

Traveler's Gate JumpChain

By Emrys

Welcome, Jumper, to the world of Traveler's Gate! Now, this world is a little different than most, in that it is actually several worlds rolled up into one, all connected through the powers of magic. Travelers are people who have bonds with these worlds, known as Territories, and these mages can summon a whole bunch of stuff from their home turf into the Unnamed World (also known as the "main" world). Every Territory is different, with different rules for everything up to and including the flow of time. If you stay in Helgard, the Tower of Winter, for example, Time will fluctuate as a storm, sometimes a week in the Territory will be an hour in the real world, other times the reverse could be true! As if the insanity of the Territory powers being unleashed onto the world by Travelers weren't enough, there's a cold war going on between the only two known countries in the world: Damasca and Enosh. Specifically, they are on the verge of fighting over how to deal with Incarnations -Beings that were once Travelers, but drew too much power from their Territory and so the Territory consumed their minds, making them mere puppets bound to the whims of their Territory. Often they wreak havoc if not quickly shoved through a gate to their own world, or are sealed away under special trees, as Damasca has done. Sealing them up has a cost though, and that cost is about to make itself known to two young boys in the small village of Myria on the outskirts of Damasca. One, Alin, will discover he is the "Chosen Hero" of Enosh Prophecy, the first natural Traveler of Elysia in over 300 years. But Prophecy has nothing to say about Simon. He has no special powers, no magical weapons, and no guarantee that he'll survive. But he's going to gain two out of the three pretty soon, and you will probably want to be there when he gets involved with the royalty of Damasca. You'll be thrown into the world about a year before Myria Village is attacked by Damascan soldiers. Here, take this, you'll probably need it.

+1000 CP

Let's get started, shall we?

An Important Note: Should you choose to gain a bond with a Territory, you will have the chance of Incarnating yourself by using too much power from the Territory. Should that happen AT ANY POINT DURING THIS JUMP, your chain will be considered lost, you will be un-Incarnated by Jump-chan and promptly sent home as if you had died. If you avoid Incarnation during this Jump, you won't be in danger of it in future jumps, but will not be able to push yourself to gain the power you would by Incarnating unless you willingly decide to end your Chain.

Location

Roll 1d8 or pay 50 CP to choose from the following locations:

1. Myria Village

Here is where it all started, where Alin first discovered his powers and where Simon decided to seek out the Forest Demon. This town is small and peaceful... until Damasca comes knocking, looking to feed it's Hanging Trees.

2. Bel Calem

This city is home to the Naraka Incarnation, specifically, it's Hanging Tree. It is guarded by Overlord Malachi, who rules the city with a fair and just hand, though his Travelers sometimes make mistakes. Like most of Damasca, it is currently peaceful, though everyone is on the lookout for Enosh spies.

3. Tar Canis

The Ornheim Incarnation is trapped here, guarded by a veritable army of Ornheim travelers. It is much like most cities in this world, only rather than wooden buildings, the vast majority are carved from stone shaped by Travelers.

4. Cana

The Crimson Capital of Damasca, where the Ragnarus Incarnation is held. It is in the strange position of being ruled both by King Zakrath the Third and his right hand man, Overlord Indirial. It's the richest city in the nation, and appears as such.

5. Enosh City	The City-State of Enosh is in a strange place in the world currently. They are sworn enemies of Damasca, but being so much smaller than the other country, aim to avoid open battle, instead preferring to use subterfuge to try and topple the large country they splintered from. Their Grandmasters rule as a counsel, and their methods are unscrupulous at best. Watch your back here, Jumper
6. Abdera	Home of the Asphodel Incarnation and the healthiest city in the known world, mostly due to the congregation of Asphodel healers that reside here. This city also has plentiful and varied foods for those that don't mind things being grown in a land where poisonous flowers HUNT.
7. Orgrith Cave	Oof, this is unfortunate, looks like you got stuck in one of the few truly dangerous places in this world. Specifically, you are somewhere inside the maze they call Orgrith Cave, a constantly shifting series of tunnels and caverns filled with all sorts of dangerous and strange creatures. Good luck getting out.
8. Free Choice	Congratulations, you get to pick your own location! Pick any one location in the above list as your starting place.

Background

Roll 1d8+15 for your age, gender is the same as your previous Jump, or pay 50 CP to choose both, then pick one of the following options.

Drop-In

You have no memories of this place, you are your own person, but at the same time, you have no history, you are a nobody, with no proof of your existence anywhere. Granted, that's what it's like for the villagers living on the outskirts of the country of Damasca, but you're in an even worse situation, as no one even knows your name. There's also a mysterious urge to travel to a forest in the southern half of the country...



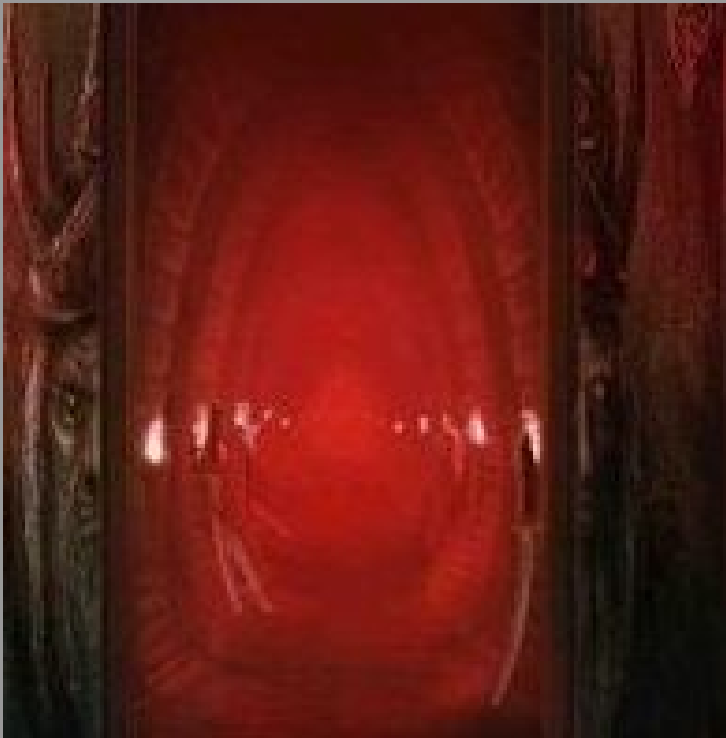
Villager

You've lived your whole life in a village of less than 50 people, where everyone knows everyone. They look to you as a young leader, not as experienced as the elders, but someone worth listening to, and not without good reason. You are decent at doing manual labor, but your true skill lies in your ability to tell stories and make the people around you happy. Of course, not all is well in your little hometown...



Traveler

You are a Traveler, a magic user who calls power from your Territory, these powers typically come in the form of summoning creatures or objects that fight for you, be it flaming salamanders from the depths of Naraka, crystals of preservation from Lirial, or even rainbows of light from Elysia! Your power comes with the respect of everyone around you who knows what you are, and if you aren't already a part of one or the other, Damasca and Enosh will attempt to claim you for their armies. However, all this power and politicking comes at a price...



Founder

You are a very, very rare breed of Traveler, one who has managed to pull together scraps of a dead world into a Territory, a plane of powerful magic that you can draw from, giving you incredible abilities. As the Founder of the Territory, you are in charge of making sure it survives, this often means teaching Travelers to utilize it, or feeding it objects of power from other worlds and Territories. Just be careful not to drink from its powerful depths too long...



Perks (All origins get their 100 CP perk free and the other two at a 50% discount)

Drop-In

Headstrong (100 CP)
Sometimes life throws things at you that are beyond your worst nightmares, like being locked up in a giant mansion with cloth ghosts wielding chains trying to kill you every five minutes. You’ve got the willpower to avoid caving under those conditions, and while you may not keep your cool, you’ll stay mostly rational throughout rough experiences.

Magic Sense (400 CP)
You’ve got a 6th sense of sorts, more of an intuition really, about where to find people to teach you magic, and, with enough perseverance, a high chance of convincing them to do so. In Jump this only works for finding Travelers who might be willing to teach you, out of Jump this applies to all magic that you are capable of learning

No Cheating (600 CP)
You have learned to master yourself and your abilities in an odd way, allowing you to deprive yourself of any abilities you wish for as long as you wish, and avoid the disorientation that would normally be associated with losing those abilities. Additionally, by giving up those abilities and training without them, you will rapidly learn to compensate for their absence. (Example: If you fly everywhere and lose/give up your ability to fly, you won’t have to learn to walk again, and not only that, you will soon be able to run with olympic speed and maneuver yourself through landscapes nearly effortlessly)

Villager

Unbreaking Back (100 CP)
Years of doing hard labor on farms have left you stronger and more enduring than the average city dweller. You can work 12 hours a day performing minor feats of strength without any injury, or even becoming exhausted.

Storyteller (400 CP)
You’ve got a knack for telling rich stories that can captivate an audience, and can make a story everyone’s heard a hundred times seem fresh and new. Additionally, you can tell stories of your time as a Jumper without people questioning things, they simply accept it as part of the story!

Alright, here’s what we’ll do (600 CP)
People listen to you, respect you even, but sometimes they just don’t shut up. You’ve learned to fix that. By calling attention to yourself, anyone in a 100 foot radius will stop whatever they are doing and listen to you for up to an hour, and if you give out orders, they’ll typically listen to them, though they still have free will. The effect will work even when eternal foes are locked in combat, though they may ignore you after you’re done talking.

Traveler

Politicking (100 CP)
Don't you just hate when all these idiots think they know what's best for you? Well now you know how to skirt around them, following orders while still maintaining relative freedom. You are also very good at keeping your plots and schemes hidden from those who would ruin them.

Claiming Territory (400 CP)
You are a Traveler, and what is a Traveler without a Territory to call on? You can access a Territory from the section below, with all its benefits and drawbacks. Choose wisely, Jumper, if you pick a Territory and want to change it later, there's no going back.

Dual Territories (600 CP) (Requires Claiming Territory)
You are one of the lucky few with bonds to TWO territories, which can be picked out in the section below, there is no drawback to having more than one Territory, only more power to manage. Skilled Dual Travelers are widely sought for their prowess on the battlefield, as with the ability to call on two Territories at the same time, they are essentially two Travelers for the price of one.

Founder

Teach me, Master! (100 CP)
Your teaching skills may not have been world class before, but no longer. You now know how to teach people, deal with troublesome students, keep lessons entertaining but not impossible, and so on. However, your real talent is training people in combat, any styles of combat you know that can be taught can be taught by you with ease, elevating your students to a level just under your own in less than a month!

No, teach yourself! (400 CP)
Sometimes Traveling requires being alone, and you can't teach people how to handle problems alone... or that's how it used to be, now you know how to "abandon" a student to a task in a Territory in such a way that they will find their inner strength and, if attuned to the Territory, unlock more of its power on their own, often surpassing the task set for them with astonishing speed. Post-Jump this can apply to any form of magic, so long as the student is left alone and given a task.

A Territory to call Home (1000 CP)
You have somehow succeeded in pulling together the scraps of a dead world into a Territory, and can customize it using the Territory Supplement. This Territory is yours and yours alone to start, but you can -nay, must- teach others to Travel it in order for it to grow and remain strong. Once your chain ends, any Travelers you have taught to use your Territory will be able to enter it, but they cannot enter your new world, only go back to the one they originated from.

Territories (Requires Claiming Territory or Dual Territories)

Roll 1d8 or pay 100 CP to select your Territory, if you have Dual Territories, you can pick both for the price of one.

1. Endross

The Lightning Wastes are half storm-wracked desert, half deadly jungle, and all dangerous, quite possibly the most dangerous of the Territories. Rather than a standard storm, this world has lightning that pelts down near constantly, connecting from raindrop to raindrop in furious chains that leave the sand turned to glass, only to be shattered by the next blow and swept away by fierce winds. As if that was not enough, creatures that feed on and produce this lightning exist everywhere, snakes and reptiles in particular seem to be favorites of this Territory.

Travelers here represent the aspect of Valor, though most tend to take bravery too far. This is the Territory for the brave and the bold, who would walk among reptilian panthers with electricity cracking in their mouths without fear, and even come to command such things.

Additionally, such Travelers will come to call on the Lightning itself, opening rolling storms between their palms to summon all manner of electric pain upon their foes, and perhaps control the weather itself, warding away storms or summoning them at will! If this is your choice, welcome to Endross.



2. Asphodel

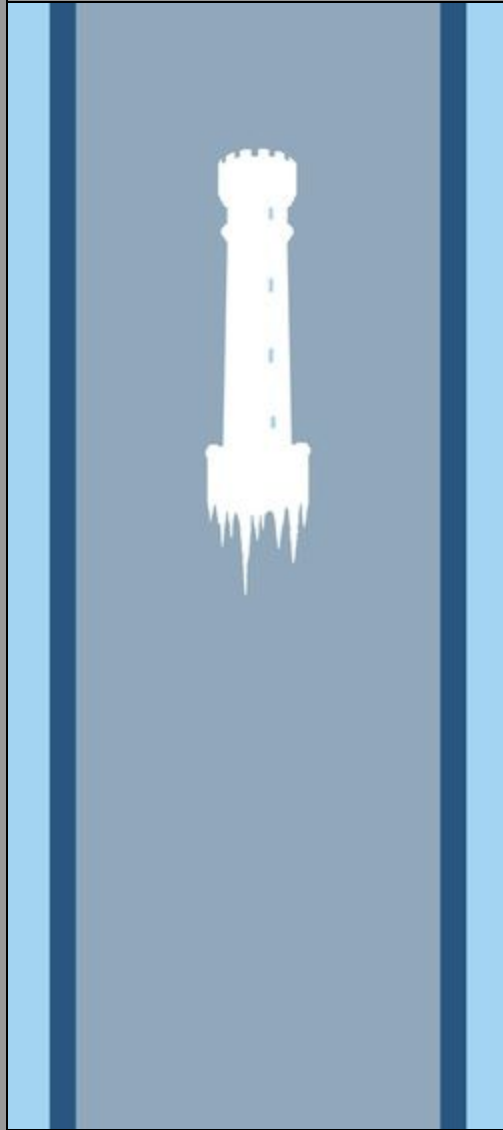
The Gardens of Mist are strangely serene, a fog covered land with beautiful flowers poking out in patches. However, do not be deceived, this Territory is just as dangerous as any other, perhaps more so than most, though in a different fashion. Everything in this Territory is alive, including the Mist itself, which is a hivemind of fog that actively seeks emotion as prey. It pours itself into the bodies of it's victims, showing them horrible hallucinations that are designed to induce fear and other negative emotions, and amplify them, feeding on them until the victim's mind is shattered and broken, though alive. The flowers however, are a different story. They are all poisonous in one way or another, inducing sleep, paralysis, or death with their pollen, and they hunt in trios of this combination! Travelers of Asphodel represent the aspect of Compassion, ironic as emotions of any sort are weakness in the Gardens of Mist. Asphodel Travelers have the unique ability to summon the mist not to cause insanity on their targets, but to heal them as well if they so choose. They can also summon the flowers to paralyze and kill en masse! If this is your choice, welcome to the Gardens of Asphodel.



3. Helgard

The Tower of Winter is a strange place, because despite being entirely enclosed, it is just as infinite as all the other Territories. It's seemingly numberless floors are all covered in snow and ice in varying degrees, and beneath that cold exterior are living creatures, ranging from sentient snowballs with hidden mouths to towering yeti that can summon icicles to their hands and throw them with pinpoint accuracy, and even larger creatures are said to lurk below the massive sheets of ice. On certain floors of the tower however, are libraries filled with books on, potentially, everything in the known multiverse, as they are infinite. However, most of these books pertain to the individual names of known creatures of the land, a key component to summoning them to your aid.

Travelers of Helgard represent Honesty, for in the sharing of names, a person -or creature- shares their entire being with what they intend to summon. If summoning the living is not your style, you can summon the snow and ice themselves to your aid, freezing your foes in a flash of winter. If this is your choice, the Tower of Winter welcomes you to its frozen heights.



4. Tartarus

The Steel Labyrinth is exactly what it sounds like: an endless twisting maze made of special steel weapons and armor interlocked in unique patterns, always shifting and changing in such a way that no maps can ever be made. Supposedly, the deeper into the maze you reach, the more valuable the treasures inside. There are no confirmed living creatures inside the maze, but there is always rumors, such as those of lizards made of gold, breathing fire, almost like dragons.

Travelers of Tartarus represent Humility, and the saying goes there is no such thing as a lone Traveler of Tartarus. One must swallow their pride to survive in this deadly labyrinth, and avoid sleeping inside of it lest the room change into a deadly trap while you sleep. Those deadly traps are the Territories true power, and Travelers of Tartarus can summon them in the outside world near instantly. Whirling blades, suits of armor, anything metal the mind can think of likely exists for Tartarus Travelers to use. The treasures contained here are of use to everyone, from the steel that can be formed into perfect, unbreaking swords to gold medallions that sense danger. If this is your choice, the Steel Labyrinths of Tartarus welcome you into their halls.



5. Avernus

The Feathered Plains are safer than most Territories, and unlike most, provide plenty of water and fresh air. It also boasts some impressive scenery, including forests of impossibly tall trees, waving plains that stretch seemingly endlessly, and sharp-sided mountains; like daggers of stone. The most unique feature of Avernus, however, is the wildlife.

Anything not a plant is a species of bird, and the vast majority of these birds are psychic in some fashion. Specifically, there are five tribes of birds that can bond to an Avernus Traveler, though not all are common knowledge, the two most well known are the giant eagles with claws like knives; capable of carrying humans on their backs, and the Owls, capable of seeing very specific things in the future. Travelers of Avernus represent the aspect of Loyalty, and this is most often represented in their bonds with their birds. Said birds are the true power of Avernus Travelers, as they are psychically linked and can travel vast distances for scouting purposes, and some birds are capable of delivering psychic attacks! If this is your choice, the Feathered Plains welcome you to wander their world.



6. Naraka

The Caverns of Flame are neck and neck with Endross for the title of most dangerous Territory. The entire world is hot, the air thick with ash, and the ground like hot coal beneath your feet. It is also the best Territory for travel if your only goal is speed: a step in Naraka is worth twenty in the normal world. Comfort and safety are impossible here, as almost everything is made of fire or otherwise hot material, including the creatures that call this place home. Every single one of these creatures seeks Justice in one method or another: Ash hounds -the weakest creature known- can smell a murderer and trace their scent for miles and miles, while the Arbiters can deliver justice with pure fire, often hotter than the sun itself by orders of magnitude, instantly melting anything in their path. Ironically, Travelers of Naraka represent the aspect of Mercy, which is considered a necessary component for true Justice, though Naraka may not know it. Travelers hailing from here can summon any of its creatures at the cost of pain, and fire from the Arbiters themselves if they are strong enough. If for whatever reasons this hellish landscape is your choice, the Caverns of Flame hope you will mete out Justice in their name.



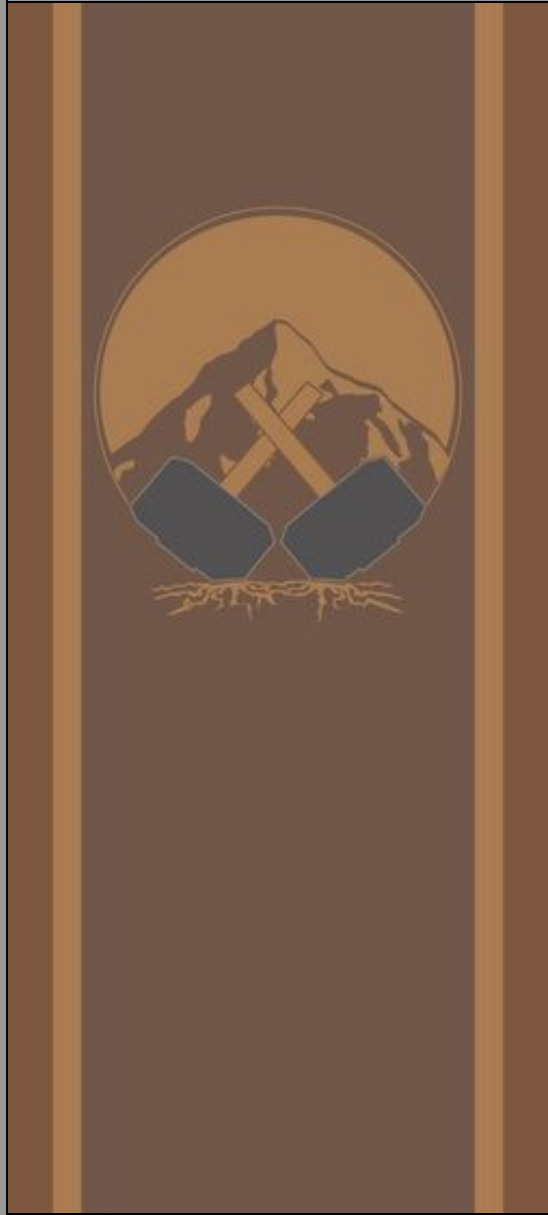
7. Lirial

The Crystal Fields are an interesting world, as there are not many who can Travel it. Most of the knowledge of it has been lost to time, but what is known is the vast majority of it's power comes from the soul of its Travelers, who use their inner power to fuel the summoning of Crystals that can perform a variety of tasks. Typically, certain formations of Crystals can only be found in the ruins that litter the vast grey plains, such as Star-nets, capable of trapping nearly any living being inside of them and causing them extreme pain for seeming eternity. That weapon, however, is exceedingly rare. The vast majority of Lirial's Crystals have purposes pertaining to locating and preserving things, including things in the near future. Living creatures do exist here, but they are exceedingly rare, and there are no known Lirial Travelers who can summon them. Travelers of Lirial correspond to the aspect of Wisdom, something they are all too likely to claim they have, even if they don't. It is an aspect difficult to achieve, but required to obtain some of the deeper secrets hidden in the Crystal Fields. If this should be your choice of Territory, Lirial and it's moons welcome you.



8. Ornheim

The Maelstrom of Stone is a wondrous place... if one likes rocks of all shapes, types, and sizes, floating over the dark surface of the world. One can find emerald and quartz gemstones the size of houses circling a mountain of ruby here, making it a very profitable place to dig, but it is not without its dangers. This place is home to creatures made of stone, often as massive as mountains, though sometimes smaller creatures become a much larger threat, such as the Struggle, a creature that hunts by seeking emotions such as loneliness and isolation, and with lightning speed, snaps up it's prey. Or, on the surface far below the floating islands, burrowing worms large enough to swallow a man whole that hurls sparks and is intelligent enough to speak! Of course, most of these creatures are no match for a well trained Ornhiem Traveler. Ornhiem is the land of Patience, and a proper Traveler of it has spent decades of time carving Heartstones for Golems and carving the Golems themselves from stone, possibly enough to create an army of stone and gems. There is even a special type of gem here that allows golems and man to fly! Should Ornhiem be your choice, the Maelstrom welcomes you into it's stone depths



Items

Gold! (50 CP, first purchase free Traveler) 100 gold coins, spendable just about anywhere in the world and worth approximately 1000 USD.	Basket of Food (100 CP) A simple basket full of basic food supplies (specifically, bread, eggs, raw fruit and vegetables, and some milk) that will refill itself once every day.	Nye Cloak (200 CP, Discount Drop-In) By wearing this cloak with the hood up and channeling magic, you become completely invisible to anything other than the naked eye. It also can be summoned from your warehouse at will and looks good.	Advisor (300 CP) Pick any one regular, inanimate object that is not a weapon or an article of clothing (for example, a ball of cloth, a book, or a doll): that object is now sentient, can speak, counts as a companion, and is filled with knowledge of this world!
Armored Bear (100 CP) This bear is covered in golden armor that protects it from most forms of damage, and has a saddle. It understands any language you speak to it and follows your orders implicitly... though it has a habit of eating your furniture.	Silver Mind (300 CP) A silver orb that, when activated, will link your mind to one other person for as long as you wish, allowing you to communicate at the speed of thought, which vastly surpasses normal time, making the world around you slow just above a full stop. You cannot move, only speak during this time.	Eye of Ages (200 CP) By scooping out one of your own eyes with a spoon and replacing it with this red gem, you gain the ability to see magic. In jump this only applies to Territories and their connections to Travelers, but out of jump it allows quick identification of any and all magic.	Seed of the Hanging Tree (300 CP) For the steadily increasing price of one living human per year (grows once every 25 years, caps at 200 humans) This tree can contain any one Incarnation that gets too close, and post jump, any powerful humanoid. This tree cannot be planted in the Warehouse, and failure to feed the Tree will result in the victim inside being released, most likely very angry at being trapped for however many years.

Jar of Iridian (100 CP)

A simple glass jar filled with a special sparkling golden sand that responds to your mind, forming whatever you desire in the air with its grains, allowing you to make temporary designs with it, or even use it as a flying beach should you find more during your stay here.

Heartstone (300 CP)

This special gem is carved with Ornhiem's runes, and should it be inserted into something made of stone of any kind, it will animate it, making it a Golem that will follow your orders. It is up to you to decide what to insert it into, but keep in mind that if the gem is destroyed, the Golem will become inanimate once more, and unless you are an Ornhiem traveler, you will be hard pressed to make a new one until your next Jump.

Scrying Circle (100 CP)

This crystal disc can lock onto any one person you know the name of at a time, allowing you to see through their eyes. If placed on a flat surface, the disk will expand up to a five foot diameter. This crystal can also record up to an hour of "video" if you so desire. Please note that any form of protection against scrying will completely stop this item from working.

Crystal Ball (100 CP)

This ball is capable not of seeing the future, but of doing intense calculations at extreme speeds, calculating the exact location of up to 200 creatures in the next five seconds and outputting that information directly into your brain, allowing you to take action. You must be able to see these creatures for the item to work. Might be useful for sharpshooters who have trouble hitting moving targets.

Obsidian Apple (100 CP)

This apple provides a degree of resistance to fire, but unlike the ones Naraka Travelers get naturally, this does not require a confession to work, and it is a little bit stronger than the average one. When eaten, this apple applies permanent immunity to heat below 250 degrees Celsius.

Naraka Iron (200 CP)

This is a very special branding iron used in making the mark that allows a Naraka Traveler to summon creatures into the normal world. By heating this iron up and branding someone's palm, you can allow them to Travel Naraka. In jump this is restricted to people that already have an affinity for Naraka, post-Jump this restriction is lifted.

Native Getup (50 CP)

This... very silly looking costume makes you look like a native of Avernus, but that's not all, it also acts as a general disguise, and while worn, you will find most simply ignore your presence unless you do something extraordinary.

Feathered markers (50 CP)

This set of feather bundles, when placed in obvious spots in a perimeter, will make it very clear to anyone about to enter the area that it is YOURS, and that there may be consequences for entering without permission.

Tartarus Steel (100 CP)

You may import any one weapon or article of clothing with the qualities of Tartarus steel. If you desire, the item can also take on the appearance of being made of the substance. Tartarus steel is known for being almost unbreakable, capable of cutting most normal metals in half with nearly no effort on the part of the user.

Gold Medallion (200 CP)

Spider sense in a coin! This gold medallion with a purple gem inset into it will warn you of nearby danger in a strange, raspy voice and flares of purple light. It is uncertain if this object is sentient, but it seems to have hypernatural ability to detect danger, and will not warn you if said danger is in front of your face or otherwise extremely obvious.

Thermal clothing (100 CP)

Some places get cold enough to freeze a finger left out in under a second, fortunately, while wearing this, you don't have to worry about such things! These clothes will protect from temperatures that reach -250 degrees Celsius. If you desire, you can import an outfit to be upgraded with this quality.

Great Library (100 CP)

A library of books pertaining to the world of Traveler's Gate, and Helgard specifically. This will allow you to get caught up on the history of the world and the nature of most Territories, and, for Helgard Travelers, the names of several useful creatures that can be summoned.

Bottle of Mist (100 CP)

Be careful, this Mist could turn on you as easily as your enemies! When opened, the Mist will spread out, seeking the nearest emotional creature and driving them insane with distress and fear, but leaving them alive. Replenishes once per jump.

Poisonous Flower Seeds (200 CP)

These seeds will grow inside a week, and their pollen contains several different properties depending on the color of the flower, from causing sleep or paralysis to stopping the heart completely! This pollen is relatively easy to collect, but may not be effective on those who know to hold their breath.

Lightning Rod (50 CP)

It's a lightning rod, it keeps things safe from lightning, what more do you want? Oh fine, it can also store one bolt of lightning and unleash it when you press a button on it's shaft, there, happy?

Storm in a bottle (100 CP)

Opening the cap on this bottle indoors is... unwise, unless you like having a storm in your Warehouse. Seriously this thing is a pocket storm, not useful for too much, but if you need to piss off an enemy army, here you go. Replenishes once every month.

Companions

Open the Gates! (50 CP per Companion, or 200 for a full party)

You can import up to eight companions, each getting a free background (with the exception of Founder) and 600 CP to spend.

Canon Companion (300 CP)

Want to take someone with you on your adventures? If they're still alive and not Incarnated by the end of this Jump, and you convince them to come with you, they can become a Companion with this option.

Drawbacks (Up to +600 CP may be taken for points, everything else is pure fluff)

Leaf in the Wind, Boulder on the Hill (+100 CP)

You're very indecisive, but when you decide on something you feel strongly enough about, you can't be dissuaded from that path by anything or anyone. This often leaves you with moments of confidence followed quickly by moments of hopelessness and being lost in the world. You are also very, very susceptible to suggestions during your indecisive periods.

Storybook Hero (+100 CP)

You act like you're some storybook hero who can do no wrong, and fail to see anything as morally ambiguous, not only that, but you charge headlong into danger without a second thought. Hope you're strong enough to get your head out of your ass.

Incarnation's Wrath (+300 CP)

An Incarnation has broken loose early and killed all of your companions! They can return at the end of the Jump, but until then, you're on your own, and there's an Incarnation trying to hunt you down and finish the job.

The Wanderer (+300 CP)

It seems your abilities have been lost, Jumper, and you'll have to find them among the Territories. Your strength and speed may be found in a Tartarus Steel sword, or your mental powers locked inside a flower of Asphodel, you never know, and it's up to you to find them, be wary of Dragons, Jumper!

Chosen Hero (+600 CP)

Congratulations, Enosh has just chosen you to guard Alin, the first natural Elysian Traveler in over 300 years, good luck keeping him from fucking up as the power goes to his head and he makes himself known to Damasca. Should Alin Incarnate, you fail the Jump

The Other Guys (+600 CP)

Simon isn't alone, he now has a sibling learning to Travel with him, and that's you, Jumper. You must work with Simon every step of the way, and you will fail the Jump should every Incarnation not be sealed away by the time your ten years are up.

The End

So you’ve managed to survive this magical multi-world, huh? Congrats, it’s time to make your choice of what happens next:

Go Home
So you’ve decided you’re done, huh? Well, as a parting gift, you get to keep everything you’ve earned up to now, and so do your Companions.

Stay Here
You’ve decided you like it here that much? Well, that’s unexpected! Anyways, you get to keep all your gear and powers and stuff, enjoy the rest of your life!

Move On
Onward to the next adventure as always is it? Well, I won’t keep you, go on, get moving, other worlds are waiting for you!

Notes

There’s a lot going on in this setting, mostly because it’s spread out across twelve different worlds with their own rules on everything. I tried to give the best descriptions I could but sometimes you just have to look at the Source Material to get a better understanding of the world.

For those that have read the books and know there are three Territories missing, Ragnarus and Elysia have been deemed too unbalanced In-Jump to be purchased.

However, if you so desire, you can gain access to Valin hall In-Jump, as it is the only Territory that does not require some form of bond to Travel properly. You can gain any and all powers offered within, though it may be difficult to convince the Nye to give you their essence. It will follow you just like any other Territory.

Territories that you are bound to stay with you post-Jump, however, with the special exception of room guardians and other such natives, there is no carry-over of people to the next jump through Territories.

Seriously, the only way you’re moving people through jumps using a Territory is through making them a permanent fixture of the Territory, unable to leave by any means!

Incarnation happens for varying reasons, but for the most part it is brought on by drawing too much power from your Territory, and I will leave it up to wank for how much Jumpers can draw on before Incarnating, as outside of Valin hall there seems to be no way to tell. (Valin hall's chains are pretty much a meter for Incarnation, if they grow around your neck it's over)

Incarnation is an Auto-Loss, no amount of Sanity and Identity perks will help with that, though you may be able to Incarnate again once you're back home and maintain yourself there.

The Advisor is completely sentient/sapient/alive, just like any other intelligent artifact from other settings, thus it counts as a Companion.

The Eye of Ages lets you see where portals to Territories have been opened, what Territories were used in an area recently, and tell how close a Traveler is to Incarnation. Out of jump you will be able to see the name of any spell used, what it's source of power is, and what price must be paid to obtain that power (mana, body energy, etc.)

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