SinGod/Luciano'sLogic Excellent Adventure

An OC jumpdoc by AzureKnight_mx

What started as an ordinary day for Luciano takes a bizarre and unexpected turn. Just as he steps outside his home, an unseen force—or perhaps an unfathomable entity—**yanks him out of reality itself**. Spiraling through the unknown, he is hurled into a world unlike anything he's ever seen.

Here, **robots casually stroll the streets**, **magical girls double as both top idols and wanted criminals**, and **lewd monster girls prowl in search of rare males (or females—we don't judge) to abduct for their own… questionable purposes**.

But Luciano's arrival is not mere coincidence. On this very day, **Anakthakon, the dread necromancer**, prepares to **invert the Wheel of Life**—a ritual so dark that, if completed, will unravel the natural order itself, plunging the world into an endless abyss where death and life are twisted beyond recognition.

Thrown into this strange new world, Luciano must decide—will he carve out his own path, or will destiny force him to stand against the rising tide of darkness?

You receive +1000 Luciano Points (LP) to begin this adventure.

Yea, that is Luciano, a true Adonis and exemplar of humanity. And you can now be like that too. This is a 100% true representation of how he looks, completely fiat backed.

Origins

In this jump there is but one Origin: Luciano the Jumper, which will become part of your bodymod at the end of this jump:

- **Luciano the Jumper**: A normal guy from your own Earth, he is a cool man that likes to write many strange documents online. Everyone seems to like him, who wouldn't want to be like him?

Perks

Sorry broskis, no discounts for perks this time. You'll have to pay full prices for any perks you'd like, since they are awesome and in high demand.

Be like Luciano (Free and required for this jump)

What do you mean you don't have a perfect body, with a peak genetic potential for your species? Now you have it. Top tier strength, great looks, never sick unless its ebola or something, and equipped with the best humanity can offer (you know what), now you have it.

Suavemente (100 LP)

You got the **moves**! Whether it's the way you speak, the way you walk, or even the way you casually run a hand through your hair as the wind catches just right—**people notice.** Goosebumps? Guaranteed. Stares? Unavoidable. You don't just exist in the room; you **command it**. Every action you take is effortlessly smooth, packed with **suavemente and undeniable swag.** The ladies, the guys—hell, **everyone**—can't help but look. You are the **most** suave thing in town, and they **know** it. If your looks weren't already **10/10** from being Luciano, this perk would push them straight into that level**.** They have no choice, for they are witnessing a King's revival upon them.

Mad Skills (100 LP)

You've got **mad skills**—and in **any** hobby you pursue, you don't just participate—you **dominate.** Whether you're a **jump master, a master builder, a martial arts fanatic** fluent in every move from ancient scrolls to modern techniques, or something entirely unique, this perk guarantees you **absolute perfection** in your craft. You effortlessly create, perform, and succeed, no matter how complex the task. On top of that, you gain a **10x multiplier to training, learning, understanding, and the growth of any skill, ability, or power you possess**. What does this mean? It means **you don't just improve—you evolve.**

Lore Master (200 LP)

Knowledge comes in the strangest ways. You seem to have a **vast repository of obscure and esoteric lore**—the kind that would leave most people baffled, wondering how you even know such things. This perk grants you the **instinctive knowledge of deep lore** across different settings, including obscure **Warhammer trivia**, hidden secrets of the **Troyverse**, and countless other universes.

Even across different jumps, you possess an uncanny awareness of **lore that is not widely known or considered secret**, though it's **not quite perfect**—there are still gaps and mysteries. How does this work? You don't really know. But when the time comes, the knowledge is **just there**, ready for you to use.

CYOA (200 LP)

Oh? Now this is a **powerful ability**, Luciano. Like any **Jumper**, you have the **freedom to choose**, but yours is **better**—because reasons.

This perk grants you an **intuitive awareness of branching choices** and their **potential consequences**—almost like predicting the future **without actually predicting it**. It bypasses **anti-divination, anti-precognition, and other predictive countermeasures**, making it impossible for others to block or manipulate your decision-making process. No matter how many layers of **precog immunity** someone has, your insight remains **untouched**.

Additionally, should you ever encounter a **Choose Your Own Adventure (CYOA) scenario**, you'll receive **double the points** to make your selections. However, be warned—**Jumpchain is its own beast**. While it may have originated from CYOAs, **this perk won't break the rules of Jumpchain mechanics**… so don't get too excited.

I'm not a Lewd Person (400 LP) (NSFW)

Would you believe the man himself actually said that? I wouldn't either, but here we are. With this perk, everyone will see you as an upstanding, normal individual—totally trustworthy, absolutely innocent. But should the mood strike, you can **alter the tone of a jump** to something… a bit more adult. Characters will become more open-minded, free-spirited, and suddenly, scenarios from my *Chinese cartoons* might start happening. Yes, even *that* one that involves getting stuck in a washing machine.

A single thought can revert everything back to normal, though those who indulged will **remember every detail**—possibly with a mix of nostalgia and existential horror. You monster.

(By the way, this is a SFW jump. Don't start changing my OC characters® into something lewd.)

I swear I was born at Sorothustra (400 LP)

Did you know there's a planet somewhere teeming with **insanely powerful mages** capable of throwing around **planet-level magic**? I didn't either, but the man swears it's where he comes from.

While this perk **won't** grant you the godlike powers of those legendary sorcerers (you'll need to visit that jump for that), it does give you **immense magical talent**. Spirits love you, elves find your magic intoxicating, and your raw magical might is enough to **flatten entire buildings**. Of course, you'll still need to **learn to control it**, unless you enjoy turning your surroundings into smoldering craters.

Oh, and fair warning: if the **Elven Queen** catches your scent, she's going to want you—badly. **She doesn't take 'no' for an answer.** Whether she wants a **king** or another **queen** is up to her mood, but one thing's for sure—**you're not leaving unclaimed.**

The Last of the Omeg…. Alpha Lords (600 LP)

It seems Luciano wasn't who he thought he was. He is the last remnant of a **long-lost lineage—beings of staggering power**, each carrying a fragment of something beyond mortal comprehension. He is an **Alpha Lord**, the pinnacle of existence, the apex of supremacy.

As an Alpha Lord, **any contest—be it a clash of perks, powers, or abilities—will always tilt in your favor when pitted against an equal force**. Even absolutes must bow before you. If a rule states something is unchangeable, you change it. If a battle is supposed to be unwinnable, you win it.

But that's not all. **This unshackles your suavemente**, allowing you to transcend the mere 10/10 and push past the very notion of limits. Your sheer presence and charisma will leave mortals having to roll for their sanity, unable to process the perfection before them—unless, of course, you decide to toggle this effect off.

And since we're already breaking boundaries, let's shatter them completely—**this perk also acts as an uncapper**, lifting all artificial ceilings on levels, skills, powers, perks, and attributes, allowing you to improve them infinitely. There is no "maximum" anymore. There is only **you**.

Who needs others when you have me (600 LP)

You're already amazing, that much is clear. But let's face it—sometimes, the journey is more fun with others.

With this perk, **all limits on the number of companions you can take into a jump are erased.** No more "maximum of eight" nonsense—if you want to collect every single companion like Pokémon, now's your chance. Swarm your enemies with hundreds, thousands, or more, a tidal wave of allies bound to you across reality.

But maybe you're the other kind—the "one companion only" type. If so, this perk offers something tailored just for you: **Instead of removing the companion limit, you can choose to keep it, and in return, one imported companion will receive 1,000 CP, with full access to the same choices and stipends you were offered—except for companions, drawbacks, and scenarios**.

Oh, and before you get any ideas—this perk cannot be shared, granted, or otherwise acquired by your companions. After all, **there's only one Luciano**. How could it possibly work for anyone else?

Items

There's only one set of items, and just like in Diablo 2 they offer set effects. Too bad, there are no discounts here either!

The Instrument of the Maestro (100 LP)

Have you heard the legends? How he crafts **jumps at impossible speeds**—one, maybe even two per day? Some whisper that he sold his soul to a demon; others suspect a hidden **third hand** beneath his shirt. But the truth? A **brilliant mind**—and this **extraordinary machine**.

A **top-of-the-line, self-updating, and self-repairing computer**, eternally connected to the **internet** with **unlimited power supply**. This technological marvel enhances your **creative efficiency**, allowing you to complete projects **at least four times faster** than any ordinary computer. It comes preloaded with the **best operating system** available and a **full suite of professional software** for every imaginable creative endeavor.

There's even a **mysterious folder** named **"free pics"** that someone forgot to lock. Best not to **snoop around**—especially with company.

Exclusive Jump Maker's Membership (200 LP)

An **all-access pass** to any organization, institution, or elite group in existence—universities, secret societies, high-security government buildings, Mar-a-Lago, the Queen's Castle, even the darkest corners of the web. With this membership, you are always **welcomed as one of their own**, bypassing entry fees, background checks, and needless bureaucracy.

This is an **exclusive privilege**, available **only to true Jump Makers**—but let's be honest, if you've created over **100 jumpdocs** like **Luciano**, you'd **earn this for free**.

Luciano's Car from the 1st page of the Jump (400 LP)

A true masterpiece of engineering, this is no ordinary car—it is **Luciano's car**, the ultimate ride for a true legend. Need to get from point A to point B? This baby will get you there in style. **Totaled? No problem.** It self-repairs in minutes, good as new. Fuel? Who needs it? This machine runs on sheer greatness. And speed? **800 miles per hour**—because ordinary cars obey the laws of physics, but **Luciano's car laughs at them**.

Everywhere you go, **heads will turn**. The cool kids will nod in approval, the villains will secretly want a ride, and even those with mechs, dragons, or divine chariots will know—**you are the one to envy.**

Oh, and one more thing—**while you're driving, you'll never be hit.** Bullets? Lasers? Magic? Dragon breath? **They all miss.** Some say it's an **absolute miracle**, others claim **plot armor**, but one thing is certain—**this car refuses to let its driver be anything less than legendary.**

Really? What the hell? Might as well take this to Generic OP Protagonist or something like that.

The Light of Terra (600 LP)

Oh, you thought I was giving you *the* **Light of Terra**? **No way.** That thing is insane. Instead, I present to you: **a miniature version**—a **three-man-sized spaceship** that **looks** like the legendary Warhammer 40k vessel, but at a fraction of the size (and sanity).

But don't let its size fool you. This ship packs **genuine** Warhammer 40k weaponry, because **why wouldn't it?** It can **outmaneuver and obliterate anything of its size and below**, and if you're daring enough, it might even take on ships up to **five times** its class.

And that's not all. Included is a **small trinket** labeled **"Break me in case of emergency"**—the **Not-Deadlight**. What does it do? No one knows for sure. But hey, what's life without a little **mystery**? All you need to know is that I made sure that this item is as awesome as those 600 LP perks.

Companions

A Cute, Sexy, and Absolutely Ride-or-Die Companion (100 LP)

What's a grand adventure without someone to share it with? By taking this, you guarantee that in this jump, you'll meet **someone truly exceptional**—a person beyond anything you could have encountered otherwise. **Compatibility? Off the charts. Chemistry? Through the roof.** But perfection? Nope, and that's what makes it so **damn perfect**.

They'll challenge you, support you, sometimes be your **best friend**, sometimes your **rival**, and—if you choose to pursue it—**something much more**. This isn't just a companion; this is **your person**, the one who will be by your side in any setting, through any journey, in ways no mere canon companion could ever hope to match.

Canon companions from other jumps, get rekt.

Your Friend, AzureKnight (1,000 LP)

Wait, **you're bringing me along**? **Me?** The **second most awesome guy** in the universe? Wow, I'm touched. No, really. I didn't think you'd actually do it.

So, what do I bring to the table? Eh, not much. Just some **random perks from jumps I've written** (have you read them? You should). Other than that, I'm just your **average, friendly neighborhood human**—sometimes granting **wishes**, sometimes **sending people on chains**, and on rare occasions, flexing my **godlike power** to create **jumpdocs**, just like this one.

[Comes with a Nintendo Seal of Quality]

Scenarios

Scenario 01: Luciano, it's time to save the WORLD

What? You were expecting a **slow build-up** across **40+ scenarios**? No time for that—**AWESOMENESS** waits for no one. It's been a few days since you **jumped in**, and things are already spiraling out of control.

Since arriving, you've met a **wild cast of allies and rivals**—friends bound by fate, enemies hellbent on destruction, and **at least one ridiculously attractive nemesis** who seems **a little too invested** in stopping you. The cause? The **dark ritual** of **Anakthakon**, a **necromancer of unspeakable power**, whose goal is nothing short of **erasing all life** from existence.

Expect the unexpected. Explosions. **Car chases.** Even more explosions. **Enemy guilds, shadow organizations, and an entire nation's army** standing against you. Every step you take brings you closer to unraveling Anakthakon's **terrifying plan**, but the more you uncover, the clearer it becomes—**stopping him won't be easy**.

Just before the **final battle**, something unexpected happens. A **strikingly beautiful Lamia monster girl** appears before you. Her presence radiates conflict—**Anakthakon's daughter** stands in your path, but not to fight. She **pleads** with you to surrender. She has fallen for you, torn between her love for her father and the undeniable pull toward you, but in the end should you not find a way to convince her, she will stand to protect her father. Can you find a solution to this dilemma, one that a true man like yourself would achieve?

She may hold the key to defeating Anakthakon. Because make no mistake, the necromancer is **no mere villain**—he is the kind of guy who breaks fate itself, the kind who doesn't just **lose and fade away, perfectly capable of breaking the Deadlight and having a chance of winning against Orikan**. If you fail to find his weakness, **he might just win**.

The world is at stake, Luciano. **What will you do?**

Scenario Rewards (+1000 LP)

You've done it! You have stopped the evil machinations of Anakthakon, stopped the ritual and brought peace to the world. What do you mean you still had at least two years until the ritual finished? I didn't rush you, it's just that why wait when you can set everything right from the get go. Now you have your full time to explore this weird world, make some friends, and keep being the awesome we know you are.

Drawbacks

Supplement Mode (Free): This jump can function as a supplement, merging with another jump. CP from both jumps remains independent.

Extended Stay (+100 LP): Need more time? This classic drawback grants you an additional 10 years of stay, may be taken more times than once but only gives points the first time. No need to worry about getting old here, Luciano is always on his prime.

Dangerous Start (+100 LP): Listen, I know you're awesome but there's no need to take unnecessary risks you know? Well, by taking this you'll enter the jump in a rather dangerous situation, requiring all of your wits to avoid being seriously harmed, and if you have bad luck you can even lose your life.

Missing Powers (+100 LP): All powers not from this jump—whether they are granted by perks or learned, are sealed. You'll have to do with what Luciano has available. If you don't have powers to seal, then this drawback is free.

Flawed Items (+100 LP): Your fiat-backed items randomly malfunction—often at critical moments—before resuming normal function. Expect frustration.

Adverse Items (+100 LP): Your fiat-backed items develop a mischievous will of their own, actively trying to sabotage you. Keeping them stored in your warehouse is the only way to avoid their antics.

What Happened to Lost and Found? (+100 LP): All fiat protections on your items are gone. Anything used up, lost or destroyed remains that way until the jump ends.

Dangerous Individuals (+100 LP): Remember all these hot chicks and cool dudes that you can find in this jump that will inevitably thirst for your awesomeness? Well, they are kinda dangerous now, of the yandere kind. Careful Luciano, don't fall for the crazy types! The only exceptions are the companions from this jump. Btw did you notice how I didn't offer the option to import companions? Yea, gotcha!.

You are not Luciano (+10,000 LP): What? What do you mean you are NOT Luciano? What are you doing here then? Mmm, this option bars you from taking the scenario and any companions, and all other picks will be sealed for the duration of the jump. I think I can give you the role of Anakthakon. You'll have access to all your OOC powers, and any ability Anakthakon has available in jump. You have to complete the ritual to invert the Wheel of Life, or you will fail the jump**. Luciano will be in the jump, and he will do his best to stop you.** Guaranteed chain fail anyway.

Oh? What is this jump?

Final Choice

Stay: You are the world's savior, a legend beyond compare, and there is no one else like you. Would you remain here, basking in the glory of your deeds? Greatness and happiness await, and I'm sure more than a few admirers—ladies and gentlemen alike—are eagerly hoping you'll choose to stay.

Go Back Home: What an adventure it's been! But now, it's time to return to our little blue planet. Worry not—you're not going back as you once were, but as the extraordinary force that is **Luciano**. The world won't be expecting someone of your caliber to step onto its stage, and great changes are sure to follow.

Continue into a Jumpchain: A true Jumper is defined by their choices, and you have made yours. Now, destiny calls you forward—beyond this world, beyond this reality. Step into the **Jumpchain**, where endless universes and infinite possibilities await. Wherever you go, whatever trials you face, remember one thing: **What would Luciano do?**

Author's Notes and Changelog

Hello! It's me! I made a short jump, finally! We're releasing this jump on March 18th, 2025. I hope you like it, because it's about being awesome.

This jump is not a joke, it's a real jump. Scary isn't it?