

ALTDEUS

:Beyond Chronos

Jumpchain V1

By Deaderthanddeath



The year is 2280. It has been 200 years since alien beings dubbed 'Meteoras' invaded Earth and began to destroy any trace of humanity. Seeking salvation, humanity constructed a massive city underground, named Augmented Tokyo. In the years since its construction, it has become humanity's last hope of survival. Chloe, member of the Anti-Meteora military organization Prometheus, defends Augmented Tokyo from the Meteora in a massive robot called the Alto Makhia. However, while Prometheus fights to protect the city from the Meteoras and eventually retake the devastated surface from them, Chloe fights for a different reason.

Everything she does, she does for what was basically her only friend, Coco Coconoe: Dead, consumed by a Meteora.

Then, two years after Coco's death, the gears of fate begin to turn at a screeching pace with the appearance of the very same Meteora which killed Coco.

This is when you awaken in this world, a scant few days before said Meteora, later named Anima, arrives. Here, take this, you will need it:

+1000 CP

Archetype:

- Roll a 2d8 + 14 for your age, and gender can be freely chosen.
- You may select up to **two** archetypes, and get the discounts from both. However, only **one** 100 CP Perk and Item can be free.

-Heart | Free

The night is dark, and full of terrors. A sad fact for many realities, especially this one. The last piece of humanity, trapped underground fighting a hopeless war. It's honestly a miracle that some people still have hope. You're one of those people, someone who always shined brightly and saw the good left in the world. Who knows? There might be a chance to save this world in the days to come...

-Strength | Free

Strength. In this era, strength is everything, because without it? You cannot protect *anything*. You may not live by this code, but you have sought strength or have lived for it as long as you can remember. Though that begs the question, what do you wield it for? To protect? Or vengeance?

-Intelligence | Free

Strength? Careful not to die laughing, as you know the true strength comes from the mind. *Your mind*. After all, it is only through science and technology that humanity has ever stood a chance against those Meteoras! Oh, what you would do to get your hands on one of those...

-Wisdom | Free

Intelligence may bring great things, but all that power without the wisdom to wield it will only result in suffering. Thankfully, you are here to guide the minds and arms of others, make sure that their hubris doesn't bring more suffering. After all, only the wise man can bring humanity to a better age.

Perks:

- Everything under your origin is 50% off, with the 100 CP option being free.

Generic:

-Virtual Novel Character | Free

There is certainly an eccentric cast here, and I'm not talking about their personalities. Just by being here, you too can gain a unique appearance! Feel free to customize your appearance to your liking, from impossible hair colors to natural tattoo-like birthmarks, though you still must generally look like a believable human, if one from an anime.

-Modified Human | 200 CP

Acting as a prototype to Julie's Designed Human, modified in the womb rather than being fully created down to the soul. While you lack the shared soul of the only other pair, functionally you are exactly the same. You gain a noticeable boost to your strength, nothing superhuman, but capable of putting down most humans with ease; a healing factor that allows you to heal from small and non-lethal bullet wounds in a minute or two; and an aptitude for piloting Makhia and similar machines.

-AARC | 300 CP

A common sight to see in the modern age, Artificial Augmented Reality Crystals are advanced AI, though they are far from sentient save for a few exceptions. You are one of those exceptions, an AARC in the same vein and level as Noa. While you lack a physical form, you have many of the same benefits that an advanced AI would have: insane calculative abilities, nigh-infinite multitasking, processing vast amounts of information practically instantaneously, etc. However, there are more than a few limitations forced on you to prevent yourself from being a machine god. Julie doesn't really want anyone else to have power like that, you see.

Heart:

-People Person | 100 CP

Somehow, *someway*, you have the social skills and demeanor of your average extrovert. Of course, this doesn't change who you are, but you find it easier to stay positive. This also gives you a surprising amount of willpower, it's nothing crazy, but basically nothing in life can keep you down for long.

-Mundane, Yet Special | 200 CP

Choose a mundane skill, anything from singing to painting. Whatever it is, you are very talented in it. You don't have much skill, or even the talent to be the best (not like there is much competition here), but you put your heart and soul into it, something that others can clearly see and are inspired by.

-Inspiring Growth | 400 CP

With all this focus on survival people often forget, or worse, *throw away*, their humanity. You didn't. In fact, you have always been naturally empathetic and understanding of and with other people. Just by being yourself around people, you can remind them of who they were, awakening their lost humanity. Even those supposedly 'emotionless' or never had it will begin to awaken it. Just keep being you, and maybe this world might have a chance.

-Continued Existence | 600 CP

Or more accurately called, reverse parasitism. Through a quirk of your existence, something about your mind and soul is exceedingly resistant towards destruction and alteration, making you practically immune to attacks aimed at them. In fact, should you somehow get devoured, have your body stolen, or in any way get 'assimilated' by another being, your information begins to corrupt them, taking them over and rebirthing you through them.

However, the rebirth process only works once every ten years, and the stronger the being the more time it takes to take them over, though even a Meteora can be visibly affected in just two years. Should you not be the main one in control by the time your jump is up, you will be counted as dead.

Strength:

-Promethean Training | 100 CP

You are a trained soldier, you have to be to survive this. While you aren't anything special, you have been through Prometheus Basic Training, giving you a trained body, experience with standard ranged weaponry, and extensive experience in Makhia piloting and combat.

-Continued Growth | 200 CP

People change, that's a fact of life. Though what that change is, or what results from it? It's different for everyone. You are always capable of change, no matter the perks, drawbacks, or what life throws at you. But whether that change is for better or for worse? It's up to you.

-I Get My Stubbornness From My Creator | 400 CP

You are very, very hard to put down. Not due to any increased durability, but rather your insane willpower. You can push through most wounds with nothing more than your will, even something like brain damage. However, pushing for too long can get you killed, and this doesn't really work well with truly lethal injuries for long.

-Find The Truth | 600 CP

In this world and others, more often than not situations tend to be much more complicated than they initially appear. Recklessly approaching them can lead to destruction, the truth that would have led the world forward forever lost. Thankfully for the world, you have a strange sort of luck and 6th sense when it comes to finding information about situations such as this.

For example, an enemy that killed your best friend that you would have normally killed would be spared, revealing an earth-shaking truth which leads you to not only emotionally connect with other people again, but also stop a world-ending plot and reunite with said dead friend.

Intelligence:

-Getting Away With It | 100 CP

Professor Julie is an insane madwoman, doing crimes against ethics and humanity each day, yet she remains in charge and walking each day. How? By being so damn important that nobody wants to fuck with her. Somehow this also applies to you, with the more important you become, the more you can get away with. Using the earlier example, by being one of the sole reasons humanity is alive, you can do practically anything you want. Some individuals (read: those damn heroic types) won't care, however.

-Future Engineer | 200 CP

You're a scientist, why wouldn't you know how to do your job? You have years of skill and knowledge matching that of the average scientist or engineer in this time period. From basic AI to transportation systems, you have intimate knowledge on most of the tech base here, save for the incredibly advanced constructions like NOA or the Makhia.

-Building Bigger Robots | 400 CP

What am I talking about? Of course you know how to build the Makhia, you practically designed the damned things! You are very experienced with the inner workings and constructions of the Makhia, and the experience allows you to apply the same applications to scale up your own tech.

-Ascendence | 600 CP

How does one become a God? Not through something silly like belief, but through science! Your intelligence has been massively increased, alongside gaining literal centuries of scientific knowledge, skill, and technical ability starting from the 21st Century. But that's not what makes your mind special, no, it's that you can treat esoteric phenomena like Time or Souls as a hard science, uncovering its underpinnings, how it works, and eventually manipulating it! Though that last part would be incredibly difficult, even for someone with your mind, surely extending your lifespan would be nothing for someone like you.

Wisdom:

-Like Butterflies | 100 CP

Like the flap of the butterfly's wings, your tongue will twist the spoken word, decorated and flowered with strange utterances. Significant understanding would not be enough, for the minds of others cannot comprehend your language.

Or in less flowery language, you are very good at being both dramatic and infuriatingly cryptic about things, partially aided by your very large vocabulary. Which you now have, by the way.

-Father Of The Year, People | 200 CP

Children, they shape the future, and they follow the path of their parents. Even if your relationship is distant, your own children seem unnaturally submissive towards you. Those with a strong will or the right reasons can disobey you, but if they don't? They will do whatever you say, even if it goes against their own morals.

-From The Bottom To The Top | 400 CP

You have a knack for climbing up the ladders of any organization you are in, even if you originally were a homeless orphan with no identification. Well, so long as you prove yourself competent at what you do. Even the vaunted General title isn't out of your hands!

-A Brighter Era | 600 CP

It takes a certain type of person to lead humanity to a better age, and while you may not be that person, you have the skills needed to take the reins and guide humanity. Through a combination of talent, technical skill, and years of experience, you are an experienced commander and tactician. Now, I'm not saying you're a once-in-a-generation tactical genius on the level of Deiter, but in exchange your plans are incredibly hard to decipher and predict. Even incredibly intelligent people like Julie could only figure out a part of it!

Items:

- Just like perks, get a discount on your chosen sections, with the only **one** of the 100s being free.

Generic:

-GraiEye | Free

Placed somewhere inside your body (though most likely the brain), is a little augmentation called the GraiEye. Basically a small supercomputer, advanced AR device, and a smartphone in one, it also acts as proof of your identity. Installed in it is a software called LIBRA, which can calculate the future and provide vastly simplified results to you.

-Black Object | 600 CP

The soul, a truly curious thing. A metaphysical construct, unbound by time, space, and the laws of physics. Is it any wonder someone would wish to create such a thing? Somehow, your soul has become a Black Object, an artificial soul based off the Core of a Meteora. Whilst it does not transform you into one, or give the other benefits of one, it does partially unbind your soul to time.

Whenever you desire, you can send your soul out of time and into a strange space. How it may manifest is up to you, but the purpose is the same: provide you a way to travel through time, exploring your past, future, and possible timelines. However, for all its power, your soul is limited, not truly unbound by time like a Meteora. You cannot travel to a point in time you have not experienced yourself, and as such you inhabit your own body whenever you travel. No time clones for you, Jumper.

Also, until you obtain your Spark, you are limited to the Jump you are in, unable to go back to previous Jumps or even before you were inserted.

Heart:

-Books From The Old World | 100 CP

A remarkable attempt at protecting information, what you have here is a small bookshelf filled with what someone from the modern day would call the 'classics': from popular books to myths of a bygone era, there is certainly a collection here.

-Greenhouse | 200 CP

Functioning as an attachment to any property you own, this greenhouse, the size of a small room, has the special property of being able to grow plants regardless of light levels. You would still have to water them, but you won't have to worry about them growing underground. Also comes with free pots, fertilizer, and a variety of seeds.

-Hobbyist's Tools | 400 CP

A bit of a misnomer, but what you have here is quite possibly the best tools to have for the skill of your choice. An entire stage with all speakers and microphones needed for a singer, while a gym fanatic would have, well, an entire gym. It's also self-updating, always making sure that whatever happens your tools will always be above-average, though not the best. They can also be placed down wherever you want, so long as there is space, and nobody would question it.

Strength:

-Military Clearance | 100 CP

This is what it sounds like: your proof showing that you are a part of the military and a Makhia pilot. In other Jumps, this will update to whatever current military ranking you are in.

-High-End Apartment | 200 CP

A fairly expensive apartment gifted to you by an old friend. While its aesthetics are up to you, it does have a homey feel, and you won't need to worry about bills, rent, or anything else.

-Jumper Makhia | 400 CP

What, did you really think I wouldn't put this here? This is your very own Makhia, a massive war machine created to protect humanity from the Meteora. As such, it has several systems meant to protect the pilot from them as well as turn the Meteoras' very own power against them, as well as a single weapon of your own choice. This also comes with a hanger for it to wait when not in use, and for repairs and refueling.

Intelligence:

-Private Laboratory | 100 CP

This small building is your very own personal laboratory! Equipped with state of the art security to make sure nobody gets inside but you, this is the best place for you to work. Why? Well, the entire building is constantly updating to your skill level, the tools becoming better and more expensive, the security system improving, even any assistance becoming more competent!

-Full-Body Cybernetics | 200 CP

Wow, incredible. I don't think I've ever seen something like this before! Following after Julie's own heart, your brain has been transplanted into an advanced cybernetic body of your own design. Not only does this make you functionally immortal, as you are basically a robot, but so long as your brain is inside, it will never degrade. With a second purchase (Undiscounted), you receive a small reserve of extra bodies. No matter what condition you are in, so long as these exist (and your brain is intact!) you can instantly teleport your brain into them. They will restock every jump.

-Quantum Research | 400 CP

This isn't your father's Research Notebook! A tablet used by Julia Togoku, this contains her literal centuries of research on the Quantum. Incredibly informative and precise, this has everything you could ever need or want to know about the Quantum, including the hypothetical

creation of an artificial Meteora. However, said information is encrypted, needing to be decoded, translated, and who knows how many other locks a mad genius like Julie puts on her research. In future Jumps, you can choose a single topic to receive another tablet with a similar level of security and information.

Wisdom:

-Drones | 100 CP

Essentially flying security cameras, these little things actively fly around and search for crime. Or anything else you want them to look for, as you are now the proud owner of a good dozen of these little things. They are hooked up to your GraiEye, allowing you to both see through and command them.

-Command Room | 200 CP

But where shall you command from? This is where! A room filled with a variety of monitors, sensors, desks, holograms, basically anything a commander could ask for. If you happen to have Drones, you can hook them up here and allow the Drones access to the variety of sensor equipment here, and display what they see and their readings across the displays here.

-Augmented Tokyo | 400 CP

Well, I don't know how this one happened, but you are now the de-facto leader of the entirety of Augmented Tokyo. Both the city and its inhabitants will follow you into future Jumps, and can be placed wherever you want at the start of a Jump, and due to its construction, can be placed underground. When not attached to a world, it will be attached to the Warehouse.

Companions:

-Import | 50 / 200 CP

The standard deal. Import or create a single companion for 50 CP, or pay 200 CP to do the same for eight of them. Each companion gets an origin and 600 CP to spend on themselves.

-Canon | 100 CP

With this, you can bring along any canon character with you on your adventures, provided they agree though. You are guaranteed a good first impression and that you will run into them.

-Who The Hell Do You Think I Am?! | 200 CP

A tall and well built young man, who prides himself on being manly and tough. At first glance he seems arrogant and hotheaded, yet despite this he is incredibly charismatic, determined, and kind hearted. The kind of guy who would do anything for his friends, which undoubtedly he will consider you one. He comes with **Visual Novel Character**, **People Person**, **Inspiring Growth**, **Promethean Training**, and the items **GraiEye** and **Jumper Makhia**.

-Promethean Intelligence | 200 CP

A young-looking girl with a cold demeanor, she is an incredibly advanced AI created by Julie for the sole purpose of predicting Meteora attacks and aiding in her research. The 17th version of her existence, she is incredibly intelligent with a thorough understanding of the Quantum, though she does understand human emotions just yet. She has **Visual Novel Character**, **AARC**, **Promethean Training**, **Future Engineer**, **Building Better Robots**, and the items **GraiEye**, **Military Clearance**, and the first version of **Full-Body Cybernetics**.

-An Eye For Rebellion | 200 CP

A highly intelligent and handsome young man with black hair and violet eyes. Beneath his cold and calculating demeanor, he is in reality very compassionate to those he cares about, though he can sometimes go a bit too far for them. It would also be noted that he is a member of the Patroclus Rebellion, a rather high-up member at that. He has **Visual Novel Character**, **Getting Away With It**, **Like Butterflies**, **A Brighter Era**, and the items **GraiEye**, **Drones**, and **Command Room**.

Your Other Half | 500 CP | Free With Both Modified Human and Black Object

Quite literally, in this case. Though who they are is left up to chance, you shall meet them (or maybe you already have?) when you enter the jump. You will be drawn together, understanding each other easily and bringing out the best parts of each other's personality. The bond between you frankly surpasses even the best of friends and most loyal of lovers. Why? Well, you both share a singular soul, and this grants many benefits. The first benefit is that any soul-sourced abilities either of you gain, so will the other. The second, is that so long as one of you continues to exist, death will be unable to truly grab you and end your chain. Finally, more of a meta benefit, they are able to be imported into future Jumps for free, and gain an extra 300 CP on top of what they get from being imported.

Drawbacks:

- No limit on how much CP you can get here. All drawbacks will stop affecting you after the jump ends.

-Continue? | Free

Ah, I see. You've been here before, haven't you? Well, it seems that this world shall contain the echoes of your past actions. But as a warning, no matter what you may have done, the Meteoras will still exist, and be threatening humanity, but who knows? Maybe they are better off in the timeline you have created.

-Butt Monkey | +100 CP

Much like the unfortunate Yamato Amanagi, you are often ridiculed, ignored, the unfortunate target of everyone's bad jokes, and even your sound advice is more often than not forgotten.

-No Heart | +100 CP

Much like Julie's Designed Humans, you lack any form of proper emotions. Cold and logical, you have no true desires yourself. However, it's not like they are completely gone, but even if you do somehow acquire them, you will emotionally be incredibly childish, a pre-teen at your most mature.

-Morality Extinguished | +100 CP

Much like Julie, it seems that you're suffering from a terrible disease known as a lack of morals! You are basically a high-functioning sociopath, with little regard for the lives of others. If it will benefit you, you will get it no matter the cost.

-Stippled Fingers Syndrome | +100 CP

It also looks like you and Dieter have something in common. No matter what you say, it will all come out cripplingly vague or annoyingly cryptic, and no amount of translation perks will help you.

-Wheelchair Bound | +200 CP

It might have been an accident, or a flaw of your birth, but your legs are incredibly weak. While they can work, they are fragile and you won't be able to use them in any way for long, which is only made worse due to your lack of stamina. Thankfully, a wheelchair has been gifted to you, but it's just a normal one.

-Grief | +200 CP

You had someone very important to you, Jumper. So much so that when they died, something broke in you. You are very aggressive and prone to arguments, lashing out at anything that even remotely resembles them while also wanting to keep them close. Which, of course, you will end up running into. From an AARC made in their image, a twin, or even somehow a Meteora adopting their form, you will have a very rough time here.

-From The Beginning | +200 CP

Huh, looks like I got the date wrong. It's... 2018? Oh, I see what's going on here. Instead of beginning centuries after the events of the first game, this Jump will begin a scant few months after it, and last until the original date. Hopefully you have some method of immortality, and no matter what you do, the Meteoras will come to threaten humanity.

-Lost Child | +200 CP

Ah, it seems that your birth was a lot unluckier than most. You are a Lost Child, someone who's birth did not let them get a GraiEye, and as such lacks any form of identification. This will make it notoriously difficult for you to do anything here, but as Deiter showed it is most certainly possible. Don't worry though, you will get your GraiEye when the Jump concludes.

-Lost To Time | +300 CP

Not all who wander are lost, but you appear to be *very* lost. Sequestered away from reality, unbound by time yet unable to do anything, trapped in a field of flowers. Even your own abilities are unable to free you from this place, your only hope residing in the defeat of Julie and the freedom of humanity, lest you be stuck here forever. However, trapped as you are, you do have two advantages: your existence allows you to traverse time similarly to a Black Object, though with far more difficulty, and you can communicate with a singular person through their dreams. Choose wisely Jumper, for your freedom is in their hands.

-Targeted | +300 CP

Hmm, it appears that the Meteoras have caught on to your otherworldly nature, and have labeled you as a target. The white blood cells of the Quantum are a powerful threat, each just as eldritch and mysterious as the last. Capable of appearing from anywhere at any time, your only consolation is that you aren't their main target. After all, Julie was the one who brought them here, but with her death, their focus will shift to you.

-Big Dreams | +300 CP

You have a dream (read: obsession), a great grand dream that stretches beyond this pitiful world. Unfortunately for you, whatever this goal (reminder: obsession) may be, you will be staunchly opposed at every opportunity. From a rival stealing your pawwns right under your nose, those pawwns breaking free and turning against you, to just plain bad luck, it will be a nightmare to accomplish it, and unfortunately for everyone you are very, *very* stubborn.

-The People Have Rebelled! | +300 CP

Augmented Tokyo isn't the paradise which many would believe, there are those who seek to bring down Prometheus, named Patroclus, a misguided act which could kill the rest of humanity. And now it seems that this rebellious force is indeed a threat to humanity, and Prometheus is trapped in a war with two fronts: the Meteoras, and humanity itself. You are to ensure that humanity doesn't tear itself apart, or be completely slaughtered by Meteoras by the time you leave, or you will be sent home.

End:

Times up, what will you do now? Regardless of your choice, you will keep everything you bought from this world and the previous ones, and your companions will follow you.

Astray From Polaris

(You wish to go home? Well, just don't do anything crazy, alright?)

The Fairy's Ark

(I can't blame you if you want to stay here, there is still so much to do. Don't worry about your home and your family, I got you fam. Here, one last present: +1000 CP)

Or

Flowers For An Unknown Tomorrow

(Heh, what other option is there? Well, once more unto the breach!)

Notes:

-Archetypes are the Origins for this jump, figured it felt the characters and story better than any specific jobs.

-OC companions are based on:

- Kamina (TTGL)
- Prometheus/Terminal Aide 0017 (HI3rd)
- Lelouch (Code Geass)