

# Brave Frontier: The Last Summoner Jumpchain



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For more information about the game:

<https://brave-frontier-the-last-summoner.fandom.com/wiki/>

Welcome to the World of Grand Gaia...1000 years later. That's right. Sure, this game may have been shut down but there's a jump for it now, made by a fan of the game. Welcome to this world 1,000 years after the war between gods and humans. This jump starts a year before Lucy forgets her memories as the Queen of Tales, and becomes a god-killing mercenary, named the Divine Slayer. It also starts when Brook Hastelin vows for his revenge against Cynder for taking his family's fortune away.

On the other hand, the gods have an issue with Baldr, the goddess of light, meanwhile trying to stop the World Tree from falling apart, which risks multiversal destruction. Either way, you have a lot to do and get involved in.

You have 1,000 CP and 1000 Crystals to spend here. Be aware that in order to leave this jump, a scenario called "The Last Summoner" must be completed. (It is an end jump scenario)

Good luck on your journey!

## Starting Location

1. **Uppsa, Capital of Teelandia:** Uppsa is the capital of Teelandia and one of the more populated cities on the continent of Vask.
2. **Yggdrasil Valley:** An ancient valley where it is said to house the World Tree, the most ancient place in the very Brave Frontier Multiverse. It is said that here, it is quite unsafe for even the highest level of jumpers.
3. **Kingdom of Eventry:** An ancient easter kingdom led by the forgetful but powerful Queen of Tales. Currently suffering from a group wanting to overthrow her.
4. **Ancient Grendel Valley:** An ancient valley where powerful dragon hybrids called grendels roam, enough to level cities to the complete ground.
5. **City of Alphas:** An ancient city where giants and powerful people roam, a perfect place near Uppsa to start a journey.
6. **Harvester Camp:** A weird little harvester camp, where there are pickaxes, and things to be entirely mined.
7. **Teelandia Kingdom:** All that was known is that it is the Uppsa kingdom, ruled by a tyrannical duchess Marianne.
8. **Elmvale Kingdom:** Elmvale Kingdom is ruled by Amyr, king of Elmvale and king of the elves. The safest place to be until Yggdrasil comes.
9. **Vorderlast Kingdom:** An ancient kingdom of guards and ancient tank-like technology, comparable to Earth 2022 with tanks and nukes.
10. **Ancient Prisons:** The ancient prisons of Uppsa are places where people are held. In this prison also is where Lucy, No 1 Threat is held.
11. **Volpes Caves:** Ancient caves of the vulpis, a fox race that has multiple dispositions and are mostly aggressive.
12. **Free Pick:** Free pick! Pick anywhere you'd like!

Age: Same as last jump. Free to change. Roll 1d12 + 10.

Gender: Same as last jump. Free to change.

## Origin

Note: ALL Origins are free but God/Goddess.

**Drop-In:** You woke up here with absolutely no recollection of what happened, and know that you and your companions are completely and utterly lost! Try to find your way.

**Mercenary/Guard/Worker:** You're just a simple worker/mercenary/guard who works for pay and/or a shelter in this very weird world.

**Harvester:** You're a simple harvester who just works on mining crystals to make a profit or to make your life easier.

**Summoned Hero:** You're a summoned hero who just wishes to enact the will of your summoner, or perhaps isekai from another world.

**Royalty:** Your royalty, from any one of the kingdoms which gives you noble heritage, bloodline powers (or elemental magic) and you are also able to summon guards.

**God/Goddess (500 Crystals/500 CP):** Ah yes. The god/goddess option, which makes you much stronger than the rest. Also allows you to be a god of anything you'd want, and for 1000 crystals you could make yourself an overgod/goddess of that exact same thing. Meaning much more power.

## Race

**Human:** Normal humans, nothing to really say about that.

**Zephir:** Powerful but extremely short light blue skinned people who wield bows and arrows and are a master of karmatech. They have high spirits and are masters of magic.

**Volpes:** Fox people, either with fox ears or a fox anthro body. (Ah yes furry option)

**Giants:** Giants are characterized by their massive height and their giant weapons.

**Elves:** Elves are humanoid creatures with elf ears and lighter skin.

**Undine:** Blue skinned people from the seas and the coasts who are affected by lots of factors of antimagic, but some got through this. Also have beautiful dark blue hair.

**Angels:** Extremely rare along with demons. These are angelic creatures, think humans but with wings. Highest variant is a Seraphim.

**Demons:** Very rare along with angels, can be anything from demon horns to fully on transformation. The highest variant is a Hell Lord.

# Perks

## *General*

RPG System (Free, Mandatory): This world has an RPG system which can be used just like every other RPG jump you've been in. This system consists of a few main things, like the main brave frontier system. First there's your main stats which are HP, ATK, MAG, DEF. Then Crystals and Zel which are your currencies. Terms explained as:

- HP: Hit Points. Quite simply, it reaches 0, you're knocked out.
- ATK: Your attack power.
- DEF: Your defense power.
- MAG: Your magical power.
- SPD: Your speed.
- SPHERE: Ah yes, the broken stat sphere stat. When this reaches its max your unit can evolve.
- Classes:
  1. Archer: Uses bows and has high attack.
  2. Assassin: Uses daggers, also very high attack.
  3. Duelist: Dual swords, balanced stats.
  4. Guard: Sword and shield, high defense.
  5. Gunner: Uses cannons, high attack.
  6. Gunslinger: Uses guns, high attack.
  7. Lancer: Uses spears and heavy spears, high attack.
  8. Mage: Uses scepters and high magic.
  9. Ninja: Uses chakrams and shurikens. High attack.
  10. Pugilist: Uses their fists for very high attack.
  11. Sorcerer: Uses grimoires, extremely high magic.
  12. Swordsman: Uses swords, high attack.
  13. Warrior: Uses heavy blades, extremely high attack and defense.
- Gacha Currencies:
  1. Tickets: Tickets, which are self explanatory and you roll for jumps.
  2. Crystals/Gems: You have crystals/gems to get powerful units.
  3. Zel: Less of a currency but tickets are bought with these.
  4. Karma: Powerful currency.
  5. Summon Gems: Special summon gems done by powerful missions.
- Brave Crystals: Stuff you need to cast your brave burst. In combat you have 20 BC, but it builds up to 50 for a brave burst or 60 for a super brave burst.

- Element: In BFTLS, there are six elements. Fire, Wind, Water, Thunder, Light, Dark. We've been through this so many times.
- Series: The series/batch the unit belongs to. For example, Lucy the Queen of Tales belongs to the Tricksters of Fate Series.
- Weapon: The unit's weapon used.
- Rarity: 2-5 stars, with 6 only belonging to one unit.
- Skills: Powerful skills which can be used in combat,
- Level and XP: Their level. For 5-6 stars, caps at 100-120.

Memory System (Free, Mandatory): This system allows you to go back in your memories to clear things, and thus allowing you to earn things from these memories. Post jump, you can go back in previous jumps to fight bosses to earn loot, and foes you fought in the past.

Gacha System (Free, Mandatory): This world, like any other gacha game has a gacha system going from 2 stars (common) to 5 stars (super rare/legendary). Like any other gacha game, it has a currency called Gems and has tickets and Karma that could be used for summons. Post jump banners based on this jump, and other jumps get added to this gacha system. This system also allows for customized banners directly for you, a free writing exercise.

Weapon System (Free, Mandatory): This world also has a weapon system which you could customize post jump. These weapons have stats as well.

- Initiative: How fast the unit can be in combat.
- Type: The type of weapon.
- Rarity: How rare it is. From 2 to 5 stars.
- Damage: Self explanatory.
- BC Level, which is how many crystals it gives.

Brave Burst (Free, Mandatory): A supreme powerful attack that allows you to call upon the powers of your element to fight whatever is in your way, whether it be fire or water or earth, you use this attack to deal almost x20 more damage than you would normally.

Leader Skill (Free, Mandatory): A skill you have whether you are the leader, boosting the stats. For example, your leader skill could be 50% more damage when you are put as leader.

Summoner Power Level (Free, Mandatory): Summoner power level is summarized as how strong the summoner's power level is. This isn't in the original game but I'd figure I would add it because of my own reasons. Summoner Power level is split into three categories:

- Magic
- Strength
- Summoning.

You have a starting power level of 1,000 in all, but you can buy it up for 100 crystals/100 CP. Post jump these stats increase when you do stuff in other jumps.

*Drop-In*

Where the Hell am I? (Free): You don't really know that, but you are good at finding things out pretty quickly.

I Think I know You (200 CP): Seen someone different beforehand? Seen somebody that looks exactly like you? Or perhaps somebody who you've seen many times before but don't know their name? But now you do. Post jump this perk identifies the strengths of the opponent.

Basic Powers (300 CP): You have basic powers in this jump, such as magic, summoning, or insane strength and post jump, this allows you to have basic requirements so that you aren't a complete pushover. Gives you extra durability too, like being able to take hits that could destroy an entire building.

I am an Anomaly (600 CP): You're odd and you know it. You can use this to channel your inner summoner to summon things that perhaps would not be possible or do things that would not be possible. Because you're a jumper, some may be suspicious of you but overtime those will fade, and you will make more friends. Being an Anomaly also means that people overtime will see your amazing strength.

### *Worker*

Versatility (Free): You can take only an hour to learn something that would have taken others a day. Nothing else to say here.

Anything you can do, I can do Better (200 CP): Ah yes, not the famous song or that Pokemon meme that was pretty well animated. You have more stamina and can do things slightly better than others, or be able to handle things more under pressure. This also gives you more strength, enough to lift an entire building because you'll need that.

Master of Weapon Arts (400 CP): You are an absolute beast at weapon arts. Like, an actual god at weapon fighting, already being enough to absolutely bring even the most powerful threats to a closing stalemate match.

Stacking Power (600 CP): Very simple. The desire to get stronger exists in everybody. Complete your tests, to bring out your true power.

### *Harvester*

A Simple Life (Free): You have a special quality when things get bad, to just remember the good times and even make yourself more motivated, getting an energy boost.

Karma Pickaxe (200 CP): You can make a special pickaxe from your hand which can break a small room into pieces and can mine through even the toughest of ores, creating karma magic to surround yourself with the opposite energy which is required to cast spells.

Extra B I G (400 CP): You like it big. You want everything to be as big as possible, numbers, food, you name it it's probably there. Even for this perk, you can make more money and you work harder than other people can, making more money. Others throw in the towel, but you work until the day is done. You get more money from doing work and you have ungodly amounts of stamina.

S t o n k s (600 CP): All memes aside, this perk allows you to make so much money and work with the economy that it is figured out, you could make yourself the number 1 richest in the universe in mere hours if you really worked at it.

### *Summoned Hero*

Where am I? (Free): You have no difficulty finding your way out of being lost.

Loyalty (200 CP): You have immense loyalty to your summoner (or your friends), and when you are near them you have a x10 to x50 power boost depending on how close you are with them. Also this perk allows you to withstand powerful strikes if it's to defend your friends.

Bring me to Your Leader (400 CP): You have a tendency of scaring people and getting information much easier. This perk allows you to use a sword of specialized magic that you could conjure from your hands, or weapon for that matter and use it to make people scared and more compliant. This also counts as another charisma perk.

Withstand (600 CP): Ah yes, withstand. The most powerful perk in this jumpdoc simply because it allows you to do 2 main things. Firstly, deny a chain fail and keep going on with your chain and withstanding strikes that would kill you. This however, does not make you immortal as beings that are x400 or more times stronger than you can still kill you instantly, but you can get up after maybe a few years.

### *Royalty:*

**Royal Blood (Free):** This royal blood perk allows you to use specialized weakest royal magic, allowing you to conjure and manipulate magic along with imbue your weapon with special magic. Post jump, this will stack with any other perks you have, allowing you to make a special combination spell.

**Guards!! (200 CP):** You can call guards that are stronger than your opponent by a bit. This perk also allows you to call them anytime you'd need, and are armed with jump weapons from the jumpdoc.

**Royal Magic (400 CP):** Weaker version of supreme magic.

- Perk allows you to also cause a minor river flood, conjuring a few buildings, flight, telepathy, teleportation and sensing power level and HP, with some luck.

**Supreme Magic (600 CP):** You have the highest rank of magic, mountain destroying monumental magic called supreme magic. The highest form of magic, that is learned over years allowing you to change your appearance at will and also allowing you to conjure special tier magics, in this world which is high 5 star summoning, causing entire floods and also flooding entire countries. You can conjure an entire city, fly a lot, have mastered teleportation and telepathy along with sensing HP, level, complete stats, and sometimes weaknesses. You also have MUCH more luck than before.

### *God/Goddess:*

**Godly Blood (Free):** You have godly blood inside of you. You have the very raw potential and even ego to make your godly powers even stronger.

**Godly Power (200 CP):** You have immense power. You are one of the most powerful people on Vask and in Grand Gaia, and it is an occurrence that your godly powers only increase with training and time. Post jump this gives you a special god aura that allows your defense to be even higher.

**Godly Potential (400 CP):** You have an insane potential. Train, again and again and you shall become an extremely powerful person to be messed with. Bring out your true strength, only in fighting. Your potential increases by x100,000 and the more you work at something you can get better and better at it, taking less and less time. This does stack with other power perks.

Ancient God Of (600 CP): You are the raw *manifestation* of your portfolio. A pure manifestation of true strength, and thus you can conjure anything/make anything related to it. Not only that, you can make people influenced with that certain portfolio, or figure out where your name is being said. This makes you on a level of an ancient god, if not even higher, adding 50,000,000 power level to you already. This also allows for you to make your own deific realm, a special reminder of who you are.

## Items

### *General:*

- BF Merch (Free for all): Just brave frontier merch, even a phone case and other merch related to Brave Frontier or BFTLS (Brave Frontier the Last Summoner)
- Bag of Gems (100 CP, 1000 CP for 1,000,000): A bag of 1000 gems, and allows you to do summons and buy things.
- Summon Ticket Box (200 CP): A box of 100 summon tickets for the BFTLS gacha banners, some guaranteed in there as well.

### *Drop In*

Customized Weapon (100 CP): A customized weapon made entirely for you. This customized weapon also comes with customized armor which allows you to survive in this world and does not break nor have any durability due to it being custom made. Made of vasksteel, the finest materials combined with magic crystals for that extra aura.

Bag of Zel (200 CP): 10,000,000 Zel. Allowing you to buy weapons, food and even more with this mound of zel, you could buy an entire mansion and pay it off, along with making sure no one says anything.

Personal Summon Gate (400 CP): You have a personal summon gate at your disposal. And this summon gate is completely customizable by you and your companions, allowing you to summon anybody from BFTLS or from any other gacha game, and is a personal summon simulator which allows you to get any companion within the gacha. They will automatically be friendly to you.

Grand Homey Home (600 CP): A nice home on the edge of the Elmvale forests with 3 floors, AC, heat, a garden, internet, electricity and more. Also has a special gym and training room and can be added to your warehouse.

### *Worker*

Guard Suit and Sword (Free, 100 CP otherwise): A steel sword and guard armor along with steel magic glasses which allow you to see invisible things.

Guard Chains (200 CP): Magical guard chains that can be used to handcuff prisoners or do ahem...other stuff with them. Magical guard chains are slightly stronger than normal cuffs or chains, and can be used as a combat item and a boosting item like Spiderman's webs to be able to restrain foes.

Magical Tome (400 CP): Ah yes. The very magical item that allows you to copy other's skills and put it in your time, provided you defeat them. This item works like the other times but comes with an alteration power that can alter your body and even sense goes around you. This time also does other things, even summoning entire people to your desires without using gems (once per day). Post jump, this item can stack onto other tomes, give you magical spells randomly and can give you a compendium of everyone you've met like a bestiary. This bestiary lists everything you know about them and can be uploaded to a computer post jump.

Worker's House (600 CP): A worker's house, like the other Grand Home, has the same things, plus worker bodyguards. The reason this costs 600 CP is because of the bonus it gives you when you are fighting your foes, allowing you to get an upper hand instantly and allowing you to send your materials or your friends there, along with a magical force field that can be broken only with planetary or higher level strikes. Also comes with a bunker.

### *Harvester*

Harvester's Backpack (Free): A special backpack full of special tools, for example it has a powerful pickaxe, some food rations, non perishable foods, specialized tomes and magic items along with a special bag of holding in there. Also has a few magic crystals.

Pickaxe of Fortune V (200 CP): A special pickaxe which allows for the user to always gain 5 times more ore while it is used to mine. That's it.

Crystal Weapon Set (400 CP): A weapon set of special crystals, the highest grade weapons in the entire world along with ebig able to cut entire islands down at maximum power, if

enchanted can level an entire country to the ground, along with all of its mountains. The crystal weapon set could also double as a special runed weapon, adding 200% more damage.

Harvester's Mine (600 CP): An ancient harvester's mine. Has special ores with it, as well as materials from other jumps. Post jump, you and your companions and their friends and their companions will be allowed inside along with coming with a special arena for everybody to fight inside. The harvester's mine also has miner crystals and special gear, along with adding ore from all your adventures inside and having mining staff inside.

### *Summoned Hero*

Relic Weapon (200 CP): An ancient relic weapon, just like the ancient legendary weapons of Vask and Grand Gaia, which is imbued with your properties. You can choose this to have passed down for centuries, even millennia to your chosen ones, and can be set to have some magical properties, which can give special fonts of magic to your descendants.

Reed's Sword (400 CP): Like Lucana's Scepter, same abilities but can use magical techniques that you have in your sword along with summoning Reed the Sword God who also helps you in combat and whatever you need for as long as you need. Provided you give him a good reason of course.

Lucana's Scepter (400 CP): An insane magic scepter that could summon things to your will. Whether it be companions, other heroes, this also doubles as a thunderous magic staff with strikes that could level entire large cities to the ground, even break apart mountains. This scepter also can call on Lucana to assist you, and her power scales to you overtime as well.

Crystal Resting Place (600 CP): This is a special place you could hang out when you're not in battle and it adds onto your warehouse. This resting place heals you right up to tip top condition and allows you to do whatever you want while in the crystal room. Also has a free bathroom, kitchen and can be built up overtime, along with having a bed, lights, AC, heating, internet, a desk and just a place for you to stay, and cleans itself mostly.

### *Royalty:*

Royal Weaponry (50 CP, free for royalty): Specialized royal weaponry, tomes, weapons like swords, bows, magical arrows, infinite quiver, it's all here. This item should have been called an armory but perhaps that would be too much as there's no armor. It's made of steel, iron, diamond and even platinum, and even Vasksteel, which is a very fine ore.

**Royal Tome (200 CP):** A specialized royal tome that allows you to recall magic you have already learned. And also this tome expands with each new skill learned, like a skill placed in an RPG system, this keeps track of your magic reserves and last but not least, keeps track of all your skills and is always lightweight.

**Royal Library (400 CP):** This is a special library used for your magical endeavors. Staffed by bodyguards who adapt to your jumps and librarians of your choosing along with a head staff member that is the head librarian which leads/staffs the entire library, making sure everything is clean.

**Duchess' Castle (600 CP):** Like the deity castle, this is a royal castle that has staff and bodyguards, waiters, maids and others who are made to serve your very needs. Beneath the castle is an ancient crystal, summoning one of the ancient six heroes of Grand Gaia, perhaps that is something you wish to have?

#### *God/Goddess:*

**Heavenly Armor (Free, 100 CP otherwise):** A heavenly armor that protects against all status ailments and paralysis, along with heals bones slowly in the body. This also works as heavenly armor that can shoot laser beams out of the chest and can work as invisible armor, like saint armor it also allows for protection.

**Heavenly Host (200 CP, 600 CP for full package):** This also could work for demonic hosts as well, but a goddess has her angels, and she could customize their appearance and orders/ranks, but as for you, this host as at your command as a bunch of followers who can shapeshift, and act as recon. This is your heavenly host, an amazing amount of people who total in the millions, armed with powerful angelic spears that could destroy an entire city, and flame cannons that can level a planet to the ground.

**Savior's Legendary Weapon (400 CP):** A specialized legendary weapon, like Reed's Sword or Baldr's Blade, you have a weapon that could split mountains apart like them and also has the element infused in them. Whatever this weapon is is your choice, also with a specialized feature which allows you to use multiple magics in one single weapon. If you have a weapon you'd like to do, this also works.

**Ancient Deity Castle (600 CP):** An ancient castle which represents your portfolio as a deity. Comes with servants who can defend themselves, a library, a beautiful sort of throne room

with guards who also adapt to their opponent and comes with a garden which is taken care of by staff, and overtime this is a warehouse addon that expands. Each room is also customized for the jump, and if you already have the palace, this expands its space. Comes with AC, Heat, Internet and other necessities, along with a bathtub and multiple bathrooms.

## Companions

Note: Crystals are used in this section. Otherwise, convert 1 CP = 1 crystal/gem

### *General:*

**Come Along with Me (200 CP, 1000 CP for 20 units):** Have somebody you'd like to bring with you on your adventure from here? Or a powerful unit? Well for 200 CP I'll allow you to bring anybody who consents to go with you.

**YEE-HAW!! (500 CP):** You can bring in 8 of your companions for 500 CP, they get a free origin plus items and perks, and 800 CP to spend.

**Hero Followers (300 CP):** Need more followers? These followers at base are armed with simple steel blades and steel armor but as the jumps go on and on, your army arms themselves with more higher level technology and magic to suit your needs. Also can learn magic like Dr. Strange, because why not?

**My Army (400 CP):** Less of a companion but more of a perk, allowing you to bring 25 companions to a world instead of 8 companions.

**AntiJumper (200 CP, free with Antis Scenario):** Sounds like somebody really doesn't like ya. Anyways, this tsundere companion can be taken as overtime they learn to like you. What's so cool about this companion though is that they completely contrast you, unlike Reverse Jumper who only contrasts your powers and abilities, and has some gifts of their own.

**Reverse Jumper (Free with antis scenario, otherwise 300 CP):** Reverse jumpers are completely the opposite of you power and meta wise, and stat wise they are also the opposite but are still as strong and durable as you. If you're a powerful mage they will be a powerful swordmaster. They also have reverse companions who have the same rule re enacted, but they are less powerful than the jumper.

**Royal Guards (100 CP):** Guardians of insane numbers (10,000 to 100,000 strong), like the hero followers also have just iron swords, armor and weaker magic but everytime they also level up, allowing your royal guards to take on threats alone while you focus on the big bad.

Savior Group (200 CP): A group of loyal worshippers who are entirely loyal to you, and worship you. Whether that's with special rituals or praising your name or spreading your good name by doing things you want them to, either way these worshippers will even die for you and they count as followers.

God/Goddess Anti (400 CP): An anti god to whatever you are. If you're the god of hatred they will be the god of love, the complete opposite. After all, opposites attract, right? They have the same powers as you and can summon angels/demons related to that concept.

## Drawbacks

Power-Locked (+100 CP): You can't use your power from other jumps.

Item Locked (+200 CP): The items in your warehouse are locked.

Stat Locked (+300 CP): You're locked into the lowest stats and your perks can't save you, you're going to have to be a regular unit like everybody else.

Anger of Uppsa (+400 CP): You pissed Uppsa off. Reason these drawbacks are so short is because it's easy to make them. But anyways, you have to deal with more and more guards.

WHY DID YOU DO THIS?!! (1,000 CP): You literally pissed everybody off. Good luck.

## Scenarios

Tricksters of Fate Scenario: Save Lucy and the kingdom from the Great Corrupted Tree. Seems simple right? The river has dried up and you have to help Lucy out with saving them all or else the whole kingdom will be under a drought. If you complete this, get Helga and her friend to stop fighting, save The Queen of Tales' kingdom from the drought and put down the rebellion, you get Queen/Spring Lucy as a companion, free passage to Eventry and 800 CP, along with Helga as a companion as well along with the Nio, Lucy's assistant.

Spirit Wanderers Scenario: Complete the event and save Lucy from the Teelandian empire, fighting your way through guards. Seems easy right? Well nope. For purposes of making this a little harder, the guards and their duchess leader are going to hunt you down and get Lucy to

have her freedom back and pay Cyndril back and his cohorts for what they did to Lucy. Doing this will get you Halloween Lucy as a companion with the Nymphs, and 700 CP as well.

**Karmatech Scenario:** Spread karmatech throughout the world. Seems a little less simple, considering you have to invade the karma lab in Uppsa in order to do so. You have to go right ahead and make the entire world full of karmatech. Doing this will earn you karmatech by itself, 600 CP to spend and anyone who uses karmatech as a companion. This also will grant you a special karmatech armor that gives you 50% defense.

**Antis (anti jumper scenario):** You are going to have to deal with the Antijumper, a direct opposite to you and able to destroy as much as you can. This is quite hard, as anti jumper also has anti companions which are reversed but if you could stop them, you can anti jumper and reverse jumper as companions along with your own reverse castle and reverse dimension. You also get 500 CP to spend on stuff, along with a free Anti Drawback ticket.

## End Jump Scenario: The Last Summoner

Congrats! You now take the place of Brook Astelin as the protagonist, and have to face a powerful foe named Yggdrasil, the true last summoner who summons all your foes in your Jumpchain journey plus a few new ones on your level! This end jump scenario starts from Chapter 1 to 4 of the Last Summoner, from Vask all the way to Faraway. Not only that. You're going to have to fight through every single foe, unite all of the kingdoms, complete and deal with all of the kingdom's threats along with fighting Yggdrasil's cult, fight ancient heroes from the past and even the legendary Selena and Vargas. Not only that, you're going to have to go back in the past and save Eventry and Lucy from certain doom and unbind Lucy from the

chains of Yggdrasil so that you could save her. Doing this, will bring you multiple rewards, all of the items from the jumpdoc, all of the companions for free and you get an extra 1,000 CP to spend on perks. The reason this is so high is because of how hard the endgame is. Jumper, this isn't something you could speed through. Yggdrasil is the equivalent of if Cosmic Armor Superman was a summoner, and summons threats even stronger than itself along with every foe you've fought. In the very end, you will also earn the legendary Yggdrasil Wings, the ultimate accessory along with Lucy as a companion who grows stronger each jump. From Divine Slayer to God Slayer. Doing this also will give you a Spark, as is Jumpchain custom. So good luck. You are gonna need it! You also on top of this get your own special castle customized to you, a fully made gacha system for you and your companions, Brook and Beryl Knife as companions along with all versions of Lucy, all for free once you finish the scenario! If you fail, you fail the Jump but you get 100 CP as a "Please come back next time." So come on and try it out, another bonus is anti drawback tickets for the next 20 jumps.

## Ending

Go Home: I don't blame you if you want to go home after this. You and your companions along with your items and weapons will be able to go home with your powers.

Stay Here: Stay and have fun? I don't blame you!

Go On and Do Great Things!: Well, I believe in you Jumper. You can do it!

## Notes

- Gacha System is a free writing exercise along with the other system, allowing you to make yourself a gacha banner based on this.
- Yes, Yggdrasil does summon *every single foe that you have fought to gain more power, and a special guest in the end as powerful as Zeno. (Hehehe~)*
- Anti drawback tickets give you free CP and null drawbacks. You're welcome.
- By completing your tests it means defeating foes over time and completing a scenario.