

Magi: The Adventure of Sinbad

By Carvin

Introduction

The world changed when the first Dungeon, home of the Djinn Baal, appears just off the coast of the Parthevian Empire. Said to grant whoever conquers it wealth beyond measure and overwhelming power, in the coming days and months, over ten thousand men will enter, yet only two will emerge alive: Sinbad, the first Dungeon Capturer, and his future ally Drakon.

Over the coming years, Sinbad will travel across the world, building alliances, forging friendships, and founding his own trading company, all in the pursuit of one goal: To one day have a kingdom of his own and create a world without conflict. However, this ideal will not be easy for him to realise – dark forces are at play behind the scenes, from the political manoeuvring of Lord Barbarossa to apocalyptic schemes of the shadowy Al-Thamen.

You arrive in this world on the day the world's first Dungeon is summoned. If you do nothing to interfere, Sinbad will conquer this Dungeon as normal. If you're bold enough, though, there's nothing stopping you from trying to claim its power for yourself. After all, given your extradimensional nature, you're uniquely placed to change this world's fate. Perhaps it will even be you, not Sinbad, who will one day become the High King of the Seven Seas?

Take **1,000 CP** to spend as you wish, and good luck.

Starting Location

Roll 1d8 to choose your starting location in this world. Alternatively, you may pay 50 CP to choose freely.

1. **Tison Village:** A tiny, impoverished fishing village in the Parthevian Empire, Tison is a fairly unimportant place at first glance. At present, it is populated mainly by women, children, and the elderly, with most men having been conscripted by Parthevia as foot soldiers in its war against its greatest rival, Reim. The people of Tison share an unusually-strong sense of camaraderie, owing to the fact that they are the only ones who oppose the war, if only in secret. Perhaps more notably, however, is that this is the birthplace of Sinbad.
2. **Imuchakk:** A frozen nation in the northern lands, and the homeland of the eponymous Imuchakk people – a tribe known for the enormous size, superhuman strength, and tell-tale blue hair. Though united under the rule of National Chief Rametoto, Imuchakk is actually a federation more than a typical monarchy, with each of the nation's five constituent clans being largely autonomous. Though the Imuchakk tribe have long been feared as barbaric raiders, these days are actually long past, with the people being surprisingly open to foreigners.
3. **Napolia:** This harbour city is the economic centre of the Reim Empire, the largest country in the world, and is second in importance only to the capital, Remano. Reim, and especially Napolia, is a cosmopolitan land, its streets filled with peoples from across the world, and it is renowned for its national pastimes of theatre and gladiatorial combat. All in all, it's a relatively safe and prosperous place to live, so long as you don't run afoul of its cutthroat merchants, cruel slave traders, or enormous army.
4. **Sasan:** Sasan, the Land of Purity, is a small, isolated city-state, surrounded by a wall of mountains. The people of Sasan are known for their fervent piety, and as a result they have isolated themselves from the rest of the world due to viewing outsiders as impure, and citizens are forbidden from leaving. The nation is controlled by the Knights of Sasan, an order of holy knights who control both the law and religious doctrine, who impose many strict laws, such as those banning the consumption of alcohol or men looking women in the eye.
5. **Artemyra:** A city-state, similar in size to Sasan, built into the sides of the world's largest ravine. Artemyra is best known for its population of tamed giant birds, which are essential to both its culture and economy. However, as only women can control these birds, the country has developed a markedly matriarchal culture, with men largely relegated to household duties while women serve as warriors, diplomats, and rulers. Beware, for although Artemyra is open-minded about sex, its women do not respond well to attempts at seduction.
6. **Balbadd:** The Kingdom of Balbadd is a warm nation comprised of hundreds of small islands and a capital city, also called Balbadd, based on the mainland. Thanks to the guiding hand of the current king, Rashid Saluja, the nation has risen to become a maritime and economic power second only to the Reim Empire, and as such it is home to a happy populace rich in wealth and culture. Though the nation will rapidly decline following King Rashid's death thanks to his sons' misrule, your stay will end before this becomes a problem.

7. **Heliohapt:** A small desert kingdom in the northern reaches of the Dark Continent, Heliohapt is known far and wide for its extravagant architecture, from towering obelisks to enormous pyramids, advanced pharmaceutical knowledge, and revealing clothing. However, many are dissatisfied with the nation's dependence on the Reim Empire and yearn for true independence, and once the current king dies, the nation will be thrown into turmoil as two rival factions vie for the throne and a curse sweeps across the populace.
8. **Free Choice:** Well, someone's got luck on their side! Feel free to choose any location in the world you like, be it one of the options above or somewhere else, such as the Kou Empire, the Kingdom of Kina, or Musta'sim.

Race

Though there aren't any of your standard fantasy species in this world, it is home to certain tribes who possess a superhuman abilities when compared to your baseline human.

Ordinary Human - Free

The standard option. You're a normal human, like most of the people in this world. Aside from possibly possessing some minor cosmetic differences (such as the winged heels of the women of Artemyra), you don't gain any superhuman abilities by default. That's not to say you're weak, though. Quite the opposite – even the regular humans of this world have incredible potential and can reach lofty heights through means such as magic, Metal Vessels, or simply training hard enough.

Imuchakk – 200 CP

The Imuchakk are a tribe well suited for the frigid, hostile environments of the north. Aside from their blue hair, the most striking trait of an Imuchakk is their sheer size – even child Imuchakk stand as tall as an average man, and most adults tower well over two metres tall with enough muscle to put even the greatest of bodybuilders to shame. As such, you are stronger than even the mightiest of regular men, capable of breaking through stone walls, overpowering hulking monsters, and holding back several powerful soldiers at once with your bare hands. You also happen to be tough enough to take attacks of similar strength without falling.

It should be mentioned, though, that the Imuchakk aren't only blessed with incredible strength. As a result of your muscles being far more efficient at storing oxygen than a normal person's, you can hold your breath for more than an hour. Furthermore, the skin of the Imuchakk is similar in texture to that of whales and their body hair creates bubbles of air while underwater. Both of these work in tandem to reduce the effect of friction on your body while underwater, allowing you to swim with incredible speed and ease, to the point where others would describe you as invincible when fighting in water.

Fanalis – 400 CP

The mighty Fanalis, recognisable by their distinctive red hair and golden irises, are physically the strongest race in the world bar none. Because of this, however, they are regularly targeted by slavers, who use powerful poisons to sedate and capture them. As such, they have earned a reputation as a 'slave race', and there are very few Fanalis left who aren't slaves. Fortunately for you, you are one of those rare free Fanalis.

To say the Fanalis are strong is an understatement. To begin with, a Fanalis child could fight on equal terms with one of the strongest adult Imuchakk, and their

abilities only grow as they approach adulthood. You could carry a dozen people at once without breaking a sweat, send giant monsters or whole groups of people flying with a single kick, jump several stories into the air, and shatter whole cliffsides of solid rock with your bare hands. Of course, you also gain the durability to tank these feats of strength.

Furthermore, you're also superhumanly fast. At your full speed, a master assassin would be unable to react to your movements, and you would create shockwaves strong enough to create deep cuts on anyone close enough. Your reactions are similarly superb, evading all but the fastest attacks with ease, and with training you could react fast enough to dodge magical lightning bolts.

But speed and strength aren't the only exceptional attributes a Fanalis possesses. For one, all of your senses are far sharper than the average human's, in particular your incredible sense of smell, which is strong enough for you to track people and detect traps by scent alone. Secondly, you can shout incredibly loudly. This may not sound too useful, but the sheer volume of your yells can stun or scare off other creatures, especially those with sensitive hearing. Combined with your superhuman senses, you can even use this as a form of echolocation.

If the Fanalis have one weakness, it's that they typically have low quantities of Magoi due to their incredible physical abilities, and as such cannot use magical abilities for long before tiring. However, since you are buying this option with CP, you will not suffer from this.

Background

Choose any one of the backgrounds below, any of which can serve as a drop-in option if you so wish. Your age is 13+1d10 and your gender is the same as it was previously. Alternatively, you can spend 50 CP to freely change both.

Lowborn

You weren't born into wealth and power – quite the opposite, in fact. You're a common, impoverished peasant, living largely hand-to-mouth, be it in a small house in a fishing village or in the slums of a bustling metropolis. You needn't always live that way, though. Even though social mobility isn't the greatest in these times, it is still possible for even the lowliest of folk to rise in status through their own merits and power. Former slaves have become famous heroes before, and even country bumpkins have the potential to become kings with enough luck on their side. Of course, if you'd rather spend your time here leading a simple existence, that's perfectly fine – a life of adventure isn't for everyone.

Adventurer

Perhaps you're a common foot soldier from Reim or Parthevia, one of tens of thousands sent to fight and die at war? Or perhaps you'd rather be something with a bit more... glory. Maybe you're a captain or other relatively low-ranking military officer, or a noble knight. Or, if you'd prefer, you could be something a bit more free – a swashbuckling explorer, sailing the seven seas in search of hidden treasures. No matter what the details are, it all boils down to the same thing - you make a living through fighting.

Merchant

It may sound unlikely, but a significant portion of this story is given over to trading, entrepreneurialism, and economic warfare. After all, everyone from the mightiest emperors to the most destitute of beggars knows that money makes the world go round. And you know this better than most, having devoted yourself to the sale of goods and commodities. While most merchants in this world never make it big, those who do can attain enough wealth and power to rival some kings.

Royalty

Unlike the overwhelming majority of people, you were born at the top of the social pyramid – royal by birth and blood. You've lived a life of luxury, likely wanting for nothing in all your days, and you have a significant amount of political power... and the responsibilities that come with it. Although you're not a king quite yet, you're still high in the line of succession, likely the sibling or child of a ruling monarch.

Perks

All backgrounds may discount two perks at each price tier on that background's corresponding perk list, with a discounted 100 CP perk being free.

General Perks

Don't Rukh the Boat - Free

Seeing as so many of this setting's magical abilities are reliant on the Rukh, it wouldn't be fair if these powers were all rendered useless in future worlds. As such, by taking this perk the Rukh will continue to exist in future settings, though they'll mainly serve as a source of power and will play no role in guiding fate as they do here. Still, if you're able to see the Rukh, you may still see great flutters of them surrounding people or events of significant importance.

See the notes for more details on the Rukh.

Magician – 200/400/800 CP

In this world, magic is the art of converting Magoi, the raw energy of the Rukh that dwells within all living things, into effects. Though all living beings possess Magoi, most have it in very small quantities and cannot use magic without the aid of external help, such as magic tools or Metal Vessels. You, however, are not like most people, for you were born a Magician, someone with the ability to use magic.

Not only do Magicians have the ability to see the Rukh and possess a far greater Magoi capacity than normal people, they can also use the Magoi produced by the Rukh that inhabit their bodies to cast spells. These spells can be used for all sorts of effects, from flinging destructive fireballs and lightning bolts to producing illusory disguises, healing people, and flight. Be warned, though, that excessively expending your Magoi can quickly lead to exhaustion, internal bleeding, or even death.

For 200 CP, you are a fairly average Magician, able to create a Borg – a spherical forcefield that protects your body and increases in strength with your magical power – and cast a number of simple spells, with the potential to hone your talents to far greater heights. Like all Magicians, you have a natural affinity for one of the eight types of Rukh (fire, water, light, lightning, wind, sound, strength, or life) which lets you cast spells of this type with far greater ease than normal.

For 400 CP, you are far above the average Magician – you're a genius sorcerer on the level of Yamraiha or Matal Mogamett. At this level, you possess quantities of Magoi far in excess of even other Magicians and you can develop and master new spells with ease. With your power, you could create forcefields that enclose entire cities, create devices that harvest the Magoi of hundreds of thousands at once, and even win against Household Vessel users in single combat.

For 800 CP, you're not a mere Magician anymore. No, you're something far greater – you're one of the eponymous Magi. As such, you have the unique power to be able to

draw Magoi from not just the Rukh in your body, but also those outside as well, providing a nigh-limitless supply of magical energy. Needless to say, this puts you among the strongest in the world in terms of raw power, though you'll mostly be limited to fairly simple effects unless you put some effort into actually studying magic. Fortunately, all Magi also possess immense magical talent, so it shouldn't take too long for you to learn to cast more complex spells. If you wish, you may take the place of one of the three existing Magi or become a new, fourth Magi.

It's worth noting that Magicians can't usually wield Metal or Household Vessels, as the Magician's Rukh and the Djinn's Rukh tend to interfere with one another. If you have some kind of perk that allows you to wield abilities that are normally antithetical to each other, however, you can overcome this limitation without issue.

Lowborn

Father of the Year – 100 CP

A good number of the parents in this world aren't the best, committing acts ranging from being merely incompetent and distant to outright murdering their children. It's a good thing, then, that you won't join the ranks of these people. On the contrary, you're a genuinely great parent with a good amount of skill in all areas of raising children. Even if you and your children grew up in the harshest of conditions, your warmth is enough that they'd grow up with fond memories of their childhood, and especially you.

As an added bonus, your abilities are slightly boosted whenever you're defending a loved one or family member. This boost won't be enough to overcome a foe that's beyond your power level, but might give you the edge you need to overcome someone you're otherwise equally matched against.

Disaster Sense – 100 CP

It is said that, as a child not even five-years-old, Sinbad once snuck onto his father's fishing boat and became caught in a terrible storm at sea. There, the boy guided his father through the howling winds and crashing waves and, in what can only be described as a miracle, both of them emerged completely unharmed. You, too, are able to replicate such a feat, since you now have a limited form of protection against disasters and significantly perilous natural phenomena, such as tornados, volcanic eruptions, and earthquakes. So long as you focus on escaping and don't deliberately put yourself in harm's way, you and those who are accompanying you will tend to emerge from such events relatively unscathed.

Be warned, though, that this perk may fail to protect you if the disaster is on a scale significant enough to be inescapable, such as a planet-destroying solar flare.

Just a Traveller – 100 CP

Perhaps it's that kindly-looking face of yours or just a general 'feel' of goodness people get when they're around you, but people tend to naturally regard you as trustworthy and non-threatening, even if you're nothing of the sort. You could walk into a village of xenophobic peasants and, instead of getting chased out like with most strangers, they'd tolerate your presence and may even give you a meal and warm bed for the night if you asked nice enough. Only the most cautious and paranoid would truly doubt that you have only good intentions, even if you were, in fact, a spy from a foreign country. Of course, this won't stop people from reacting as they normally would if you somehow violate this trust, such as by being caught performing hostile or shady acts.

Seductive Smile – 200 CP

Why is it that, wherever you go, women just seem to blush when you're around? Well, it's probably because you look really damn good. You're incredibly handsome/beautiful, at least a solid 9.5/10, and good-looking enough that heads tend to turn when you enter a room, overawed and perhaps a little stunned by your appearance. you know just how to use your blessed visage to charm your preferred gender(s). For most people, a simple smile and a few honeyed words will be enough to send their hearts aflutter, and even those who are a bit harder to get can be yours if you put some effort in. Careful, though, for not everyone responds well to attempts at seduction, and attempting to 'win over' the wrong person can be a quick way to lose your head.

Birdwoman – 200 CP

In Artemyra, the women have a special bond with the giant birds endemic to the region, allowing them to use these creatures as mounts for various purposes, both military and mundane. As it turns out, you, too, share this bond, perhaps even making you a unique case if you're not female or even from Artemyra. Avian creatures, both mundane and supernatural, are naturally friendly towards you and, since you can also talk with them, you can ask them to perform simple requests for you. With a bit of effort, you could even convince them to become loyal allies.

But a friendship with birds isn't all this perk gives – in addition, you also gain significant skill at riding flying beasts of all sorts, effortlessly getting them to soar through the skies according to your whims.

Mindful – 200 CP

As a certain future king may someday discover, there's only one thing worse than being responsible for the deaths of your loved ones: Causing their deaths while your mind isn't your own, your actions dictated by the magics of another. Fortunately, though, you have a pretty strong resistance against magical powers that addle, influence, and control the mind. Though it's not total immunity, it'd take a seriously powerful effect to overcome your defences, approximately equivalent to a Djinn's extreme magic being used against you. This protection also applies to similar mind control powers from other settings, such as those based on psionics instead of magic.

Memphis Lightning – 400 CP

There's no lack of mighty, lumbering brutes in this world, but what good is overwhelming physical power if you're so slow that you can't even hit your foes in the first place? With this in mind, it seems you've undergone a process similar to Memphis, one of Barbarossa's four Heavenly Generals, in which your body has been augmented by the power of the Dungeons. In particular, this augmentation has gifted you the ability to move at blistering speeds. Though you're not any stronger than

normal, you can run so fast that the ground cracks beneath your feet and your form appears to blur... if they can follow your movements at all. But it's not just your running speed that's enhanced, but the speed at which you can act and react too, letting you rain ten blows down on someone in the time it takes a skilled swordsman to make one. Without a doubt, you're one of the fastest beings in the world, so quick that an adult Fanalis would struggle to keep up with you.

Read the Waves – 400 CP

Ever since you were little, you've always had a fascination with the ways things moved, the slight motions that lead from one action to the next. As it turns out, though, this fascination has left you with an excellent talent for 'reading waves', which naturally makes you a masterful sailor, able to sail your ships through even the stormiest oceans without trouble. However, it's not only the sea that has waves, but people as well, allowing you to calmly analyse the way people move, even in the middle of a frantic melee, and predict their movements, identifying openings and taking advantage of them with little effort. With this alone, a young lad could take on a band of thugs and win without a scratch, or triumph over a brilliant swordsman while lacking any real martial training.

Halfway Fallen – 400 CP

Normally, it is only white Rukh that reside within people. However, when someone curses their fate and attempts to defy destiny, they 'fall into depravity', dyeing their soul and Rukh black. You, however, are an almost unprecedented case, as not only is your Rukh a mixture of both black and white, but both halves seem to co-exist inside of you without annihilating each other like they normally should. As such, you are able to use both to power your abilities. While white Rukh occurs naturally in this world, black Rukh is rare and is produced by negative emotions such as hatred or despair. Unlike with white Rukh, though, people can tap into the Magoi of black Rukh outside of their body even if they're not Magi.

However, this unique state of being also had a curious added benefit – namely, that you can now wield powers that would normally conflict or be mutually-exclusive with each other without issue. With this bonus, a Magician could even obtain and use a Metal Vessel of their own, though such a thing would be truly terrifying to behold.

Dungeon Master – 600 CP

During his adventures into the Dungeons, Lord Barbarossa came across many strange and horrifying monster with power far in excess of any creature in this world outside of the furthest reaches of the Dark Continent. Instead of recoiling in fear like most men, though, he saw an opportunity – by combining man and monster, he could create superhuman soldiers the likes of which the world had never seen. And through the aid of the shadowy cabal of Magicians known as Al-Thamen, he made his ideas reality.

Somehow, you have gained an exceptional understanding of this perverse science, allowing you to, with the right specimens and enough time, combine ordinary humans with supernatural beasts to create powerful hybrid monsters. You have enough skill to fine-tune the results, too, creating anything from mindless yet loyal soldiers with only the slightest semblance of their former humanity to people that are almost indistinguishable from their former selves yet possess incredible powers. Here, humans modified in this way gained powers ranging from incredible regeneration to blinding speed to gills and other aquatic adaptations, though what abilities can be awakened from fusing men with the monsters of other settings is for you to discover.

Rukh Absorption – 600 CP

Once someone dies, their soul is carried away by their Rukh and returned to the Great Flow, where it is stripped of its memories before being reincarnated into another body. Strangely, however, you have developed a unique way of disrupting this cycle of rebirth. When in the vicinity of someone on the verge of death or recently deceased, you can intercept their soul's departure and absorb it into your own. As their soul melds with your own, the deceased individual's personality and consciousness quickly fade away, but a small fragment of them remains in the form of their most significant memories and knowledge. With time and practice, you may be able to improve this skill further to retain more of their memories, and perhaps some of their skills too.

However, this process does not come without risk. If you carry out this process on someone against their will, you must overpower their will with your own, for failure in this task will allow them to instead claim your body for their own and cause your consciousness to dissolve instead, effectively killing you. I'd be wary about using this on too many people at once, too, lest their combined wills be enough to triumph over yours.

First-Class Singularity – 600 CP

In this world, fate is a very real thing, guiding people along their destiny according to the will of Solomon. However, very few people are as beloved by destiny as you are, and this manifests in the extraordinary luck you have in all things you do, almost as if you're the protagonist of a story. If exploring a labyrinthine Dungeon, you'll somehow walk down all the right passageways and avoid those that are trapped, and if pursuing a foe, the wheels on his carriage will miraculously fall off, causing him to crash and giving you enough time to catch up. Similarly, attacks that really should kill you outright may end up doing far less damage than they should, allowing you to live another day.

Do not become arrogant, however. Though you are greatly favoured by fate, its blessings can be rather fickle and by no means render you invincible. Your luck may falter if you solely rely on it too much, as merely having good fortune is no replacement for actual skill or talent.

Adventurer

Survivalist – 100 CP

If most people were thrown into a ravine filled with poisonous snakes, they wouldn't be likely to last a single hour. Not you, though – after all, those snakes actually taste pretty good so long as you avoid the poisonous bits. You're experienced with surviving in the wilderness, able to somehow eke out a living even in the harshest of environments. With nothing but fallen branches and the rocks you find lying around, you could fashion yourself a remarkably sturdy hut for shelter, a variety of useful (if primitive) tools, and even a number of passable substitutes for the trappings of civilisation, such as simple clothes.

Common Tongue – 100 CP

It's pretty convenient that, thanks to the meddling of a certain special Djinn, almost everyone in this world speaks the same language, the Torran people being the only exception. While it would be a bit unusual for this universal monolingualism to follow you into future worlds, you're fortunately blessed with the next best thing – in every setting you travel to, you'll automatically be completely fluent in the dozen or so most commonly-spoken languages, as if you'd been a native speaker of them your whole life. While you'll have to put in the time yourself to learn any dead or rarer languages, it's still pretty handy to be able to communicate with a good majority of the world's people in their own tongue.

Play Dead! – 100 CP

Sometimes, when faced with an insurmountable foe with no avenues of escape, it can seem like there's nothing you can do but calmly accepting your own impending demise. Strangely enough, though, there's another option open to you – merely pretending to be dead. Indeed, you've developed a technique almost unique to this world where, by opening a tiny hole in your chest, you can drastically weaken your heartbeat to put your body in a death-like state. Though you'll only remain in this state for a few minutes, you'll appear to be dead to all but the most thorough of examinations, perhaps allowing you to deceive your foes and live another day. Unfortunately, you'll be rather helpless while in this state, so it's probably best to only use it as a last resort.

Creative Combatant – 200 CP

So many warriors believe that their rigid, disciplined style of fighting makes them strong, when all their refusal to stray from tradition really does is make them inflexible and unable to adapt to change. Though you may not be the most skilled or most powerful of fighters, you do happen to have one advantage over the majority of combatants: You're incredibly creative when you fight, able to improvise new ways to use your powers and attacks on the fly to adapt to whatever foe you may be facing.

What's more, you're also surprisingly adept at using your surroundings to your advantage too, be it baiting your foes into environmental hazards or making full use of terrain and elevation.

Trickster – 200 CP

A fair duel in single combat isn't the only way to fight, as you're well aware – many, especially those stuck-up knightly types, refuse to see how words and misdirection can help them achieve victory. It's a good thing you're not one of them, then. You're pretty talented at bluffing, tricking, and deceiving those around you. Though you're not quite good enough to make people believe the impossible, you're more than glib enough to weasel your way out of tight some situations or pull off a pretty convincing scam. Additionally, your skill at deception carries over into combat, allowing you to effortlessly weave feints and bluffs into your fighting style to get the edge over your opponents. They may call your dishonourable or cowardly but, hey, does that really matter if they're dead and you're alive?

Sham Lash – 200 CP

In the Parthevian Empire, there exists a secretive order of spies and assassins known as Sham Lash, known for their brutality and efficiency at killing. It just so happens that you seem to have specialised this organisation's areas of expertise. Whether it be stealth, infiltration, or the killing arts, you're well-versed in all areas important to an assassin, good enough to sneak through a village of warriors, murder their leader in his sleep, and escape without being caught. Additionally, though you've got some skill in all manners of weapons, you're a true expert at using rope darts, able to use them with incredible finesse and dexterity to fight on the same level as opponents much physically stronger than you. You're even good enough to use them with less conventional tactics, such as attacking around corners or restraining people.

By taking this perk, you may choose to start as a member of Sham Lash or merely someone who's undergone the same training as them. Be warned, though, that being the guild does not respond well to people trying to leave.

Knightly Swordsman – 400 CP

Sure, an improvised fighting style might be all you need to take on your average bandit or thug, but the it's undeniable that the greatest of fighters have all mastered some kind of martial art. Unfortunately, most have little chance to learn one, however, as many of these martial arts are exclusively taught to the nobility, but then again, you're not most people. You have a choice of one of two different weapon-based martial arts: The royal Crawling Sword style of Heliohapt or the Spear Arts of Knights of Sasan.

Heliohapt's Crawling Sword style is, as its name suggests, a sword-based martial art that focuses on deftly dodging and parrying your foes blows while striking at even the

slightest opening with lethal efficiency. The Spear Arts taught to the Knights of Sasan, on the other hand, uses lance-like spears for rapid barrages of quick, precise thrusts to overwhelm your foes. Whichever martial art you choose, you become well-trained in its use, equivalent in skill to one of the Eight Generals of Sindria, to the point that even a child could take down a small group of thugs.

If you really wish, you may alternatively choose to take a markedly less refined route and become a supremely talented unarmed martial artist. You're good enough to take on a physically more powerful foe, such as an Imuchakk or younger Fanalis, and win through your skills alone. Though this won't be quite as powerful as the weapon-based martial arts above, there's something to be said about being able to fight effectively even when disarmed or caught without a weapon.

You may purchase this perk multiple times, taking a different martial art each time.

Magoi Manipulator – 400 CP

It's not very well known around here, but Magicians aren't the only people who are capable of wielding Magoi. There exists a small tribe known as the Yambala Gladiators who have learned how to manipulate the Magoi in their own body to an extent, and it seems you have learned this skill too. Unlike magic, Magoi Manipulation is a fair bit more limited, only able to affect oneself, the items you're holding, or somebody you're touching, but that's not to say it isn't a versatile power. On the contrary, Magoi Manipulation has been shown to be able to achieve a variety of effects, such as counteracting magic others have cast on you, covering a weapon in a layer of your Magoi to make it supernaturally sharp and durable, or being able to diagnose someone's illnesses through physical contact and perform some minor healing. It's even been shown that this power allows one to master their Metal Vessel with a great deal more ease.

However, Magoi Manipulation is not without its risks. Since it uses the Magoi, and thus life force, found within one's own body, overuse can lead to exhaustion, internal bleeding, or even death.

Freak Show – 400 CP

The Sham Lash of Parthevia are a bit of an unusual bunch, especially seeing how many of their members seem to be poorly-adjusted, borderline psychopathic child soldiers. But it's not just mental eccentricities that their members possess, but physical ones too. Two of their assassins in particular, Mahad and Vittel, have some rather extraordinary biological quirks – quirks which you too can possess.

You may now choose between having incredible strength or inhuman reach. By choosing the former, you seem to have gained superhuman physical power, your muscles becoming capable of bulking up and becoming denser in response to adversity, allowing you to tunnel through solid stone with your bare hands as if it were paper even if you were only of average strength beforehand. Though staying 'bulked up' for too long can be tiring, you'll be able to train to retain this superhuman

strength for longer. If you choose the latter option instead, your limbs become capable of extending to incredible lengths, entangling and constricting your foes or swinging them like whips that can slice through marble pillars.

You may purchase this perk a total of twice, choosing a different option each time.

Ultimate Form – 600 CP

The strongest assassins of Sham Lash often make use of Magoi Manipulation to enhance their techniques to incredible heights. But those techniques are ultimately limited by their user – disease, advanced age, or simply a naturally frail constitution can all leave the body weakened, and unable to draw out its full potential. You, however, have trained to such an extent that you've reached what can be described as a new state of being.

Your body is utterly suffused with Magoi, empowering you to great heights – a chop of your hand cuts as deeply of the sharpest of swords, tearing through flesh and bone almost as if it wasn't there, and you can rain down punches at speeds that could overwhelm even master assassins. You also happen to have a not inconsiderable resistance to magical effects, with weaker spells and techniques simply being deflected.

As an added bonus, your body can store incredible amounts of energy that no normal person should be able to, and as such you'll no longer suffer any injuries or negative effects from your body holding energy than your usual maximum.

Optionally, your appearance changes when you take this perk: Your skin peels off, leaving your body little more than exposed muscle and bone. You don't suffer any drawbacks from losing your skin, though most people will naturally be horrified by your new look – though maybe that's just what you want.

Shonen Power-Ups – 600 CP

When the going gets rough, when the hero's beaten down by an insurmountable foe and on their last legs, there's only one thing that's certain – the hero will suddenly pull a new power out of their ass to claim victory. And well, what do you know, you seem to be a hero, at least for the purposes of this perk. During actual battle, your abilities and skills you use progress far faster than they otherwise would. This boost increases the more challenging the battle is for you – a fight you could win in your sleep, for example, would barely give you any improvement, if at all. But a fight that you actually struggle during or, better yet, are almost guaranteed to die in? Those are the kinds that cause your abilities to advance of prodigious paces, often unlocking new abilities or superior versions of your existing powers in the middle of battle. There doesn't seem to be any real limit to how powerful your abilities can become using this, though expect diminishing returns each time an ability has been empowered.

Assimilated – 600 CP

When in dire need of more strength to protect those they care most about, a Household Vessel user can sometimes undergo a process known as Assimilation – they fuse with the Household spirit of the Djinn inside their vessel, sacrificing their human form for vastly increased power. It seems that you, too, have undergone this process. Your form is now distinctly inhuman, appearing more akin to a humanoid beast that towers over other men. You're stronger and faster than any normal man, able to tear into dozens of trained assassins and somehow come out on top.

Taking this perk grants you one free purchase of the 'Household Vessel' item, which fuses with your very being to grant you its powers as an inherent part of yourself. For example, a Household Vessel that can shoot fireballs may grant you a potent flame breath, while one that produces a poison that saps the strength of its victims could allow you to produce said poison from your teeth and claws.

Oh, one more thing that's worth noting. A Fanalis who takes this perk doesn't just take on any appearance, but that of a Red Lion: A hulking beast from another world with skin like steel and power that exceeds even that of a Fanalis. In addition, these Red Lions are known to possess an incredible resistance to magic, rendering them immune to all but the greatest of spells.

Merchant

The Root of Etiquette – 100 CP

It stands to reason that a trader who can't speak with proper etiquette won't get far in their business. After all, who wants to deal with a man who shouts obscenities at his customers and potential business partners? Fortunately, though, you happen to be a paragon of etiquette and eloquence. You always speak perfectly fluidly and clearly (unless, for some reason, you don't want to), and you're able to remain perfectly polite in all but the most difficult of situations. Even when dealing with someone who has enslaved your best friend and enjoys goading you about it at every opportunity, you'll be able to keep a serene expression on your face and carry on talking as normal, even if, on the inside, you're practically exploding with fury.

Intangible Assets – 100 CP

In the Reim Empire, to legally sell goods as a merchant requires a permit from the Merchant Guild and, naturally, obtaining a permit costs a good deal more money than most common folk will ever be able to afford. So how's a poor boy meant to make a living in this trade? The answer's simpler than you think: Put on a show! You're an excellent storyteller - Whether it be recounting your own adventures or telling tales passed down over the ages, you're able to put such emotion, enthusiasm, and excitement in your words that you're almost guaranteed to enrapture any audience you speak in front of. If you became well-known enough, I'm sure you could fill out a whole amphitheatre with paying customers.

Waste Not – 100 CP

Few things live in the frigid wastes of the northern continent, the Imuchakk tribe know that each plant they grow, each animal they slaughter is invaluable. As such, they have become experts at making use of every part of what few commodities they have available to them, and now so have you. Whenever you slay a beast or harvest a plant, you know how best to use it so that nothing goes to waste. For example, if you hunt a wild beast for meat, you'll have a good idea how to use the parts normally inedible as meat – its bones and horns could be used for crafting weaponry or, if large enough, structures; its skin and hair turned into clothing, rugs, and ropes; and its fat can be processed into oil.

Herbalist – 200 CP

Aside from their magnificent architecture and notably less conservative attire than other nations, the people of Heliohapt are best known for their outstanding skill at producing remedies and medicines, perhaps owing to their proximity to the strange flora of the Dark Continent. Even if you're not from this land, though, it seems like you've inherited a great deal of their pharmaceutical knowledge. You're an expert botanist, able to identify most plants with a glance and, more importantly, know

their pharmacological properties when crafted into a remedy. Though you may still need to study some of the more alien and unusual flora out there, you're still capable of creating a wide variety of medicines capable of a good many effects, from keeping eyes healthy to relieving fatigue, making you an invaluable healer no matter where you are.

A Mother's Touch – 200 CP

Slavery is still a pervasive issue in some parts of this world, and the majority of slave traders keep their slaves in line through violence and fear. One though, a certain Umm Madaura, has pioneered an entirely different method to terrifying results: One that you have now inherited.

On the one hand, you're unnervingly effective at the art of torture, able to come up with cruel and unusual punishments that can reduce even hardy Dungeon Capturers to begging for mercy. On the other hand, you possess a demeanour that simply exudes parental affection, so much so that most people can't help but recall their own mother's love upon seeing and hearing you. While neither of these abilities are too strong on their own, when used in tandem they can achieve horrifying effects. By breaking someone's will, they become much more receptive to your 'affection', seeing even the smallest praise you give them as priceless gifts and leave them desperate for more.

Scam-Savvy – 200 CP

It wouldn't be inaccurate to say that the path of becoming a merchant is treacherous. It's not just making an honest living you need to worry about, but other, bigger traders trying to take advantage of your inexperience, sabotage your business, and protect their monopolies. It's a good thing, then, that you seem to have a sixth sense for when people are trying to deceive you. Unless they have a silver tongue that'd make the Devil green with envy, chances are that you'll pick up on any instance when someone's trying to scam you or otherwise isn't telling the whole truth, though you won't know exactly what they're lying about. Never again will you fall for the tricks and manipulations of others.

Dealmaker – 400 CP

If there's one thing that can make a merchant successful, even more so than proper etiquette, it's being able to strike a good deal. A talented negotiator can be the difference between a business flourishing or failing, and, who could've guessed, you happen to be one such person. You have a real knack for negotiating and bartering business deals of all sizes, from haggling over the price of a single apple with a street vendor to organising trade contracts between multiple nations, somehow almost always being able to come to an agreement that pleases and benefits all parties, and you in particular.

Not only are you a good negotiator, business deals almost always seem to be skewed further in your favour than the other parties would normally allow. This won't do anything crazy, like convincing someone to sell you their multinational corporation for pocket change, but it does ensure that, unless the other party is deliberately trying to screw you over, you'll always come out on top.

Polished Exterior – 400 CP

Running a less-than-legal operation might be profitable and all, but there's always one big, glaring problem: The chance of being caught and having your whole firm being shut down. In addition, what might be legal in one land may not be so legal in another – For example, while permitted in the Reim Empire, slavery is outlawed in much of the rest of the world. You seem to be a special case for, not only are you adept at using shady business tactics, whole nations seem to make a particular legal exception for you. No matter where you go or which country you operate in, your businesses are, for some reason, allowed to sell anything you wish, no matter how morally reprehensible or illegal, without any legal consequences.

This doesn't stop people from being outraged at what you're peddling but, as far as the law's concerned, you're not doing anything illegal. Furthermore, this only legally permits the sale of illegal goods and services: You can sell alcohol in a country where such intoxicants are forbidden without legal trouble, but anyone caught using it will be arrested as normal.

Master of Rat-narok – 400 CP

Among the Four Heavenly Generals in Barbarossa's service, the abilities of the one known as Rotter might be the least suited for combat, especially when his peers include a nigh-unkillable living suit of armour and a world-class assassin. That's not to say his powers are useless, though – far from it, as you'll be able to see for yourself now that you have a similar powerset to him. You have an incredibly powerful bond with rats, allowing you to mentally communicate with any of these vermin within a mile radius and perceive the world through their senses. Though this obviously makes you a spymaster without peer, you're also able to command rats with your thoughts, potentially directing swarms numbering in the thousands with remarkably fine control.

Strangely, a bit disgustingly too, you can also use this ability to fuse with large swarms of rats, taking on a new form of an enormous, monstrous rat. The rats you fused with act almost as a shell surrounding your actual body, which is hidden away at this form's core, ensuring that any attacks that fail to make penetrate to the core don't actually harm you, but instead kills the component rats instead. On top of this increased survivability, taking on this transformation also grants you enhanced strength, enough to send a man flying through a stone pillar (though not enough to stand up to an assimilated Household Vessel user), and a tail coated with a lethal venom that rapidly eats away at any flesh it is exposed to.

The One Who Makes the World Move – 600 CP

It takes a lot of hard work, intelligence, and no small deal of luck to become a world-class merchant, and lacking any one of these can lead to failure and bankruptcy. Luckily for you, though, you've got outstanding business sense, as if you were born to be one of the world's greatest merchants. Through your talents alone, you could go from running a single market stall to controlling a vast merchant empire over the course of a decade, and your advice and business acumen could turn small, impoverished nations into economic powerhouses practically overnight.

Wherever you go, wealth seems to flow to you like rivers of gold, and so pretty much everyone, excluding those who you've made embittered enemies with, is desperate to do business with you. As such, opportunities to make money come frequently to you, ranging from small, short-term deals for a quick but hefty payment to complex trade agreements with entire nations. Countries may even pay you just for the opportunity to do business with your companies.

Schemer – 600 CP

From the manipulations of Al-Thamen to the shady deals of the Mariadel Company, there's no lack of plots being concocted behind the scenes around here. After all, as figures such as Rurumu, Falan, and Arba know well, there are some things that aren't best achieved through direct action, a fact you too have taken to your core. You're up there with some of the best schemers around, able to cook up far-reaching plots and plans with surprising speed and ease. You're good enough at plotting that, allowing for enough time, you could not only cause one of the world's largest corporations to fall into bankruptcy while you only owned one of middling-size, but also take control of all of that corporation's assets too, all entirely legally.

Of course, even the best laid plans are useless unless you're able to put them into action, which is why you're also a skilled and cunning manipulator. You know just what to say to people, and what to omit, to push them in the right direction, leading them by the nose right into the traps you've so carefully set out, all while they believe they're acting of their own ideas.

Magic Tool Creator – 600 CP

So far, the use of Magic Tools – items enchanted by Magoi to produce magical effects when used even by normal people – has not become particularly widespread. As of the present, the only way to obtain one is by plundering a Dungeon, since no modern Magician knows how to create them themselves... None, that is, except for you. You seem to be ahead of the rest of the world by at least a decade, for you have figured out how to create a wide variety of useful Magic Tools: flying carpets, orbs which allow for long-distance communication, cannons that shoot giant serrated shards of ice, gems that can seal one's magical abilities, and far more.

Even if you don't happen to be a Magician in this world, you'll find that the process of creating Magic Tools can be applied to the magic of other worlds as well. Through this, you can enchant items to replicate the effects of any spell you know though, of course, more powerful effects will require greater lengths of time and energy in the crafting process.

Royalty

Noble Education – 100 CP

The life of a noble child is very different to what could be expected these days. While they are given lessons, they tend to focus less on subjects such as mathematics and the sciences and more on things needed for the difficult job of managing a demesne. You possess all the skills and knowledge that would be expected of a person of such high birth. You have a good enough knowledge of statecraft, economics, politics, philosophy, and administration to adequately run a small fiefdom, though you wouldn't be a particularly remarkable ruler. Furthermore, this comes with a number of skills of a more 'ceremonial' nature, such as the dances expected of high society balls, the dining customs at noble banquets, and knowledge of a couple of ancient languages, just enough that you won't make a fool of yourself at important functions.

Spider Princess – 100 CP

Though members of the nobility are often expected to take part in warfare, few would dare risk their lives on the front lines – after all, why would they? Why send an important blue blood to flail their sword about and potentially get killed when one could just put ranks of conscripted peasants between them and the enemy? However, though often inept at conventional fighting, the weapon of choice for nobles waging war amongst each other is a lot more subtle – and potentially more deadly, too.

You're an experienced hand at the art of poisoning, knowing just how to prepare a range of poisons with effects varying from paralysis to a slow, painful death. But you're not just skilled at preparing poisons, but also using them, whether that be through envenomed daggers that affect anyone they so much as cut or the classic poisoned wine, prepared so well that the victim won't be able to taste anything wrong and will have no idea of their impending demise until it's too late.

Builder of Bridges – 100 CP

It seems that such modern concepts of multiculturalism and acceptance haven't yet reached this world – xenophobia is rife, especially in some of the smaller, more isolated regions, and soon enough, the Parthavian Empire will probably start violently purging those of an 'inferior race'. You, for some reason, don't seem to suffer from this problem. Not only do people of cultures which are normally suspicious of foreigners treat you almost as if you were one of their own, but you're also remarkably good at getting people of different cultures and religions to work together, even if those groups would normally be hostile to one another. Of course, this can only go so far – most people will still be frightened of a 10-foot-tall dragon man walking into town – but you have a better chance than most at getting people to accept such oddities.

Royal Symbol – 200 CP

Do you know what the worst thing about being a king is? Having to actually rule your country. It's an overwhelmingly difficult task to entrust to one person, having to maintain all of the nation's needs while juggling dozens of factions, any one which might revolt if you displease them. So, what if there was another way? With this perk, you no longer have to actually run the nations you rule over. Instead, so long as you act as merely a symbol of authority and power, your countries seem to run themselves without needing your input, perhaps thanks to a number of talented administrators and advisers working behind the scenes.

So long as you don't take a personal interest in your nations' affairs, you can be assured that internal affairs will stay roughly the same, never getting significantly better or worse, though intervention by foreign powers can cause things to change. The more magnificent and splendid a symbol your people see you as, the better things will tend to be by default.

Claimants, Begone! – 200 CP

Contrary to popular belief, what most kings fear most is not a popular revolt. After all, a band of disorganised peasants can easily be put down. No, what they fear most are rival claimants to the throne - people with actual wealth and power. Most devote a good deal of resources into appeasing or eliminating rival claimants, but you have no need to focus on such things because, for some reason, anyone who tries to claim what is yours has a much harder time doing so.

Claimants to anything that belongs to you, be it a title, land, item, power, or something else, don't seem to be much of a threat. Most potential claimants simply don't bother trying to press their claim, viewing you as the legitimate owner of whatever it is you have. Those that do try to claim what is yours have a much harder time in obtaining it, as most people will ignore or laugh off their supposed claims, even if they more right to whatever it is than you do. The most persistent of claimants may even be conveniently indisposed of even without your input.

Populism for the People – 200 CP

Though Parthevia is still an absolute monarchy right now, they'll probably start experimenting with a bit of democracy so long as you don't interfere with things. However, as can occur in many nascent democracies, the election process is quickly dominated by a populist nationalist party run by the former general Barbarossa. You always have an innate awareness of what the wants and desires of each stratum of society are, from the lowliest of peasants to the most aloof of nobility.

Naturally, this makes it effortless to appeal to each different demographic by promising to give them exactly what they want, especially because you're a natural at public speaking. Your outstanding oratorical skills can easily get a crowd riled up and cheering your name, though it's worth noting that good speeches alone won't be enough to get you elected. So long as your policies are appealing, it shouldn't be too

hard to get elected to a local governmental position, and, one day, you might be able to become a national leader, so long as you have the support.

A Country Exists to Serve its People – 400 CP

There are many nobles around who don't care a whit for their subjects. To them, the people of their lands are just a convenient source of tax revenue they can use to fund their luxurious excesses. You, on the other hand, seem to be different – whether it be for selfless or pragmatic regions, you seem to care about your citizens, and things seem overall better for it. Any nation, region, or fiefdom you rule over tends to have a significantly better quality of life. Harvests are more bountiful than usual, the weather is more pleasant, poverty and crime rates are reduced, and people are overall a bit happier, all just by virtue of you being in power. If you actually put effort into improving your subjects' lives, though, your efforts seem to reap more rewards than normal, too. Of course, if you actually *want* your people to be miserable and downtrodden, by all means go ahead... But why would you want to?

Despot Time – 400 CP

In general, there are two methods to keep your populace in line: By keeping them satisfied by taking care of their needs, or by instilling such fear that they wouldn't dare question your rule for fear of the consequences. Though most would agree the former method is more effective in the long run, you seem to have a special way of making the more despotic methods work. Now, any tyrannical actions you carry out on your subjects are much more effective, actually having the intended effect instead of sowing the seeds of discontent. For each public flogging or execution you order, the public not only becomes more obedient and less inclined to crime or dissent, they also work much more efficiently than normal, perhaps hoping to avoid your wrath by working harder. Maybe, with enough oppression and harsh decrees, you could inspire your nation to become a world power through fear alone.

King of Companions – 400 CP

A leader is only as strong as his weakest companion, and it just so happens that your followers, employees, and all others who serve under you are among the best you can find. Indeed, your followers look up to as a beloved leader and friend, and you can be assured your allies will never falter or betray you. Even when you're not around, you'll find that they tend to act in a way that would live up to your ideals and expectations. But these effects are even more noticeable in battle. When fighting alongside your friends and allies, your very presence seems to inspire them to even greater heights, allowing them to naturally fight with incredible vigour and nigh-perfect co-ordination, playing off each other to become a single unit greater than the sum of its parts. It'd be understandable if others thought your allies all shared a single mind.

Black Vessel – 600 CP

In order to attain the power she needed to retake her homeland, Princess Serendine of Parthevia underwent a torturous process at the hands of the dark Magician Falan. As a result, she became something that was no longer human, but something more... And it seems you have, too. As a result of this unnatural augmentation, you attained an incredible level of regeneration, able to heal from minor injuries nigh-instantly, recover from being stabbed through the heart in just a few seconds, and regrow lost limbs in about a minute.

But, as strange as it may sound, your regeneration is the lesser of your new powers. The other benefit this perk gives you is that you are now empowered by the negative emotions of those in your vicinity - Whenever someone succumbs to such feelings, the black Rukh they generate bolsters your physical abilities. While a single person's despair won't strengthen you all that much, a crowd of people filled with hatred or despair can grant you the power you need to fight on equal terms with an experienced Metal Vessel user.

Doll – 600 CP

The Magicians of this world have a reputation for being rather fragile, and it's one that's not entirely undeserved. After all, they don't tend to be the most physically fit of folk, and the average spellcaster's Borg can be broken by a strong enough spear thrust. The members of Al-Thamen, however, have come up with a way to compensate for this weakness: Instead of fighting in person, they just send a puppet with all their abilities out instead. Perhaps you used to be a member of this organisation, perhaps you still are, but the result is the same: You, too, have learned of this technique.

By crafting a detailed matryoshka doll shaped to resemble you and filling it with copious amounts of Magoi, you can cause that doll to grow until it becomes a simulacrum completely physically indistinguishable from you. The more time you spend imbuing the doll with your magic, the closer it will come to matching your abilities. The simplest simulacra require about a month, but only replicate your appearance, knowledge, and personality – effectively a convincing body double. More complex simulacra capable of using your supernatural abilities take more time to create, eventually matching your own level of power after a year's effort.

These simulacra are guaranteed to be completely loyal to you and can either act independently on your behalf or be remotely puppeteered by you, allowing you to remain in safety while the doll does your dirty work. If one of these simulacra are killed, their body evaporates to leave only the original matryoshka doll behind. If this doll is left intact, you can quite easily feed it more Magoi to resurrect the simulacrum in a mere fraction of the time it took to originally create it, requiring at most a day.

A Place to Belong – 600 CP

Many people can claim to be a king, pointing to the golden crown they wear or the throne they sit upon, but few are deserving of such a lofty title. As it turns out, you are one of those worthy few. you possess an aura that positively radiates authority and splendour, such that you don't even need to tell people you're a king – they just know on an instinctive level. Naturally, this aura gives you an incredible boost to your charisma and persuasiveness, such that just by going about your daily life, you'll find yourself quickly accruing a sizeable cohort of followers. Even complete strangers will leap to comply with your orders and requests, so long as they're not immediately harmful to them.

Your allies, however, are another deal entirely. They will follow you to the depths of Hell and back, and would gladly lay down their lives if it would further your ends. And if you don't have any allies, that's a situation that can easily be remedied. Your words are so incredibly persuasive that they could inspire hope in even the most stone-hearted, nihilistic assassins, converting them from being dead set on killing you to becoming loyal servants with just a few short sentences. Go forth, Jumper, and claim the throne you deserve.

Equipment

All items are discounted to their background, with their 100 CP options being free

General Equipment

Metal Vessel – 400 CP

Metal Vessels are artefacts of supreme power, each of which grants their user enough power to destroy a country overnight. The source of a Metal Vessel's power is the Djinn that resides within, a being of incredible magical might that bestows the use of its abilities upon the wielder. Though the only way to attain one would usually be to conquer a Dungeon, this one-time offer will give you a chance to not only receive one without risking your life, but also design the Metal Vessel's form, along with the Djinn inhabiting it and thus its powers, yourself. Alternatively, you may choose to take a canon Djinn instead of designing your own.

The form your Metal Vessel takes can be almost anything so long as, as its name implies, it is made primarily of metal. It can be anything from a weapon, such as a sword or spear, to an accessory or piece of jewellery like a ring, necklace, or hairpin. Hell, if you possessed a cybernetic limb you could even use that. The only similarity between the Metal Vessels' appearances is the symbol of a Djinn, an eight-pointed star surrounded by a circle that glows when the item's powers are used.

At its base level, a Metal Vessel allows its user to wield powerful magic based on its Djinn's nature. These can range from elemental manipulation, such as controlling and producing fire and lightning, to more unusual effects, such as creating and controlling plant life, manipulating the mind and senses of living beings, or producing shield of force that reflect attacks back at their source.

This, however, is only the weakest use of a Metal Vessel. By focusing the Metal Vessel's power unto themselves, the user can perform a Djinn Equip, becoming one with their Djinn. While your appearance does change when under the effects of a Djinn Equip, becoming a hybrid of the Djinn's form and your own, that is the least of its effects. Not only do you become able to fly, but your strength, speed, durability, and magical power are all far enhanced, enough that you could single-handedly wipe out an army without breaking a sweat.

While using the Djinn Equip, you also gain access to the Djinn's Extreme Magic – an attack which, while incredibly exhausting, possesses unmatched power, being capable of obliterating a city in a single shot. This Extreme Magic is based off the Metal Vessel's base magical power. For example, a Vessel which wielded lightning would allow you to call down a bolt from the heavens capable of cleaving straight through several mountains, while a gravity-controlling Vessel could create a massive zone of intense gravity, instantly pulverising anything caught within.

The name, appearance, and personality of the Djinn inhabiting your Vessel can also be customised. Each Djinn shares a name with one of the seventy-two demons of the Ars Goetia, and have wildly differing forms – Some appear almost completely human

in appearance, maybe possessing horns, scales, or feathered wings, while others are more unusual, ranging from enormous humanoid wolves to overweight, impish children. Naturally, your chosen Djinn's form will affect your Djinn Equip's appearance.

Oh, a few more points worth addressing. A Djinn, and thus the Metal Vessel it inhabits, is bound to a particular user, and so nobody else will be able to use your Metal Vessels. Additionally, unlike regular Metal Vessels, those bought using this option are completely indestructible. Finally, all of the powers the Metal Vessel grants you require your Magoi to power them, so if your energy reserves run dry, you'll be unable to use it.

You may purchase this option multiple times. However, as you can only use one Djinn Equip at a time, additional Metal Vessels primarily provide increased versatility instead of heightened power, though you are capable of rapidly switching between Djinn Equips. Whether you obtain them through this purchase or conquer them in a Dungeon yourself, you can have a maximum of seven Metal Vessels.

Household Vessel – 200 CP (One purchase free for Assimilated)

Household Vessels are powerful items which essentially serve as weaker 'children' of an existing Metal Vessel. Normally, a Household Vessel is produced when a person forges a close personal bond with a Metal Vessel user, causing a Familiar of the Metal Vessel's Djinn to imbue an object on the recipient's person with a lesser version of its magic. Fortunately for you, purchasing this option grants you a Household Vessel without requiring you to befriend or even know someone with a Metal Vessel.

Like a Metal Vessel, the form your Household Vessel takes is entirely up to you, so long as a significant portion of it is made of metal. The powers Household Vessels possess are incredibly varied, though they're likely to resemble those of their 'parent' Metal Vessel. For example, a Household Vessel made using a Djinn of lightning possess the ability to simply channel vast quantities of electricity or have a more unusual effect, such as using an electrical current to remove the limiters of your muscles' power or even, bizarrely, covering your arms in draconic scales that act as a powerful armour.

All manner of effects are possible using a Household Vessel: Swords that manipulate wind to allow them to cut things at a distance; gauntlets that let you produce bullet-like shockwaves by punching; fans that can use water to heal people; leg chains that allow you to fly on enormous wings of flame; or even flutes that produce tones which let you befriend and control animals. The only real limit is what you can come up with.

A Household Vessel lacks a number of the stronger abilities a Metal Vessel has. In particular, it doesn't allow its user to perform a Djinn Equip or Extreme Magic, and its magical powers are less potent than that of its parent.

Wand – 100 CP (Free for Magician)

Wands are, as you might have guessed, the tools used by Magicians to focus their Magoi into spells. Without one, it becomes much more difficult to send orders to the Rukh – they'll still be able to wield magic to an extent, but it'll become a lot more unstable, unpredictable, and potentially dangerous to the caster. Powerful Magicians (such as those who take the 400 CP option of the perk) may not even need a wand, though most still choose to use one due to the benefits.

You now have a wand, which can take on any design or appearance you like, so long as it can be held in one hand and is rod-shaped. Perhaps yours looks like a thick, wooden stick more akin to a cudgel than a traditional wand, or maybe yours has an ornate, golden shaft tipped with a flawless ruby. No matter what you choose, the result is the same: A useful tool that helps you to focus your magic and attain far greater control over your spells.

Lowborn

Emergency Rations – 100 CP

Despite the Knights of Sasan rarely even being allowed to leave their home city-state, they're still required to learn the skills required for surviving in the wild. Oddly, each squire is taught to keep spare food hidden inside their signature turbans, in case they become lost and need to stave off starvation, and it seems you too have taken this lesson to heart.

This turban, made of a white fabric with a feather sticking out fits perfectly around your head and, though it seems to be perpetually clean, this isn't the main draw. No, the main benefit is that there always seems to be a couple of small, well-preserved slabs of meat hidden somewhere in its folds, each enough to tide someone over for a day. Strangely, there's no evidence of this food's presence while you're wearing this turban, and any of the meat you eat seems to reappear after about an hour. It's not the nicest of stuff but hey, at least you'll never go hungry again.

Big Bird – 200 CP

The giant birds Artemyra are known for are frightening creatures just by size alone, with a wingspan several metres wide and a back large enough to fit a couple of full-sized human riders. Their beautiful, snow-white feathers and grace befitting a swan only serve to disguise their predatory cunning and ferocious strength, their razor-sharp claws serving as deadly natural weapons while also being large enough to pick up and carry a cow off into the skies. Isn't it wonderful, then, that you've got one of these beasts on your side?

You have your very own giant bird, which serves as a completely loyal (and surprisingly affectionate) mount to you, capable of soaring through the skies with you on its back faster than a horse can run, and far further, too. If you're endangered in any way, it makes an effective ally in a fight, either cleaving through your enemies' flesh and bone with its claws or carrying them high into the sky before dropping them to their doom. Fortunately, if your lovely pet happens to die somehow, it will respawn within 24 hours as if nothing had ever happened.

Military Facility – 400 CP

You've happened to find yourself the owner of an abandoned military facility, hidden away in an out-of-the-way location, such that it'd be unlikely for anybody to find it except if they were deliberately searching for it. Despite seeming to have been unused for years, it's still in perfect repair except for the ivy and foliage covering its outside. In all, it's incredibly defensible, both in terms of its sturdy walls that can hold up to all but the strongest of magics and its advantageous terrain, and its interior is filled with enough supplies to equip a small army and food enough to last that army through a several month-long siege.

But the facility isn't the main attraction – no, it's what's hidden in the basement. Deep underground is an expansive laboratory dedicated to magical research, especially of the more morally-dubious variety. All kinds of tools, instruments for the study of magic, and samples from exotic flora and fauna can be found down here, but the real prize are the strange-looking tanks that line the walls in pairs, filled with a murky fluid. These tanks are capable of combining people with the supernatural creatures of this world and others simply by putting a person in one tank and the desired creature (or merely a sample of one) in the other. The results of this process will be rather unpredictable unless you already have knowledge on this dark science (such as from the 'Dungeon Master' perk), but you can improve over time through experimentation.

Dungeon – 600 CP

Somehow, you've got yourself a Dungeon of your very own, appearing as an enormous stone tower, its exterior covered in detailed carvings and bas reliefs. Upon stepping through its entrance, though, you'll find yourself whisked away to an enormous complex much larger inside than its exterior would suggest. Filled with all manner of traps, puzzles, and powerful hostile monsters, it's guaranteed to be a challenge to even the hardiest of adventurers. Whole armies could march inside and end up perishing down to the last man, all without making any significant progress into its depths.

Once you enter, you cannot escape except via powerful teleportation or dimension-travelling powers, or by actually reaching the end of the Dungeon. If you do manage to conquer the Dungeon, however, its treasure will be yours – wealth beyond measure, an enormous chamber piled high with all manner of magic items and mundane treasures, surrounding the grand prize – a single artefact of immense power, among the greatest and most coveted items in the world.

By capturing this Dungeon, all the treasures within are yours to keep. What's more, it'll restock in each Jump you visit, containing treasures relevant to each setting you visit. In this world, the grand prize will likely be a Djinn and their Metal Vessel, though who knows what it'll be elsewhere? It's worth noting, though, that the Dungeon's difficulty scales with the overall power level of each Jump, and it's likely to be a deadly challenge to all but each setting's toughest warriors.

In case you're worried about somebody claiming this Dungeon's treasures before you, worry not – its entrance will only open to your touch, refusing to yield to anyone else no matter what method they use. Of course, once it's open, others will be able to follow after you and potentially claim its treasures for themselves.

Adventurer

The Adventures of Jumper – 100 CP

Well, would you look at this! It seems to be an autobiographical chronicle of your travels... Which is a bit unnerving, seeing as you don't remember writing this. For each Jump you've visited, you'll receive a book telling an exciting tale of your adventures during that Jump, written as if it were from your own perspective. You can be assured it will be well-written, exciting, and told in a way that slightly exaggerates your greatest deeds while downplaying (or outright omitting) your failures or outright morally-repugnant actions. In fact, if you decide to publish these, you might end up earning a pretty penny.

Oh, and you'll also receive another book at the end of each future Jump you visit.

Imuchakk Warrior's Attire – 200 CP

In Imuchakk, a man only truly becomes an adult once he's slain a Rampaging Unicorn, an enormous sea serpent which roams the northern seas, and brought its body back to his tribe. The Rampaging Unicorn's horns and tusks are then crafted into a pair of items which serve as proof of that man's achievements. Somehow, even if you're a woman or not a member of the Imuchakk tribe, you've been bestowed them both.

The first of these items is a navy-blue headdress, decorated with designs of the ocean waves, with a pair of Rampaging Unicorn horns worked into the fabric. When worn, none will doubt your status as a status as a mighty warrior, and you can be assured you and your abilities will receive the respect you deserve. All but your most outrageous of boasts will be taken at face value, and none but your worst enemies would ever dare dishonour you.

The second of these items is a serrated harpoon cut from the horn of that same Rampaging Unicorn. Despite its relatively crude appearance, it's sharper than any mundane blade or spear has any right to be, slicing straight through plate armour, and it's incredibly durable too. What's more, this spear is incredibly receptive to ki or magic you put into it, making it a prime weapon for techniques such as Magoi Manipulation.

Dark Metal Vessel – 400 CP

Normally, Metal Vessels are powered by white Rukh, which has the side effect of making them unusable by those who have had their souls dyed black by falling into depravity. Realising this problem, the ever-resourceful Magicians of Al-Thamen set about making their own versions of these powerful artefacts that run on black Rukh instead. While they weren't entirely successful, their Dark Metal Vessels have some benefits over their regular counterparts. Though very few were ever made, it seems that you have managed to get your hands on one.

Like regular Metal Vessels, Dark Metal Vessels can, as their name implies, take on the form of any metal object, from swords to jewellery. Likewise, each has a unique power, though these tend to lean towards being more sinister in nature, such as producing a noxious fog that immobilises even those that are supernaturally strong who are caught in it, creating a number of doppelgangers from your shadow, or using magnetism to manipulate dust with enough finesse that you could create powerful puppets of dust indistinguishable from a person. Similarly, you can also perform a Dark Djinn Equip, though these usually take on a more monstrous appearance than regular Djinn Equips, and wield Extreme Magic.

However, being mere imitations, Dark Metal Vessels are much weaker than their originators, to the point that a skilled Household Vessel user could defeat you even with a Dark Djinn Equip. Likewise, the Extreme Magic of these vessels doesn't come closer to the power needed to destroy a city and could even be deflected by sufficiently powerful Magicians. There is one way, though, in which this imitation exceeds the original.

See, since the Djinn are inherently beings of white Rukh, Dark Metal Vessels don't actually contain one themselves, but instead allow their user to become an artificial Dark Djinn made of black Rukh. In this form, your physical and magical abilities are greatly enhanced to the point that even a talented Metal Vessel user would have difficulty fending you off. What's more, you will continuously heal and be able to sustain this form so long as there's a supply of black Rukh. There is, however, a catch – first, this form eats up much more Magoi than a Djinn Equip, and so it's difficult to maintain for long if there's no black Rukh around. Secondly, and perhaps more pressingly, becoming a Dark Djinn requires that you sacrifice your life. Though maybe that's not so bad if you have some way to cheat death?

Since you've chosen to buy this option with CP, you will receive a unique Dark Metal Vessel which can also be powered by white Rukh, just in case you haven't fallen into depravity.

Armour of the Immortal – 600 CP

In his youth, Zayzafon was a great general who loved nothing more than fighting alongside his troops on the front line. However, as his years caught up on him, his body became more and more frail and decrepit, until eventually he was rendered bedridden. Not wanting such a brilliant warrior to go to waste, though, Lord Barbarossa approached the elderly general and, through a complex magical ritual, transferred his consciousness into a suit of armour, allowing him to fight without end forever more. Though you are still flesh and blood, you now possess a suit of heavy plate armour, simple in its design except for the two large horns protruding from its bucket helm, with many of the same abilities.

This armour extraordinarily durable, somehow being able to stand up to the strikes of Fanalis and Metal Vessel users without breaking. Even if it does get damaged, though, you are able to reshape any part of this armour with your will, nigh-instantly repairing damaged segments, sprouting dozens of metal lances to impale your foes,

creating makeshift tools, or any other creative uses you can come up with of. In addition, you are also bestowed with Zayzafon's stamina while wearing this armour, allowing you to fight endlessly without tiring so long as you're still clad in it.

But that isn't all. If you happen to die or your body is damaged beyond all repair, you may choose to instead transfer your soul and consciousness into this suit of armour, using it as your new, hollow body. You can only use this feature once per Jump, though, so it's really only a last resort, and if this armour then ends up being destroyed, you will die for good.

Merchant

Exclusive Export – 100 CP

When Sinbad first started his career as a merchant, he didn't do so from nothing. No, he came to Napolia with a shipload of goods from Imuchakk the likes the rest of the world had never seen. Since it wouldn't be fair to expect you to make a living from nothing, you've been given a similar starting point to what the future High King of the Seven Seas had.

You now happen to own a large supply of goods from an isolationist culture, enough to fill a small warehouse. These might be products derived from flora or fauna endemic to that nation, or other objects that clearly show that nation's unique cultural flair. Whatever they are, they're exceedingly rare on the international market and would definitely sell for a high price, enough to make you quite rich if you sell it all. Just make sure you don't accidentally sell it all to a scam artist.

In each Jump you visit, you get a new, similarly-sized supply of goods from a different obscure, isolated, or even extinct culture in that setting.

Slaver's Whip – 200 CP

While slavery is an incredibly well-established industry in many parts of this world, there is still one question that plagues even the most powerful of slave traders: What is the best way to train a slave? Though their methods range from simple repeated punishment to the unusual torture/maternal love combo of the Mariadel Company, all agree on one thing, though – you need to break the slave's will first. And you've come across a tool perfectly suited to this job.

This whip, covered in tiny thorns all along its length, is a particularly cruel Magic Tool plundered from a Dungeon that not only causes far greater pain than normal in those struck by it, but also saps their mental fortitude. With each lash, the victim of this whip will feel their willpower grow weaker and weaker, and their desire to obey its bearer become ever stronger. With this, you could achieve the same results in minutes that most slavers would require weeks for. Be careful, though, for just as the wounds caused by this whip will heal, so too will the mental wounds it creates recover with time.

Autonomous Island – 400 CP

Ria Venus Island is a small island covered in casinos and tourist attractions. While technically a part of the Reim Empire, it is actually governed by the Mariadel Company as a special administrative district. As such, the company has the autonomy to self-govern without interference from the mainland, making Ria Venus Island effectively a country all of its own. While this would normally be a fairly unique location, it now has a twin which happens to have come into your ownership.

You now own a fairly sizeable island off the coast of your home country, which has given you the autonomy to govern it in their stead. At present, it's home to a small and prosperous city filled with lavishly-decorated casinos, theatres, and other highly-profitable entertainment venues, which visitors come from far and wide to visit. On top of the wealth this place brings in, as a special administrative zone, you're free to decide the laws of this place to suit your whims, even if they contradict the mainland's. As such it's pretty much its own nation in all but name, albeit one technically beholden to another party, and not even the mainland will be able to intervene here for anything you do short of high treason.

Naturally, the entertainment venues of this place update to match each setting it's imported into – it might have cinemas or sports centres in the modern day, rakugo theatres in Showa-era Japan, and so on.

Jumper Trading Company – 600 CP

Well, you're not some small-time merchant struggling to make ends meet now. No, you're much, much more – you're the owner and head of your own international trading company, of such size and scale that it wouldn't be amiss to call it an early megacorporation. Your company brings in a truly obscene amount of wealth each year, enough to rival the entire tax revenue of a small country or two. It has branches and warehouses in every major city in the world, and many more in less-important locations, along with a fleet of ships to carry your goods around that puts most countries' navies to shame.

Your company's personnel number in the thousands, all of whom are competent and loyal to you, following your directions without question. You even have a decent force of battle-hardened soldiers in your employ – for protecting your trade routes from pirates, of course – though their numbers don't compare to those a country could levy. Its advisors and administrators will even run it in your place, if you wish to go adventuring instead, though without your input your merchant empire won't grow or shrink barring the deliberate efforts of outside parties.

Royalty

Poisoned Needle – 100 CP

After the death of the current king of Heliohapt, his eldest son will take the throne. However, soon after a divine curse will sweep the land, causing the new king's supporters to drop dead in the streets apparently at random. Of course, it will soon after be revealed that this was not a curse, but the work of talented poisoners in the employ courtiers trying to get the late king's younger son installed on the throne. Still, the killings were incredibly effective and, even though they won't come to pass for another few years, you've somehow got your hands on one of the murder weapons used in them.

This tiny needle is easily concealable and its tip seems to be permanently coated in a thin layer of an incredibly potent poison. The miniscule puncture wounds it causes are exceedingly subtle, requiring a thorough examination to find and, even then, they are likely to be mistaken for mosquito bites. Even in such a small wound, though, the poison is terrifyingly effective. Although it requires some time to take effect, it quickly acts on the victim's heart and not only ceases its rhythms, but also causes no symptoms until right before their death, making it almost impossible to save someone afflicted with it. To any ordinary observer, it'll appear as if the poison's victim is perfectly healthy one moment, before suddenly collapsing and dying the next for no discernible reason. Fair warning, though: This needle can't distinguish between friend or foe, so try not to prick yourself.

Lightning Slinger – 200 CP

The Dungeons contain all manner of weird and wonderful magic items and, while many possess familiar forms such as magic flutes or flying carpets, many more have an unusual form or function which isn't immediately apparent to the people of your world. You now have one of these items which, due to your exceptional circumstances, you'd recognise as an ornate, golden flintlock pistol with vine-like decorations running along its barrel. Being a Magic Tool, though, this weapon doesn't fire bullets, but something a bit more effective: Arrows of lightning.

A mechanism atop its barrel allows you to control the power and precision of its lightning, from wide yet powerful bolts capable of blasting apart whole swarms of monsters at once to weaker, more precise arrows that instead merely causes acute pain and temporarily paralysis. Fortunately, unlike regular flintlocks it doesn't require a lengthy process to reload, simply requiring that you cock it before firing. As you may have guessed, this gun also doesn't require traditional ammunition, but is instead powered by its inherent Magoi supply. More powerful blasts use up more Magoi, though any expended energy will replenish itself over time.

Retinue – 400 CP

Though the overwhelming power of a Metal Vessel or some of the more talented fighters in this world can butcher trained soldiers by the dozen, it's worth noting that traditional armies still have their place in the world. After all, a single man can't occupy a whole country at once, and there's such a thing as strength in numbers. And besides, you're obviously someone important, so why should you have to bother getting your nice clothes bloody when you've got a whole band of men willing to lay down their lives for you?

You now have a small army, numbering only about a hundred or so. But these men aren't your average rank-and-file conscripted peasant – No, each and every one is a highly-trained, battle-hardened warrior, elite fighters each worth at least ten normal soldiers. Though individually they're not on the level of someone like a Household Vessel or an adult Fanalis, they could definitely take down such foes as a group.

You may choose what your personal retinue consists of. Perhaps they're a group of disciplined and chivalrous spear-wielding knights, akin to the famous Knights of Sasan? Or maybe they're closer to the undying legions of Zayzafon, unyielding bastions decked in heavy plate armour who refuse to die except to decisive blows? If you'd prefer something a little more subtle, they could even be a group of experienced assassins and stalkers of the night, similar to the members of Sham Lash. Whatever you choose, you can be assured that their loyalty is unwavering, and that any man who is killed will be replaced within a day.

Alternatively, you may choose something entirely different – an early version of the Reim Empire's Fanalis Corps. However, since each individual Fanalis is a terrifying opponent even to a group of elite soldiers, this Corps will only have a total of ten adult Fanalis in it instead of the normal one hundred.

Kingdom of Magic – 600/1,000 CP

Oh, what's that? You're not satisfied with being a mere prince or princess? Too impatient to wait until papa croaks or too virtuous to off your siblings so you can take the throne? Well, so be it. By purchasing this option, you've now become the ruler of your very own kingdom!

By taking the 600 CP version of this item, your country is of moderate power and size, similar to that of Balbadd or Musta'sim, occupying an area roughly equivalent to Poland or New Mexico and capable of calling up levies in the low tens of thousands. Its economy is pretty strong for its size, and it has a few major cities, though the majority of its population lives in more rural areas.

If you purchased the 1,000 CP option, however, it'd no longer be accurate to call your nation a kingdom. No, it's a full-blown empire now, a world power equivalent to the likes of Reim, Parthevia, or Kou, an economic powerhouse spanning most of a continent and capable of fielding armies numbering in the hundreds of thousands. Its economy is a true powerhouse, among the world's strongest by size alone, and it

has a good many large, wealthy cities, several of which would be considered large even by modern standards.

Whichever option you chose, though, you will be the absolute ruler of your land, and your subjects will be overwhelmingly supportive of your rule so long as you don't oppress them for fun. Luckily for you, if for some reason you ever feel the need to shirk your royal responsibilities, a capable staff of public servants will be able to handle your duties for you.

Companions

Jumper's Generals – 50 CP each/300 CP

You may bring one of your current companions into this world. They gain a free background, along with all of the associated free stuff and discounts, plus 600 CP to spend on perks or races. Alternatively, you may instead create a new companion. They gain all the benefits an existing companion does, but you also get to decide their appearance and personality.

If you wish to import a full cohort of eight companions, it costs a discounted price of 300 CP.

Canon – 100 CP

You get the chance to make any one character that has appeared in Magi a companion. Though you will have to convince them to accompany you, they will be naturally predisposed to like you and you will be guaranteed to have several opportunities to do this.

Drawbacks

There is no limit to the number of drawbacks you may take, and all drawbacks are removed at the end of this jump.

The Adventure Continues - +100 CP

It's not as if Sinbad's adventure comes to a close after just ten years, right? Normally, though, this Jump's duration would end before you could experience the full story of his manga – that is, unless you take this drawback, which extends your stay from ten to fifteen years. If you don't interfere with anything, you'll end up departing this world just after Sinbad ends up meeting Aladdin and Morgiana for the first time on the outskirts of Balbadd.

My Ego Runneth Over - +100 CP

You must have had a pretty sheltered life, mustn't you? Simply put, you're now incredibly self-centred, with your ego and self-importance inflated to enormous proportions. You view pretty much anyone who's not royalty as beneath your notice and, naturally, this tends to rub most people the wrong way. It wouldn't be out of character for you to tell random strangers that they should be honoured for the opportunity to die for you, all without a hint of sarcasm.

Walking Wounded - +100 CP

Against all odds, it seems you've managed to survive being sent into some horrific battle, though not without a cost. See, it seems the price of your continued existence was one of your limbs, be it an arm or a leg. No matter how powerful your regeneration is or how advanced the medical technology or healing magic you have access to becomes, this injury can't be healed by any means. This, of course, tends to make a lot of things you would previously have taken for granted a lot more difficult.

Lovestruck - +100 CP

For every seductress there is out there, there's always at least one sucker who'd fall for her wiles without a second thought. And, unfortunately for you, it turns out you're the latter. To be it bluntly, you're really damn desperate, which makes it incredibly easy for your preferred gender(s) to seduce by you. Anyone expressing even the mildest interest in you would be enough to make you fall hopelessly in love with them and, what's worse, this obsessive love tends to blind you to their flaws or true intentions. If this blind spot of yours ever got out, you can expect your enemies to exploit it, and, without the intervention of your allies, you'll fall for it each time.

My Name is Elizabeth - +100 CP

In the city-state of Qishan, the most popular hostess in the most popular brothel has some rather unusual features: A tiny beady eyes, a miniscule mouth, and a hideously-deformed, protruding nose, all squashed together into the centre of their oversized head with a monstrous chin. Even stranger than her inexplicable popularity, though, is that she seems to have siblings working in every brothel in the world, all with the same features. Now, it seems you also happen to be one of her long-lost brothers or sisters, for you're her spitting image! Needless to say, this makes you ugly as all sin and, unfortunately for you, you don't seem to be blessed with the popularity your other siblings have. Your face is incredibly unnerving too, so don't be surprised if people are unwilling to deal with you.

I'm a Real Warrior! - +100 CP

Ever since you were young, you were taught the importance of being a strong, proud warrior. Unfortunately, though, it seems you took these lessons in the wrong way entirely, as you've developed a bit of an inferiority complex. No matter what you accomplish, it never seems to be good enough when compared to those around you, and as such you always seem to feel the need to prove yourself, usually through undertaking various dangerous quests and adventures. This gets even worse when someone insults your honour or doubts your prowess, which almost compels you to take on stupidly risky tasks to prove them wrong.

High-Value Target - +200 CP

It seems word of your capabilities have spread far and wide in this world, but, unfortunately for you, it seems it's only reached the ears of the worst possible people – slavers. Now, you're an incredibly high-value target to any slave trader, who will stop at nothing until they've bound you in chains and shipped you off to the highest bidder. Expect bands of armed slavers to regularly turn up to try and capture you, especially when you're outside centres of civilisation. Be careful, too, for the slave traders in this world possess poisons that can nigh-instantly paralyse even the mighty Fanalis with a small cut.

We Parthevians are Superior! - +200 CP

Ahhh, taking a leaf out of good-old green-haired Persian Hitler, are we? Well, so be it. Simply put, you're incredibly racist and xenophobic against anyone who isn't a true-born citizen of your homeland, to the point where you advocate for purges of anyone who doesn't live up to your standards of purity. What's more, you seem to lack the common sense to keep these views of yours secret, and even the slightest provocation can lead to you going on a loud, lengthy rant about your race's supremacy. Even many of your fellow countrymen will find your passion a fair bit disturbing.

If you happen to be a Magician, you may instead choose to take on the views of Matal Mogamett, in which case you don't discriminate against any particular race, but against the 'Goi' – those who can't use magic.

Grand and Intoxicating Arrogance - +200 CP

Somewhere along the road, you came to a rather arrogant conclusion – that you were chosen and beloved by fate itself and, as such, nothing will ever go wrong for you. Essentially, you view yourself as the world's protagonist, and believe that, any time something bad will happen, fate will intervene to ensure you come out on top in what amounts to a form of cosmic plot armour. As such, the very idea that you could fail at anything is inconceivable to you, making you extraordinarily reckless and prone to underestimating and downplaying any threat you're faced with. What's more, you can't even rely on the luck you do have, for misfortune often seems to strike whenever you expect it least, potentially leading to terrible consequences for you.

Madaura's Love - +300 CP

Ignore the starting location you rolled. Instead, you start somewhere very different – in Ria Venus Island, locked away in the slave chambers of the Mariadel Company. You have already been enslaved by Umm Madaura, who is hell bent on turning you into one of her beloved, fanatically-devoted 'children' by any means necessary – usually, this means her signature combination of terrible torture and motherly love. You should hope you're able to be rescued in time, for if your will breaks and you ever submit to Madaura, your chain immediately ends.

Of course, this wouldn't be too challenging if you could simply punch a hole through a wall and escape. To prevent this, a unique magical slave collar made just for you has been fitted around your neck, which prevents you from accessing any of your supernatural abilities or your warehouse. It seems to be unbreakable, too, so the only means of removing it will be to retrieve the key from Madaura herself. Good luck.

Sinbad's Bad Side - +300 CP

Well this can't be good. It seems that Sinbad has deemed you a threat to his eventual aim of achieving a world free from conflict, and as such he won't rest until you're dead. For context, this is a kid who could kill an army-destroying dragon with nothing but a regular sword, could blow apart a mountain range a few weeks after obtaining a Metal Vessel, and may well be the strongest man in the world. He already knows about all of your abilities, and there's very little he won't do to ensure your demise. Unfortunately, it won't be too easy to just kill him either, for Sinbad seems to be protected by fate itself, which will do its best to ensure his survival and may even empower him further to ensure he can fight back against you. If you wish to resolve this without one of you ending up dead, it'll require a truly superhuman effort to talk him down... if you can get a word in in the first place.

Out, Damned Spot! – +300 CP

Currently, Al-Thamen only has three Magicians who've survived since the collapse of Alma Torran – Falan, Ithnan, and Arba. Even with so few, however, they'll managed to nearly cause the world's destruction a number of times, spinning masterful plots and schemes in Parthevia, Magnostadt, and the Kou Empire. By taking this drawback, though, they'll become a lot more effective at their job. Instead of merely three Magicians from Alma Torran, Al-Thamen will now have over a dozen, spread throughout the world and each trying to cause the apocalypse. Several of their plots will come into fruition during your time here, and if you fail to stop the world's end, you chain will also end.

It's worth noting, though, that these aren't your average Magicians – no, each and every one of them is hundreds, if not thousands, of years old, possesses magical knowledge the likes of which this world has never seen, and is capable of drawing on immense reserves of black Rukh.

Ending

Well, it seems like your ten years are up already, and it's time to make that familiar choice again.

Go Home

Has something here made you homesick, or has the thrill of adventure finally worn thin for you? You can return home, retaining all the boons you've acquired over the course of your chain.

Stay Here

It seems you've made some connections you can't afford to give up, and so have decided to end your chain and live out the remainder of your days here. Fair warning though, things will get a bit dicey over the next few years. Keep a close eye on Magnostadt, the Kou Empire, and Sinbad. Especially Sinbad.

As a parting gift, I'll make sure you aren't brainwashed like everyone else in the world if Sinbad manages to pull off his master plan.

Venture Forth

You've had your fill of adventure here, and the call of future worlds beckons. You may continue your chain, moving on to the next Jump.

Notes

- **Rukh:** The Rukh is the source of all Magoi and natural phenomena in the world. Just as the movements of the earth and atmosphere are caused by the Rukh, they also give life to creatures, carry the soul away upon death, and guide the fate of all things. There are two overarching types of Rukh: White and Black. While White Rukh is the predominant type found in this world, Black Rukh is its antithesis, being produced when someone defies their destiny and is heavily associated with negative emotions.
- **Metal Vessels:** Any Metal Vessel you receive via conquering a Dungeon can be brought along with you for free, along with the Djinn inside it. However, be aware that, unlike those bought for CP, they are not pretty durable but not indestructible. If your Vessel does end up breaking, though, the Djinn inside can be transferred to a different metal object with a lengthy ritual.
- **Imports:** If you'd rather import an existing item you already possess instead of getting a new one for any of the equipment options, you may do so for free.
- **Kingdom of Magic + Races:** If you purchase one of the Imuchakk or Fanalis race for yourself, you may choose to have a significant population of that race present within your kingdom, which remains a part of that nation in future Jumps.
- **Magic:** Perks from other jumps that affect magic, such as those that increase energy reserves, increase its power, etc. work as normal on magic obtained here, despite this setting's differences like the Rukh.