the eight elemental spirits, which can be used in a similar manner as the coins, albeit, with a *considerably* more powerful tier-2 effect.

Faerie Walnuts (100cp)

These walnut-like objects are rare items naturally containing condensed mana. Upon eating, one will regain a large amount of their mana reserves; and (unlike normal walnuts) the shell peels right off when desired, so it's easy to consume.

Due to the mana drought, Faerie Walnuts have been in short supply recently; making these items a precious commodity.

By purchasing this perk, you gain a bag of nine, that will replenish their stock similarly to the Healing Sweets purchase above.

Class-Change Item Collection (100cp/200cp)

It can be incredibly frustrating having to hunt for rare Magic ??? seeds in order to have a *chance* at finding the class-change item you're looking for. That's why we're offering you this purchase.

Upon buying, you receive a replenishing supply of every tier-3 class-changing item for your class-tree, as well as Goddess Scales, for if you want to give another path a try. This will also change to the appropriate class, should you later change Class Trees to a different one (Ex: Mage to Cleric).

In addition; an extra 100cp will upgrade your collection to include every class tree in the setting, even the ones you and your companions have invented for yourself via the Nonstandard Classes Perk.

Tier-4 Class Sphere (100cp/200cp; discounted with Nonstandard Class)

This ornate crystal sphere is a powerful catalyst capable of ascending you beyond the normal Class-limit that is a Tier-3 Class.

This is a feat only accomplished by warriors of legend, and most Spheres are guarded by rulers as national treasures, so take care who you show this to.

For an additional 100cp, the sphere becomes a Master Sphere, capable of unlocking a Tier-4 class change for any heroic Class Tree, including the custom ones of others.

Class Gear (200cp)

While it's great to become more powerful, what do you do when your gear can't keep up, or doesn't suit you anymore?

Not to worry, we've got your back!

This set of magical weapons, armor, and accessories, will bond itself to you, and will grow and change as you do.

In addition to getting stronger/tougher/more powerful with your own abilities, it also has the benefit of changing its appearance to reflect whatever class you represent in a way that always seems to resonate with your aesthetics.

It also automatically repairs itself from any combat-damage it sustains; fully-reversing any damage received inside an hour. However, if you find yourself in need of a more immediate fix, you can burn some mana to cause it to swiftly repair itself in a flash of light.

Do note, that this last feature can get a bit expensive, depending on the extent of the damage; Although, if you don't want to be without a weapon or armor, some mana is often a small price to pay.

Sanctuary (free/200cp/600cp)

This item is a bit odd, as whether you pay for it or not, you will only receive this *after* the Jump is over.

Regardless; upon receiving this, your warehouse receives a new door, leading to a perfect replica of the Mana Sanctuary's plaza. This expansion is complete with four golden Mana Statues that heal and refresh anyone who touches them, and the special Mana Statue that let's one change their Class.

In addition; if you're willing to pay an additional 200cp, the central Mana Statue will gain an additional feature. Anyone who touches it may obtain a Class from this world, as well as the ability to use and respire mana, and any of the Free perks you allow (toggled by touching the statue yourself).

This means that any future Companions or allies you pick up may gain the basic benefits you received from this Jump; letting you empower people to heroic levels of power wherever you go (as long as you don't mind letting them into your Warehouse briefly).

Now, while having easy-access to the Class/Class Change system is nice, it's the 600cp feature that you may find the most interesting. Specifically, the ability to create an entirely new Mana Sanctuary in worlds that you visit.

That's right, by activating said feature in future Jumps (or even just other worlds you visit), Mana will slowly pour into the world, as a pocket dimension forms with a new Mana Tree inside; complete it with it's own Mana Goddess, to introduce magic and (at your discretion) the Class System into the world.

Every new Goddess is their own person, but will generally be benevolent; and tend to defer to your judgement (as long as you're not being a serious jerk, anyway).

And when the time comes for you to leave that world, a new Sanctuary will appear in your Warehouse, allowing you to repeat the process for every world you visit.

To top it all off, if you've purchased the Nonstandard Class, not only can you grant the worlds you visit access to the personal Classes of you and your Companions, but the people of these worlds will eventually be able to create their own custom heroic classes.

Oh! and if you chose to take the RPG Mechanics toggle, you can choose to have them spread with the mana power.

Take this, and spread the gift of Mana wherever you go!



Companions:

Faerie (free; mandatory with Faerie's Chosen)

Several faeries left the Mana Sanctuary to seek out heroes. However, due to the weakened state of mana in the world, most of them didn't make it; leaving only the one found by the heroes to try and save the world.

Now, another (or the canon one with Faerie's Chosen) has survived by bonding to you. And by 'bonded'; I mean 'riding around in your body as a spirit most of the time', due to the need for a host to survive the mana-drought.

Still, what she lacks in power, she more than makes up for in magical knowledge and skill; capable of subtle and instinctive magical workings that even the most experienced mage would be hard-pressed to replicate.

Such things will tire her out, though; so I wouldn't recommend having her do them often.

Lastly, only someone with a faerie can pull the Sword of Mana from its resting place, and even if it isn't *you* who does it; she'll ~~neg~~ *encourage* you to help save the world.

Elemental Spirit (100cp; free for corresponding element w/ Elemental Affinity)

There exist in this world, eight elemental spirits (one for each element) created by the Goddess of Mana to oversee their chosen element.

While not particularly powerful, their knowledge of their element and fine control in it's manipulation is second to none.

Purchasing this means that you (somehow) bump into them at the start of your time here, and they take a liking to you. While most of them have jobs guarding the Mana Stones, they'll be more than happy to make time for you within reason; and should you have a Faerie, they'll be more than happy to go along with you on your adventures to save the world.

Elemental spirits can bond with you like Faeries can, and once bonded, can be called upon to enhance any magic you or your adventuring companions cast of their element. They're also unsurpassed tutors on the subject of their magic, greatly reducing the amount of time needed to learn spells based on their element.

That said, expect to be pulled into the plot, since the heroes are looking for all eight Spirits to open a gate to the Mana Sanctuary. Unless you happen to find another way for them or something.

[Companion] Joined the Party (50cp/2 free)

You won't get very far in this world without some allies to help you. Take these!

Each purchase of this let's you import or create one Companion with 800cp to spend. They get their own Origin, as well as a 200cp stipend in the Item section, but must pay for a Race as normal.

At your discretion, a Drop-In origin could mean they've been isekai-ed.

Alternatively, each purchase will let you recruit any of the canon characters from the setting. This includes the heroes and villains (although the latter may prove difficult without serious work).

-Fated Meeting (50cp)

But why leave things to chance?

By paying an extra 50cp you'll be guaranteed to have a good first meeting with a canon character of your choice, who'll be guaranteed to be at least *somewhat* open to the idea of going with you on your jumpchain.

This can not be used on Anise or the Mana Goddess.



Setting Toggles:

The Chosen Ones

In the games, there are 6 potential candidates that could run into Faerie on that fateful night. I could understand wanting to get rid of some of that ambiguity.

This toggle lets you select who gets chosen, as well as their party members. Useful, if you're looking to recruit Companions while you're here.

Small World

There are two ways to look at the game's setting. 1: that things are considerably bigger than can be shown in a SNES/Portable game; or 2: That the World of Mana is *considerably* smaller than Earth.

This toggle lets you adjust the size of the world you jump into, and will adjust the timing of events (within reason) to fit the original story.

For example, you could have the WoM be the size it looks in-game; meaning the population of the world is under a thousand, and the circumference is only a few dozen miles across. *Or* It could be as big as Earth, in which case the population would likely be in the millions (if not higher) and it would likely take weeks or months to travel between kingdoms.

That said: It's recommended selecting something *between* those two extremes. Say, 10x bigger than shown in the game?

Alternate Translation

Between the fan translation, the odd choices with the remake, and a few inaccurate localizations; the setting is a bit... different depending on how you look at it.

This option lets you select whichever version of events you'd prefer. Want Kevin to just be a bit rough and carefree like in the Japanese version, instead of having a speech-problem? Sure! Want Angela to start out as a bratty slacker like the original? No problem! Do you want Valda's title to be the 'Queen of Reason' rather than 'The True Queen' (seriously, what were they *thinking?*) Done!

As long as things stay fairly consistent, you're good.

RPG Mechanics

Let's face it, you're already on an Isekai adventure, and this world specifically has Job classes. Why not go all the way?

Selecting this gives this Jump into a full-on RPG interface for everyone; it's just part of daily life. People will talk about levels, skills, and abilities like it's perfectly normal, because it is now.

Whether you keep the system after the Jump is over... Well, that's for you to decide. Don't expect it to give you any major advantages without the corresponding perks, though.



Drawbacks:

(Companions may only take drawbacks that just affect themselves)

Greener Pastures (+0cp)

If events play out as in the canon timeline, then the Mana Tree will die and magic across the world will soon die out. And let's face it, there's not much point in sticking around when there's no magic to play with.

Sure, you could try to prevent the event, but that would involve tangling with some of the nastiest beings this world and Mavolia have to offer.

Instead, your time in this world will be limited by the ambient mana. When it's practically gone, the Jump will end.

Child (+100cp/+200cp)

Ignore selecting your own age, because your physical age is now 6 (adjusted for race). While this won't affect you mentally, you'll find yourself mildly weaker than others. In addition, most people will treat you as a child; even after learning how smart and competent you really are.

For an extra +100cp, your age now *does* affect you mentally. Your words and actions will let everyone know that you're just a brat with some Class talent.

Hot-Blooded (+100cp/+200cp)

Some people let their emotions run away with them. You're now one of them.

This isn't to say you can't see reason or anything, but your first inclination is to act on your feelings, and those feelings will be hard to resist (and often get you into trouble).

For an additional +100cp, you're not incapable of completely resisting your impulses. The best you'll be able to do is temper your actions somewhat; something that will quickly get exhausting.

Learning Disability (+100cp/+200cp)

You're a being of action, not study!

No matter what you try, you'll find that you're completely incapable of learning any form of skill by anything but doing it.

This will leave any mentors you obtained frustrated until they get a handle on this quirk of yours, and some may even quit in frustration.

For an additional +100cp, You are now incapable of being taught by others, as well. Hope you'll be okay figuring things out on your own without the ability to look it up.

Rough and Tumble (+100cp/+200cp)

You never got the appeal of the whole 'social niceties' thing. What's the point of all that pointless, flowery talk when you can just be relaxed and straight with people?

While you're capable of formal speech and manners, your first instinct is to just pal around with people, and you'll have to pay constant attention if you don't want to make a fool out of yourself in front of noble-types.

For an additional +100cp, your manners piss people off wherever you go, causing you no end of grief.

And Goddess help you if you take this with Flirt.

Flirt (+100cp/+200cp)

You can't help yourself; every time you have the opportunity to make a pass an attractive member of your preferred sex, you seem to take it.

This doesn't completely override your survival instincts, mind you; you won't do so in combat unless you can do it safely, or give away your position when trying to hide. That said, this will almost certainly get you into trouble in your travels.

For an additional +100cp, you're going to find yourself with an unwanted harem/reverse harem.

Oh sure, that may sound nice *now*; but they'll be constantly fighting with each other, no matter what's going on. Also, they'll always get angry at you if you show the slightest interest to any other girl, and will often show their displeasure violently.

Yeah, like those *bad* harem series.

Lost Loved One (+100cp/+200cp)

Someone dear to you has been kidnapped by an enemy faction, and you'll do nearly anything to get them back.

Thankfully, they don't seem to want to hurt them, for whatever reason; but that doesn't mean they have a fun time planned.

If you chose an Origin, it will be a friend, relative, or loved-one. If you're a Drop-in... then they somehow stole a precious lawn-gnome from you or something; I dunno.

The fact that they're gone will always be at the back of your mind, keeping you from truly enjoying your time in this world until you know that they're safe.

For an extra +100cp, you will somehow end up fighting them after they've been brainwashed/corrupted/possessed some time before the Jump ends (likely when the faction is making its move). Be careful not to kill them or you'll be inconsolable for the rest of the Jump.

Be careful, though or you may end up killing them in your attempt to stop them.

NPC Class (+100cp/+200cp)

You Know that awesome class you'll be starting with in this world? Well now, instead of a 'hero' class, you'll be forced to select an NPC one, and stay with it for your entire stay here. You can choose from: Merchant, Blacksmith, Farmer, Maid/Butler, Entertainer, or Scribe.

Now, I know some of those don't really sound that bad, but keep in mind that the number of monsters is going to see a massive uptick shortly, and you'll pretty much be helpless if you leave your starting location (or even get too close to its outskirts).

Oh, by the way; you'll probably need to find an alternate way to class-change if you want to upgrade it, considering how dangerous it will be to get to a Mana Stone or the Mana Sanctuary.

Also, since I know you're going to ask; NPC classes do *not* have a tier-4 upgrade.

For an additional +100cp, you can't even upgrade your NPC class, leaving you stuck at Tier-1 for your entire time here.

Three's Company (+100cp/+300cp)

For some reason, you and your companions can't seem to be able to operate in groups larger than three; and trying always ends with people getting in the way of the fighting.

This isn't to say that you can't split off into squads to focus on different areas or objectives, but trying to dogpile an enemy with numbers will only work if that number is '3'.

Alternatively, for another +200cp, only three of your Companions will be able to do anything important at any time. That includes you, by the way.

Off to save the world? Then those not in your three-man group will have to content themselves with sitting around to see what happens. Maybe take up a hobby?

Thankfully, beings like the Spirits and Faerie don't count for these effects, as long as they only manifest briefly and/or offer advice; and allies can still offer assistance (although you'll find your group doing most of the work). Combat-pets and summons are also exempt as long as they're a major part of your class' fighting style.

Slowpoke (+200)

In a world of teleporting mages, fighters that can move at lightning speed, and people who can jump several stories with ease; you can't.

That's right; during your time here your ability to run is now limited to mererly peak (mundane) human-levels, and your jumping limited to ten feet of vertical clearance (the speed of which is *also* limited by your run-speed). You can't fly, hover, teleport, or any other enhanced way of getting around, either. Also, any vehicle you try and take will only work if it's controlled by someone else (whether it's a driver, a sentient mount, or a giant cannon).

There is one exception, though; during your Class Strikes, such limitations are temporarily lifted. You're still limited to acting out the strike, though; so it's flexibility is minimal.

Try not to get left behind by the others.

Incompetent Allies (+200)

It's hard to find good help nowadays.

It seems like anyone you work with is a little unclear on how this whole 'fighting' thing works. Rolling into enemy attacks, waiting around when they should be exploiting an opening, etc.

This isn't to say that they'll be *complete* idiots, they won't attack a lava monster with fire, or anything (more than once), but they constantly seem to be making stupid mistakes in combat, leaving you feeling like the only competent fighter in any group.

Faerie's Chosen (+300cp)

Congratulations! You've been chosen by Faerie to save the world!

That's right, you're now plot-bound. No sitting around and letting the heroes save the world for you (although you can still recruit them to help), since you're now the only one who can draw the Sword of Mana from its resting place.

Your options are now: defeating the forces of darkness that are currently endangering the planet, or Jump-failure.

Good Luck!

Tree Hugging (+300cp)

If events happen like in canon, the Sword of Mana will be destroyed and Tree of Mana will wither and die, only to be replaced by Faerie's sacrifice; thus leaving the world nearly devoid of mana while a new tree grows.

Needless to say; this is a sub-optimal outcome, and now it's your job to fix that!

By taking this Drawback, you will tie your fate to the life of the Tree. Should it die, it will count as a Jump-failure.

It should go without saying, but accomplishing this will have the added benefit of keeping any mana-based powers working during the remainder of your stay. So there's that.

Pairs well with Faerie's Chosen.

Anise the Witch (+300cp)

Some say she's the dark counterpart to the Mana Goddess. Others say that she's the physical embodiment of annihilation and spite.

Whatever she is, though; she's noticed the weakening of the goddess and will soon make an attempt to enter into the World of Mana and bring it to ruin.

Thankfully, you have some time before this happens; roughly the amount of time it would take to finish off the Big-Bad of your adventure. After which, a portal to her realm will appear in the sky and shortly-afterwards will slowly grow to envelop the world.

It's recommended that you take care of this soon after it starts, because Anise will slowly grow in power once it does, and facing her after she's fully entered this reality would both be difficult and involve considerable damage to the world.

As a note: If you've also taken Faerie's Chosen you do not have to defeat Anise for good or anything; just make sure she stays *gone* while you're here (which should just involve the usual beatdown).

Mavolia (+300)

Also known as Makai or the Demon Realm; Mavolia is a twisted reflection of the World of Mana, spawned by Anise from elemental Darkness that has been corrupted by the hatred and spite of her Psi. Its inhabitants instinctively crave the destruction of all the Goddess of Mana has created.

And you are now trapped there.

Your starting location doesn't change, but instead of appearing in the World of Mana, you appear in it's twisted counterpart in Anise's dark world.

That isn't to say that you'll have to spend the rest of your stay there, but finding a way out might prove difficult; and you're unlikely to find a friendly face while there.

Oh, and if your Companions decide to take this as well, don't expect to start in the same place.

Mana's All You Need (+400cp)

Let's face it, you're already getting some awesome powers out of this Jump, why would you need any others?

By selecting this all out-of-Jump powers enhancements (aside from body-mods) are suppressed for you and your Companions (who also gain an extra +400cp), as well as access to your Warehouse.

And If this is your first Jump... Well, congratulations; you get free CP!

No Future Mode (+600cp)

Are you sure?

Taking this option *greatly* increases the power of any enemy you'll run into during your time here, as well as limiting any powers or items from outside the jump to the level of your in-jump power-level.

You'd better hope your skills are up to the task, because by taking this option an attack or from a 'mook' will leave you severely injured if it connects.

And *whatever you do*, don't let a 'boss' land a hit on you.



The End

Stay

Perhaps in your time here, you've fallen in love with this world; quirks and all. By selecting this, you elect to stay in this jump for the rest of your days. (Providing you don't find some way off, naturally.)

Leave

The siren call of adventure won't be ignored. Onward to the next Jump in your Chain!

Go Home

You've had enough of this adventuring business. Time for the 'happily ever after' of this story.

Notes

Have any suggestions? Feel I messed up somewhere? Leave me a note on the [Google Doc](#).

v1.1 Changes:

Fixed some typos and made some formatting fixes.

Expanded on the **Mystery Seed** perk.

Reduced the upgraded costs of **Class Change** Items & **Tier-4 Class Sphere**.

Added **Magic Coins** to Items.

Added **Money** to Items.

Clarified the wording in **Class System**.

Added a clause to the **Class System** allowing people to change their Class tree with time and effort.

Boosted **Faerie's Chosen** to +300cp.

Short Stay renamed to **Greener Pastures** and finished.

X Joined the Party renamed to **[Companion] Joined the Party**.

v1.2 Changes:

Clarified various descriptions.

Added the **Three's Company** Drawback.

Faerie Walnuts added to Items.

Slowpoke Drawback added.

Resistance Bypass added to Perks.

NPC Class added to Drawbacks.

Added a mid-tier to the **Sanctuary** Perk.

Love of Mana Perk added.

Made some significant clarifications and adjustments to Class Strikes.

v1.3 Changes:

More minor clarifications made.

Added a discount to **Tier-4 Class Sphere** for those with **Nonstandard Classes** (considering it's the only way unique classes can get them).

Added a clause to **Three's Company** that excludes the use of class pets/summons from activating it.

Changed the **Kororopukker's** cost to +100cp, due to their lack of combat power and the general danger of being one.

Added a 100cp upgrade to **Dodge Roll**.

Inventory got an overhaul.