



By Tyr Alexander  
Version: 1.0

Welcome to The Region! The Region is a vast solar system full of wondrous and dangerous things. Each planet or moon is a mix of varying levels of technology, ranging from highly advanced to dark ages. Different levels of mysticism, ranging from being completely overrun with magic and magical creatures to no magic at all. Different population sizes, densely populated to sparsely populated. There are many key powers in the Region. None stand out more than these five, Charm Lord, Magic Kingdom, Gradius, Trinity and Black X.

The vampiric-like Charm Lord and his court rule Facinaturu from Rootville. One of his many “princesses” escaped his castle centuries ago. As he scoured the Region in search of her an innocent bystander was run over by his carriage.

The Magic Kingdom and its great magical academy have for years turned out some of the best and brightest mages and magic users ever seen. However, underneath the facade of magical study, they truly seek to control it. They have recreated the ultimate being. One made of magic and split into two beings. Raised and trained by the academy, these beings are pawns in a larger game. By having both master different and opposing forms of magic and having a fight to the death whereupon

the loser is reabsorbed into the other can they master the rare and powerful life magic. Becoming a living god. Or at least that is what they hope will happen.

Gradius, a government funded organization made up of ex-criminals that hunt other more powerful and dangerous criminals. Their current objective to hunt for the thief and murderer Joker. They are willing to recruit anyone that can further their goals. There is more to this than meets the eye.

The criminal organization BlackX. Controlled by the enigmatic Boss X, Black X seeks to raise a powerfully enhanced interracial army to conquer the Region. This army is lead by the four emperors, a powerful mec named Metal Black, the monster Berva, the cyborg Shuzer, and the deceptive Cindy Campbell. Black X has it tendrils everywhere. It is rare that you don't stumble onto a cell of theirs.

Trinity is an equally power criminal organization. But unlike Black X that operate in cell with a complex hierarchy with Boss X at the top, Trinity has only one leader, Mondo. The organization as a whole works toward making Mondo the sole ruler of The Region. After taking over Wakatu, it has become Trinity base of power. It is from there Mondo will began his ambition.

Magic in The Region works on a system of opposition and gifts. A gift is an affinity for a particular style of magic. Through passing their trials and/or defeating their champions, this affinity may be earned by anyone. To gain a gift for a system of magic bars you from gaining the gift for its opposite. Light magic opposes Shadow magic. It is impossible to gain both. However, you can still learn commonly sold magic without a gift. Though do not expect to be mastering the highest tiers of power without the gift.

Want to go on a journey to become a master mage? Go ahead. Want to join a secret organization and hunt down dangerous criminals? Got you covered. Want to become a hero that use either magic, fist, or weapons to take down criminal organizations that operate with impunity and do what they want all the while being hunted by a secret organization because they view you as one of the criminals? Look no further. This jump has you covered in any story you want to create whether it is fantasy, science fiction or a blend of the two. You have

+1000 CP

Have Fun In The Region!!

**Age:** Roll 1d8 + 15 to find your starting age. You may keep your gender from the previous jump or pay 50cp to change your gender.

## **Location**

Roll one 1d8 or pay 100 CP to choose your starting location

### **1: Devin**

Devin a rustic region where foretelling is the dominant industry. It is here mages attempted the quest to obtain the gifts for either Rune or Arcane magic. There is a mixed population of monsters and humans. Both groups live in harmony.

### **2: Koorong**

Koorong is a lawless region that is the center for inter-regional travel. No matter what you do, you will come to this place at some point. Many tales of danger and mystery involving the Back Alleys of Koorong.

### **3: Facinaturu**

Facinaturu is the home to a heavy mystics population. Aside from mystics, there is a human population all that subservient to mystics. Facinaturu is one of the least advanced, as far as technology goes, regions. This is because of the mystics dislike technology of any kind. The Charm Lord Orlouge rules all Facinaturu. He rules with his court from the capital of Rootville.

### **4: Manhattan**

Manhattan is a futuristic floating city. It is overrun by technology and humans. While many citizens believes that it is the actual Manhattan, New York. The truth is it is the name the architect gave it. Expect to find humans and mecs here.

### **5: Scrap**

On Scrap, the building look like they belong in a western movie. Inside they look like something out of a sci-fi. Scrap is an accurate named. It is the home of a massive junkyard and salvage is the number one job. Many know this place for the junk shops.

### **6: Yorkland**

Yorkland is a large agricultural region. There are several huge tracts of fertile land. There are many tiny farms surrounding a large centralized farming town.

## **7: Wakatu**

Wakatu is a traditional land. Resembling feudal Japan in architecture and society. Wakatu is famous for its various schools of swordsmanship. Wakatu is under lockdown by The Region travel network unless you are traveling with a native. Ruled by Mondo and the Trinity organization.

## **8: Free Pick**

## **Races**

### **Humans**

Humans are the second most populous race in The Region. There are very few places where you can't find large populations of humans. They have made incredible advancements in technology. Such as space travel and robotic servants. They can use all weapons and use all forms of magic save for Mystic.

### **Mec**

Mecs are technological marvels of function and form are found everywhere. Many are mere servants to humans but there are those that are sentient.

### **Monster**

Monsters are the most populous race in The Region. They come in all forms. From weak slimes to monstrous dragons. There are two types of monsters. The feral ones that run around attacking at random. And sentient ones that interaction with other races. They use abilities learned from defeated feral monsters.

### **Mystic**

Mystics are mysterious and powerful entities ruled by the Lords. They dislike technology in all forms. Though it doesn't stop them from using it at times. Magic permeates their world. Gifted in magic usage. The most powerful among have risen up to take Lord Titles. Mystics, like monsters, come in many physical variations. They could be vampir-like or mermaid-like. They could any host of mythical creatures. Possessing the unique gift for Mystic Magic.

## **Backgrounds**

### **Drop-In**

You appeared in an inn on your starting location. You have no memories of this

world. You have no friends, contacts, or history in this world. No clue. Good luck!

### **Agent**

You were recruited by one of the many mysterious organizations that operate in The Region. To assist them in their mission. You have the full support of their entire operation as long as you are pursuing their goals. While you may pursue your own agenda, remember that the organization comes first. If it comes down to the mission or your agenda you better pursue the mission.

### **Mage**

You have spent your youth at the magical academy studying the finer points of magic. You are gifted in Realm Magic, the antithesis of Mystic Magic. After graduation, you attempt to master the gifts for other forms of magic. Problem is you won't be able to master them all.

### **Vagabond**

After some event you up and decided to go traveling. Where you don't know or care. The Region is vast and you have a lifetime to see as much of it as you can. Good thing there are people willing to transport you from place to place. In exchange for service or goods and not money because you are a flat broke.

### **Hero**

So something happened to you and you feel you need to take the law into your own hands. Good because the law enforcement in The Region is shit. Most lawmen can't tell their ass from a hole in the ground. You aren't bog down by laws, change of commands, or any of that shit. The only thing you answer to is your own moral code.

## **Skills**

### **General Perks**

#### **Gift: Mystic Magic Free/100CP**

The mystic blood in your veins is incredible. Not only do you have access to unique abilities such the powerful Mystic Sword but your very own school of magic. Mystic magic ranges from interesting effects protecting oneself from attacks, charming foes into attack each other, directly damaging foes, and casting illusions. Mystics receive this for free. While other races must pay 100CP for it. In

jump, this perk will not work for anyone but a mystic. Post jump, the perk works as intended. Because Mystic Magic opposes Realm Magic, it is impossible to have both. If you take the **Gift: Mystic Magic** you can't have **Gift: Realm Magic**.

### **Chop Shop Body Free/100CP**

You can mix and match parts and pieces to your body some weird cybernetic Frankenstein's Monster. Any object as long as it is mechanical in nature can be added and usable. Build yourself a powerful chassis for you to roll around in by combining pieces you find or create yourself. This perk is free for Mec but all other races must pay 100CP for it. Post jump, you lose the restriction on it are able to combine any object into your being.

### **Eureka! Free/100CP**

You randomly have flashes of insight that allow you to learn new skills and abilities. Though it is random, you have to be doing something related to that skill even if it is completely different skills. This perk is free for Humans but all other races must pay 100CP for it. Post jump, the randomness is lost and you can plan your learning out.

### **Shapeshifter Free/100CP**

Your flesh isn't locked into one form. You can take a multitude of monstrous forms. From lowly slime to mighty dragons. With practice you can mix and match parts of different monsters. This perk is free for Monsters but all other races must pay 100CP for it. Post jump, you can shapeshift into any creature or object you wish.

### **Drop-In**

All listed perks are discounted by half for the Drop-In origin. Drop-Ins receive the perk **Affinity** for free.

### **Affinity 100CP**

You have a natural affinity for a particular in setting race. You find it easier to interact with them versus other races. While it would take some time and commitment it is possible to be considered a true friend. This doesn't have to be your race. A monster could have an affinity for Mecs or a human an affinity for mystics. Post jump, if there racial options, choose one to have an affinity for.

### **Engineering 200CP**

You are capable of creating technological marvels. Masterpieces of form and functions. While in any setting, you create machines out of ordinary common materials. If in a jungle setting you can create wooden automations for example. If you have a robotic form you can update, replace or repair any part of your form. Something in setting destroyed your arms there is a stone deposit make a new one. The quantity and quality of the machine vary but they will do in a pinch.

### **Cannibalize 400CP**

You monster...sort of. With this skill you can destroy and devour any feral monster to gain access to only two of their skills and one monster at a time. If you consume another you will have to give up the older skills. Or you “consume” any mec programming and gain access to their blueprints, any software updates or drivers they possess, or any non-encrypted information. Post jump, the restriction on capacity is lifted and you are able to hold as many skills as you like.

### **Free Jump System 600CP**

Are you ready for that big battle coming up? What you are going fishing instead? What the!! When you are one of the key players (commanding general, king, party leader, etc) in the event. You can ‘postpone’ things while you go often and complete side quests or additional objectives. This event will be paused temporarily. Pause only one key events that you are again a key player in. This only works for a small window allowing you to perform one maybe two small tasks (such a quick fetch quest or a loyalty mission) most. Any more and everything will resume with or without you present. Non-Drop-Ins can purchase this skill but must have Gift:Time Magic to take this skill in jump. Post jump the perk works as intended.

### **Agent**

All perks listed are discounted by half for the Agent origin. Agents receive the perk **Contacts** for free.

### **Contacts 100CP**

During your investigation you will need two things allies and information. While the organization will provide allies, you will need to get the information. Luckily you have connections. These men and women usually have their ears to the ground and can provide you with clues.

### **Deep Cover Assignments 200CP**

Who are you again? Oh right the new guy. It is that you look like this one dude that comes snooping around. You have a knack for deep cover assignments. You are so good that people generally believe whatever you tell them when you are in disguised. It isn't foolproof. Attempt to pass yourself off as Bob in HR to Rebecca who knows Bob and the jig is up. Attempting to pass yourself off as a new hire to the hiring official and it is over. And magic will see through you too.

### **Escape Artist 400CP**

How did you escape that derelict ship? As a matter of fact, how did you escape that burning building? You have a knack for escaping impossible situations. Almost as if Fate conspires to give you an out. Lucky bastard.

### **Gun Blessed 600CP**

Tricks shots. Impossible to hit targets. Longer ranges than your gun can fire. You can do it and show much more. Honestly, with any firearm you are a wizard. Any firearm you are using counts as a magical weapon. If an enemy is immune to physical damage and all you have is your service pistol. You can defeat that foe.

### **Mage**

All perks listed are discounted by half for the Mage origin. Mages receive the perk **Gift: Realm Magic** for free.

### **Gift: Realm Magic 100CP**

Thanks to studying at the Magical Kingdom, you have the unique insight to understanding Realm Magic. While anyone can learn spells from this school, you possess the gift for it. Allowing access to some of the unique properties of this school. Realm magic is the magic of the region itself. The land itself will bend to your whims. It also allows inter-regional travel without the need of a ship. Because Realm Magic opposes to Mystic Magic, it is impossible to have both. If you take the **Gift: Realm Magic** you can't have **Gift: Mystic Magic**.

### **Gift: Arcane Magic 200CP**

By drawing on the power in the tarot, arcane magic has some powerful and unique powers. There are over 72+ different effects possible. Many mages prefer the versatility of building a deck using many different cards. Or even the same card or cards. Unlike other magic, Arcane magic doesn't draw from your internal magical reserves. Instead, Arcane magic pulls from magic native to The Region itself. Because Arcane Magic opposes to Rune Magic, it is impossible to have both. If



you take the **Gift: Arcane Magic** you can't have **Gift: Rune Magic**.

#### **Gift: Rune Magic 200CP**

By etching ancient runes on various materials or objects, mages can imbue different effects. Wanting an eternal sharp sword? Carve the rune for sharp in the blade. Lightning? Carve lightning on it. Rune magic can also be used to ward against things. To learn more powerful and complex runes, one will have go traveling to old ruins or places of ancient power. With study and practice one could wield a butter knife against dragons and win. With a little initial investment of energy, runes become self sustaining. Because Rune Magic opposes to Arcane Magic, it is impossible to have both. If you take the **Gift: Rune Magic** you can't have **Gift: Arcane Magic**.

#### **Gift: Light Magic 400CP**

By drawing on the very light of the sun and the power of goodness, Light Magic allows a wide range of powers. From healing with divine light to attacking blazing heat. Illuminating a dark path to helping plants grow. There is very little the Light magic in the right hands can not do. Light magic can also empower allies with renewed vigor. Or destroy illusions caused by shadow magic. Because Light Magic opposes to Shadow Magic, it is impossible to have both. If you take the **Gift: Light Magic** you can't have **Gift: Shadow Magic**.

#### **Gift: Shadow Magic 400CP**

If the shadow is the opposite of light. Then shadow magic does the opposite of light magic. With Shadow Magic one can weaken their enemies and assault them with bout of cold and withering pain. Cast a darkness that would blind everyone. Summon up powerful illusions to cause foes to doubt themselves. Because Shadow Magic opposes to Light Magic, it is impossible to have both. If you take the **Gift: Shadow Magic** you can't have **Gift: Light Magic**.

#### **Gift: Time Magic 600CP**

Time magic!!! Want to slow down your foes? Time Magic!!! Want to hasten your friends? Time Magic!! Want to age a creature a hundred years? Time Magic!! Return to your teen years? Time Magic!! Get your gift of time magic today. Warning: Time Magic can't time travel. Nor can the combination of time magic and realm magic. One can't not redo events or predict events with Time magic. Because Time Magic opposes Space Magic, it is impossible to have both. If you take the **Gift: Time Magic** you can't have **Gift: Space Magic**.

### **Gift: Space Magic 600CP**

Space magic controls three fundamental forces; gravity, velocity and dimension. With Space magic one could take a grain of sand and turn into a bullet. Take a rock and it weighs as much a boulder. Turn a hallway inside a two story house into the length of a city block. There is a limit. One can't make an object heavier than it size will support. Sand can become as heavy as rock even a person but never as heavy as a boulder. The human body can only handle so many newtons of pressure before they are crushed. Object can become as fast as bullets not as fast light. While turning a two story house into mansion or adding another three stories is doable. Creating a planet in inside the same house is crazy. Because Space Magic opposes Time Magic, it is impossible to have both. If you take the **Gift: Space Magic** you can't have **Gift: Time Magic**.

### **Vagabond**

All perks listed are discounted by half for the Vagabond origin. Vagabonds receive the perk **Bards Will Travel** for free.

### **Bards Will Travel 100 CP**

Everyone loves a good story. And Bards all have good stories. Whether you are performing a show, singing, playing an instrument or reciting a poem. Whatever you do, you do it well enough that people will compensate you somehow. Whether it is performing at an inn in exchange for a free room for the night. Or entertaining a lord's court for money. Well it doesn't confer fame or notoriety people will know you on sight.

### **Friends In Many Places 200 CP**

Sometimes you can't help pissing off the wrong people. Like nobles and those with authority. These people usually have ways to get revenge. Like imprisoning you or ruining your life. Luck for you have friends. Friends are willing to help you out. They are usually mere servants or commoners. While they are willing to help by giving you a heads up about a trap, slipping you a key to the cell, or hide you in their home from pursuers. They will not risk their or their family's safety or life for you. At the first sign of that level of danger they will put you out, turn you in or whatever to ensure their safety.

### **Lost and Found...Sorta 400 CP**

You lost that one of a kind item. No worry. With Lost and Found...Sorta you can receive an exact duplicate almost instantly. The duplicate functions exactly like the

original. However there are a few caveats. The objects must be truly lost. Not borrowed or misplaced. LOST! At the bottom of the ocean, on the moon and stolen by a thief. Something to count as lost. It can't be any item bought with CP. The moment you find the original the duplicate is destroyed. Finally, if the original is destroyed for any reason the duplicate becomes the original. Post jump, it loses the restriction on items bought with CP.

### **Wanderlust 600CP**

Through a rare and unique application of time and space magic, you are able to open to travel down magic road. This road bends time and space to connects the different worlds of the Region together. To use this power you must first desire to leave your current world and simply start down any road for the magic to begin. Once on this road to you it will appear as if you are still traveling down the same stretch of road as before. But you will notice the stars in the heavens seem bigger or brighter. The road will change to different terrain after a few days of traveling. There are rest stops and small towns that blend the feel of both worlds together. There road signs that point your way. They read days before reaching your destination or the next rest stop. Rest stops have basic supplies while towns have things like repair shops. Any traveling companions can follow you when you use this power. Trips take between 2 to 7 days to complete depending on distance. Travelling to a whole another star system will take weeks. Post jump it can connect many worlds even star system. Post-spark it can connect jumps.

### **Hero**

All perks listed are discounted by half for the Hero origin. Hero receive the perk **Blessings of the Hero** for free.

### **Blessings of the Hero 100CP**

From the great wellsprings of the Land of Heroes, you have been endowed with powers of a legendary hero. Because of that you have a magical costume that appears whenever you enter combat situations. This costume is damage resistant and grants you immunity to extreme temperatures and weather as well as atmospheric hazards like poison clouds or the vacuum of space.

### **The Brightfist 200CP**

Combining the power of light magic and various punches to create what is known as the Brightfist. This style is for the true heroes of light. One can empower allies and devastate foes with burning fist. Each attack is powered by light magic and is considered magic in nature. Additionally, it confers a blindly aura of light.

Allowing one appear far more impressive, majestic, or heroic to onlookers. Heroes may ignore this requirement.

### **The Shadowkicks 400CP**

Combining the powers of shadow magic and various kicks to create the style Shadowkicks. This is the style of stealthy heroes. Unlike Brightfist that empowers, Shadowkicks weaken foes with deceptively weak attacks. Each attack is powered by shadow magic and is considered magic in nature. Additionally, it confer a swirly aura of darkness around the user. Users can choose to look more intimidating, frightening or vengeful. As awhile as blend into any shadow or dark patch large enough to fit a human. You can't be detected by any means short of magical scrying or the most advanced and sophisticated tracking technology.

### **The BrightSword 600CP**

Though more associated with Mystic Sword than anything, BrightSword is one of the most powerful weapons in a Hero's arsenal. It can counter a mystic sword. It can reflect both light and shadow magic. It can cleave through the strongest illusion. A hero can draw in ambient energy to cause an explosion. Users are also granted Xth form by using the Bright Sword. By absorbing ambient energy you can increase your size and power times x. X being your overall storage capacity for energy. Post-jump you can use any energy source to power your Xth form.

## **Items**

### **The Cygnus 100CP**

You are the proud owner of a passenger transport. While in jump, it can fare you for free anywhere you like. It will bring in about 3000 dollars a month. It can be upgraded with out of jump technology to improve it carrying capacity, add offensive or defensive systems, or any number of functions. Post jump, it takes a form closely related to the setting but will keep it planetary traveling capabilities. It will have a shortage of passengers.

### **Baccarat 600CP**

Somehow you own one of the largest casinos in the multiverse. This casino is the size of a planet. They host every game in that exist. You bring in a \$100,000,000,000,000 of the local currency a year. (Deductions such as salaries, maintenance and overhead are already taken out.) Post jump this appears somewhere in the stellar neighborhood next the planet of your jump. You can travel there via a portal just like you warehouse. The casino always have patrons

and will self-upgrade permanently with the local games and employees to run those games.

You can customize themes of your casino(s) or open several WAY SMALLER casinos that cater to specific games. If you do this option you will find people from the games world will frequent your casino post jump. (Don't ask how they got there you head will explode.)

You cut of the profits will be transferred to the jump appropriate version of bank account in your name. If no such banking system exist in your current jump or you don't want it to be deposited into an account, you can choose to either have it all transferred to your warehouse or deposited into a vault into the casino that you, and only you have access to. From inside said vault you can distribute it as you like, across multiple accounts or etc. You never have to worry about this vault being under attack.

You may be called on to defend this place from time to time. And once a month you have sit through an hour long boring board meeting. While they can't oust you they will voice their displeasure at either your inaction if you fail to defend it, if you skip meetings or a late. If you fail to defend it expect to receive only a tenth of your profits. (Repairs, premature death plans packages, comping patrons to not sue, bribing governments, counseling sessions for survivors hostage negotiator, ten week vacations for the board on the very expensive interstellar cruises. Your standard casino assault stuff.) You can give yourself a bonus if you successfully defend it. Oh and the board will cut you some slack for sometime after.

I bet you can't wait to get into this jump and take in cash. Just one tiny problem. This doesn't take effect until after you leave this jump. The mysterious organization Trinity has this place under their control. Lucky for you a month before you are to choose between leaving, staying or going home the owner names you his successor and Trinity disband for equally mysterious reasons. (It was Red going Alkaizer on their asses.) Leaving you the sole owner. Or you can oust them yourself. Just a food for thought. Lucky bastard.

The people that attack your casino range from idiots sore about losing their life savings to clandestine interstellar criminals and criminal ring looking get their beaks wet. Even foes you defeated in the past might show looking for revenge and to cause problems. Luckily it only happens once every few months. And if it hasn't happened in awhile expect a shitstorm when it does.

**Despair 300CP (Discounted Agents)**

You are now the warden of one of the most dangerous prisons in all reality. Some of the most dangerous criminals will be housed behind your bars. You will receive a stipend for each criminal you house from their reality of origin.

The prison is automated with guards from across the multiverse. You can choose whether you accept criminals from each jump. You will be aware of their sentence and how to best reform them into productive members of society. You can choose whether you release them prematurely, at the end of their sentence or never. You can house defeated foes in here as well.

Occasionally, there will be prison breaks or riots needing your attention. You can choose whether to hunt the criminals down or not. Prison breaks will unleash criminals in your current jump. Failing to hunt and recapture escapees will cause them to become apart of the jump settings post-spark. Plus you lose the stipend they provided. Your prison can be anchored to physical location in the jump's setting, attached to your warehouse or kept in an extra dimensional separate from the warehouse connected via a single heavily secured portal.

**Lordly Title 200CP (Mystic Only)**

In the Region, the most powerful mystics are called Lords. They are immensely powerful and control regions through fear and awe in equal measure. With this you are granted equal standing as the other Mystic Lords. Lesser beings instinctively recognize your majesty and are inclined to be obedient to you. You are granted a portion of the region to rule. You can choose how your court is comprised of and whom. Post-jump, your lordly mien effects any creature or person that could be considered beneath you were it is social standing, hierarchical structure or racially.

**Map of The Region 400CP (Discounted for Mages)**

While not necessary a physical map, it allows instant teleportation for you. However, it only does locations you have been to previously. In jump it will only take you to different regions and will drop you off at the local space port. Post Jump this can be refined down. As long as you have been there you can teleport to that location. Post Spark you can return to previous jumps.

**Companions**

### **Import Companion 200CP**

You can import one of your companions here. They gain a race, an origin and 500CP to spend on things.

### **Canon Companion 200CP**

Is there someone that check your eye and you want as a full time companion? Fine I guess it won't fuck up the reality of the Region to much. Just take care of them. And make sure they eat properly. Oh here take 500CP and buy them something nice.

### **Create Spouse 200CP**

Create a faithful companion and lover. They will always have your best interest at heart. Their personalities will always complement your own unless you choose otherwise. You can choose a race and a background for them. And use 500CP to buy them perks and abilities.

### **Standardized Mec 100CP (Discounted for Mecs and Humans)**

You are the proud owner of a standard Mec. This Mec's primary function is domestic duties but does have some combat capabilities. It has rudimentary intelligence but can be upgraded to full sentience at anytime. Will always be loyal to you.

### **Military Grade Mec 300CP (Discounted for Mecs and Humans)**

You are the proud owner of a military grade mec. They are combat only and will go great lengths to complete objectives. They have higher more complex intelligence to carry out complex orders. They can be upgraded to full sentience. Will always be completely loyal.

### **Pet Monster 200CP (Discounted for Monsters and Mystics)**

You are the proud owner of a pet monster. They are large, loving, and loyal to you. They are as intelligent as dogs. Depending on the species you get will determine if they will fight with you or flee at trouble reappearing when the coast is clear. Any feral monster is pickable.

### **Human Servant 200CP (Discounted for Humans and Mystics)**

You must be rich or from a region that allow slaves. Whatever it is you have human servant. Their amount of loyalty to you is up to you. If you are a cruel master/boss then they aren't as loyal and will flee at the most inopportune moment for you. If you have been a kind master/boss they willingly forfeit their lives for

yours.

### **Mystic Ally 300CP (Discounted for Mystics and Monsters)**

So you like to hang around these types. I am not judging. Just watch your back. Mystics are fickle beasts. I guess as long as your goals align you are good. Mystic are combat ready and will fight at your side. Largely independent they come with Mystic magic and are willing to teach you a few spells...never mystic sword.

## **Drawbacks**

### **Code of the Hero\* 200CP**

You are bound by the hero's code to lead a selfless life and uphold the tenets of justice under pain of death. If you use your power for selfish or self-serving reasons or against the innocent or weak you find all of your hero powers don't work. Not only that despite not being a hero, all the hero restrictions apply to you.

### **Forbidden Knowledge\* 300CP**

Whether you are non-mystic with the Gift: Mystic Magic, non-mage with Gift: Realm Magic, non-hero with hero skills and have taken the Code of The Hero or have Gift: Evil Magic, you have forbidden knowledge and there are many factions that will kill for that knowledge and there is an equal number of factions that will kill you outright for having that knowledge. If you are ever found out, you will become a target.

### **A Lordly Foe 200CP**

For some odd reason, you have made foes of an enemy of one of the Lords. They will stop at nothing to destroy you, capture you or both. They will send progressively strong agents to attack you. If they can't capture you, they will destroy you. Eventually they will attack you themselves.

### **+All Lordly Foes 200CP**

Just wow. You pissed off all the mystic lords. And they are all gunning for you. Luckily, their general loathing for their fellow lords keeps them from teaming up on you. You could even turn their agents against one another by exploiting their lord's desire to claim dominance over his peers by having your skull as a trophy.

### **+Kid Gloves Are Off 200CP**

Don't expect progressively difficult increasing foes. The kid gloves are off and they are hurling their best at you.



### **+United We Triumph 200CP**

You are amazingly fucked. All the mystic lords have decided for whatever reason to pool their power together and take you on. Nice knowing you kid.

### **Prejudice 100CP**

You have a particularly dim view on a specific race or origin. You can't stand them. While you will use them to serve your purpose or advance your goals but you won't have them over for dinner or let them into your personal space.

### **Hatred 200CP**

The general feeling of the Region is that your race or origin is shit. Everyone looks down on you for some reason of the other. While they will not openly state it, you know. Some while barely tolerate you. Others will be openly hostile and belligerent. You will find few allies among outsiders.

### **The Accident 300CP**

Something happened to you. You were run over by the Charm Lord's carriage. He felt sorry for you as you were just minding your business. He used a portion of his blood to heal you. You are now a hybrid mystic. You have Gift: Mystic Magic but you lose it post-jump. Blessing right? WRONG!! First off you now have to spend the entire of your jump running from The Charm Lord's servants. No matter where you run he will find you. (Even in the edges of the universe in uncharted section of space on an asteroid hidden in the shadow a super black hole.) Secondly you now have all of the Mystic restriction. Third any friends, allies from your past have mourned you as dead and your sudden appearance is met with hatred and scorn. Lastly, you feel a strong pull to embrace your mystic side fully. Even to the detriment of your other half. Mystic Origins don't benefit from taking this drawback.

### **Worst (Insert Origin) Ever 400CP**

You suck. Seriously, you are for some kind of stupid. By far the worst at what you do. How did you fail your introduction classes? It was social promotions right? I bet it was. You don't get your first class skill for free. And can't use your class's last skill. At least until you jump again.

### **+Bottom of Barrel 100CP**

In addition, you no longer get discounts.

### **Rough Division (100CP)**

Upon entering this jump, you find yourself staring down a doppelganger. They are the complete and utter opposite of you. If you have blond hair they are brunettes. Blues eyes...green eyes. You get the idea. At some point in the jump you will have to face your doppelganger. Your doppelganger has all the perks and items you have acquired this jump. If you have magic traditions, they will possess the opposite.

### **+Imperfect Division(200CP)**

This division was imperfect and it has left gaping holes in your memories. While you will retain your powers from previous jumps, you have no idea how you acquired them. While your companions still maintain their memories, you will find it hard and more often impossible to believe. That is until you merge with your Doppelganger. At that point you will get all of them back.

### **+Long Division (300CP)**

Not only does your doppelganger have access to half of your outjump powers, abilities, perks, items, and companions. You for the duration of the jump lose access to them. You get them all back after the two of you merge. Be warned, the longer you put off this encounter the more time your doppelganger has to master his new abilities. Taken alongside Once Divided Must Unite can end up turning this perk into a chain breaker.

### **+Once Divided Must Unite (300CP)**

This battle must take place. This is a condition of leaving the jump. If you don't you will remain here until you do. Your doppelganger will attempt to prolong this encounter as long as possible. Taken alongside Long Division can end up turning this perk into a chain breaker.

### **Escape From Despair 200CP**

Despair is large multi-leveled one of the most dangerous prisons in the entire Region. Only the worst offenders get sent there. Currently there is a prisoner serving out a million year sentence. The warden is an interesting person to say the least. You are currently doing a four year sentence here. You don't have access you anything you purchase in this jump until you escape or are released.

### **+Ten Year Sentence 100CP**

You are going to spend the rest of your time here in Despair. No pun intended. You can not escape. All avenues that was available to you are cutoff. And even if you do you will be captured instantly. Good luck.

### **+Confiscated 100CP**

All your items and perks have been confiscated by order of Warden Jump-Chan. As long as you are here, nothing working. Luckily, your companions are here with you. Sadly, they are in the same boat as you. Though it you can find a way to get to the Contraband Room and find your locker. Oops I said too much.

### **+Million Year Sentence 300CP**

You have been sentenced to a million years and you are going to serve all million of those years. Hope you have immortality or long life perks. You are going to need them. Remember your exit date is pushed back to a million years. Even with your powers intact something bars you from leaving Despair. No how much you search will never find a means to escape. At least you can get visitors and who knows after a thousand years, you can put in for the job of Warden.

### **In With A Bad Crowd 100CP**

You are a member of Trinity X. You are high enough in the organization to be actively hunted by Gradius and other law enforcement agencies but not high enough to be a decision maker in the organization. Who knows if enough of your superiors get pinched or disappear you could get a promotion.

### **Behavioral Logic 200CP**

Whether because of faulty or degrading programming or head trauma, you are easy to predict as you will have limited range of responses to situations. Enemies can and will often exploit this weakness they figure you out.

After Ten Years.....

Stay In The Region

You are welcome to stay and carve out a future in the Region...

Go Home

Well it has been fun. I doubt we will meet again...take care of yourself.

Move Along

You are leaving me? It is another jump isn't it? Fine go...I don't love you anymore.....not going to \*waaaaaahhhhh\*

Notes

Eureka!

Example you can learn how to crab by constantly going fishing and vice versa.

Though they are two completely different skill sets they are related. You can learn to chemistry by knowing how to bake (Any who gets the reference is as old as fuck).

Map of The Region

Post Jump you can teleport to your grandma's house on earth or junkyard at the edge of town on Proxima Centauri as long as you have been there before.