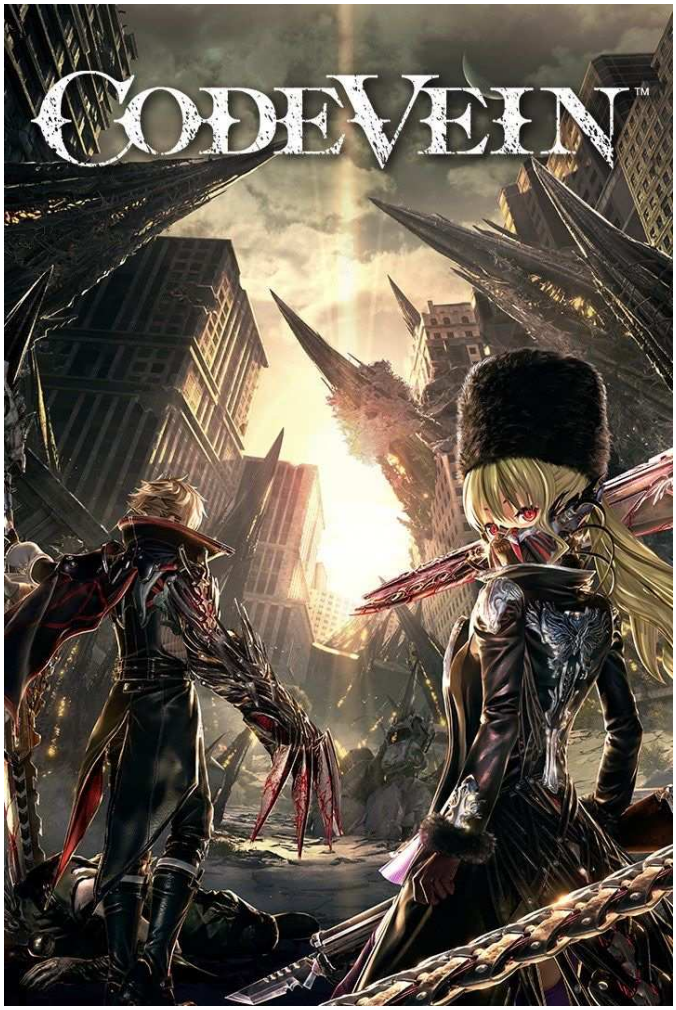
Code Vein (Reddit) Jumpchain

By Sentry342



Set in the near future, the world has fallen to a mysterious calamity known as the Great Collapse. In order to fight the monsters that began emerging around the world humanity created the Revenants: human corpses brought back to life by implanting a Biological Organ Regenerative (BOR) parasite within the heart, acting as vampiric fighters with unique abilities. Revenants can only die if their heart is destroyed, and require human blood as nourishment to keep themselves from entering a frenzy and mutating into the Lost - cannibalistic beings devoid of reason and control.

Over time the number of Lost increases to the point where they begin to collectively emit a deadly Miasma, that hastens a Revenant’s blood-thirst and chances of frenzy. Participating in an experiment to stabilize the Revenant population and stave off the Lost, a young girl named Cruz Silva volunteers to become the "Queen of the Revenants", though she later frenzies herself and goes on a murderous rampage. More Revenants are created to defeat the Queen in a mission dubbed Operation Queenslayer, led by Cruz's father Gregorio Silva.

Though they succeeded in killing Cruz, the Lost and the miasma remain, requiring Revenants to wear filtration masks to avoid turning Lost, and the Bloodsprings (plants that produce Blood Beads, which serve as an alternative to human blood) begin to dry up. This is the world you’ll be entering, and it is going to be a rough ride. Here, have 1000CP you’ll need it since you’re struck here for the next ten years.

Location

Roll 1d8 for your location. If you would like you choose your location, you may pay 50CP instead.

1. Ruined City Underground - Area D-12 Ruined City Underground is a location that turned a multilevel parking garage into a cavern after the Great Collapse. Revenants who left Silva after Operation Queenslayer used it as a hidden refuge, but the spread of miasma turned it into a den of the Lost. This is also where the story begins.
2. Howling Pit - The Howling Pit is an area that is fully covered by mist and is flooded with water where countless lost roam around. It also is the home of a powerful opponent known as the Invading Executioner. There isn't much here, but an odd pair of wandering siblings have been seen here. Perhaps you could lend a hand.
3. Dried-Up Trenches - Area H-14 Dried-up Trenches is a section of the seafloor brought violently to the surface when the land changed in the Great Collapse. A variety of what was once vivid coral lies dry and exposed to the air, and ships that once floated on tranquil waters are utterly still, a portrait of tragedy.
4. Cathedral of the Sacred Blood - The Cathedral is structured like a maze filled with towers and secret paths where Lost and Warriors roam around. This is also the home of the Successor of the Ribcage.
5. Ridge of Frozen Souls - Area P-9 Ridge of Frozen Souls consists of a chain of mountains and structures that are accumulated by snow and ice. This is also the home of the Successor of the Breathe later on. For now it's a desolate ruin of cliffs and ice.
6. City of Falling Flame - The City of Falling Flame is a ruined city that is covered in fire, lava, and Lost that have adapted to the flames. This is also the home of the Successor of the Claw.
7. Provisional Government HQ - This the headquarters of the Provisional Government or at least what's left of it. Deep within houses the final location, a throne room where the commander Gregorio Silva turned Skull King rests for a worthy opponent.
8. Free Choice - feel free to pick any of the above or a location that is not listed here.

Time

You will arrive in this world the day the protagonist is found by Io and the story begins.

Backgrounds

Stranger (Free)
You wake up in an abandoned building after the Great Collapse, you have no memories about what your past was before you woke up as a Revenant. Whether or not you actually had one is up to you, but with no ties to hold you down it'll be up to you to survive in this hostile world. Optionally you may wake up next to the protagonist as well.

Soldier (Free)
You are a soldier of humanity. Perhaps you have gone off on your own to protect the scattered remnants, or perhaps joined with Silva's provisional government, but you have the training and skills to combat the terrifying Lost. You are a soldier so go forth and march once more.

Scientist (Free)
Back during the Great Collapse, you were a scientist working for the world governments attempting to stop the incursion of the horrors. Working side by side with other great minds, you were likely a contributing factor to the development of Revenants and the Blood Veils they would use to later defeat the Queen. However, with each Revenant who was lost, another person had to step up to take their place. You volunteered, and became the very weapon you had forged.

Civilian (Free)
Yo are one of the countless people previously unconcerned with greater matters of the world, but with the rise of the Lost, there simply is no way to live peacefully. You may have sought refugee with the government after the Great Collapse, or perhaps having managed to survive on the streets for a while despite that, you eventually realized that to protect those close to you sacrifices would need to be made. Casting aside your own humanity, you volunteered to be made a Revenant in order to fight against the Queen.

Races

Human (+200CP, Requires High Value Target for no points)
Really you want to a normal human, here in the world filled with giant monsters, vampires with superpowers, and the other various horrors that all want to kill you. Well for your choice you receive 200 CP to survive. Things aren't all bad, but remember you are either food or a walking blood bag to most people here even your allies.

Revenant (Free)
Revenants are immortal, vampiric creatures who were once human but were revived after death. To be more specific, revenants are humans who have been implanted with a scientifically engineered parasite that allows their revival into immortal-like enhanced beings that won't die unless their heart is destroyed. The parasite that allowed the creation of the revenant was originally being developed for medical purposes.

However, the appearance of the horrors after the Great Calamity pressured its objective change to military application. Revenants were a sliver of hope that could actually fight off the horrors. Now all known revenants are imprisoned inside the Gaol of the Mists together with the Lost, horrors and a small population of surviving humans. It is a society of revenants. This Gaol of the Mists is in crisis, however. Food becoming scarcer and the numbers of the Lost are increasing.

Successor (200CP, Requires Revenant)
To stop the ceaseless resurrection of the queen, her body is divided into relics. A small number of revenants, that are compatible with the relics, are chosen to have those relics implanted into them (often with their consent). Those successors are then brought to a specific place (by Jack) where they live out the rest of their lives in a constant struggle against frenzying.

Successors have within them the ability to alter their surrounding into something of their choice termed as crypts. You are now one of these Successors. Optionally you

may choose to be a new Successor or replace one of the canon Successors. This may change the plot depending on your choice.

Lost (+300CP Requires Hated for no points)

The Lost are Revenants who have turned into dark, malevolent monsters by succumbing to their blood lust and losing their humanity. In order to escape from the suffering of their never-ending thirst for blood, they forever wander the world in search of new blood. They are the main enemies in this world. You may become one of this worlds horrors should you desire.

Skills and Perks

All perks are discounted to their origins and the 100cp perks are free to their origin.

General Perks:

Songs of the World (Free):
Code Vein is a wonderful world combining the savagery of dark souls with the power of anime. This is reflected by the appearance of the world, the amazing music, and the story itself. This perk reflects this in turn by giving you a custom theme tailored to you based off the music of Code Vein. You will also gain the complete Code Vein soundtrack as well with the ability to play it as background music. No one will ever question where it's coming from and will only hear it if you allow them to.

Blood Code (Free, Human Excluded)
Blood Codes are separate and very diverse sets of powers and abilities for every Revenant. Each Revenant has a factor within their blood that is personal to them alone. It is impossible for another Revenant to absorb another's Blood Code, or so should they risk becoming apart of the Lost instantly. The only exception to this, is the Protagonist, who is a Void-Type; capable of acquiring any and all Blood Code. Here you receive a unique Blood Code that will be generated based on your individual personality. Also without purchasing the Queen Slayer Perk or without a similarly functioning perk this will be the only Blood Code you can acquire this jump.

Anime Beauty (100 CP)
Considering this world is an apocalyptic wasteland for the most part it seems strange that the vast majority of the characters are surprisingly attractive. Taking this perk makes you the equivalent of a 10 out of a 10. In addition you will gain anime rules regarding beauty such as no soreness from large assets or the ability to remain surprisingly clean when surrounding by bleeding foes.

Queen (1000CP):
Just like Cruz Silva, you were selected as a participant for Project QUEEN to disastrous results. Project QUEEN was an attempt to enhance the effectiveness of the Revenants and to reduce their bloodthirst, a response to the frenzying of many first generation Revenants into Lost. While granting superhuman strength beyond

even the greatest of revenants, and speed to match. However eventually the cost became apparent. The Queen was driven into a frenzy and became insane. Only someone with the utmost willpower would be able to control this awe inspiring power without losing themselves.

However should you do give in? You will become nigh unstoppable. With a nigh inexhaustible pool of ichor, and ridiculously fine amounts of control over the the elements, it'll be a sinch to destroy everyone and everything in your path. Even the Thorns of Judgement themselves heed your call, twisting and tearing through the earth at your command. Death balks at your staunch refusal to enter its embrace, regenerating even from dismembered body parts to be good as new once again. As a small mercy since you are purchasing this with CP the pain and bloodlust you feel will on a lesser scale compared to Cruz and disappear completely after the jump finishes.

Stranger Perks

Body of Blood (100CP, Free Stranger)
There are some downsides to being a superpowered being in this world. Specially the Bloodthirst for revenants and the toxic environment created by the Lost presence. You however seem to have adapted well to the change. Your body is far more efficient than normal only requiring a fraction of the blood needed by others and even could venture into the miasma for short periods. Granted you still can be worn down, but you will last far longer than rest of your compatriots. Post jump this applies to all alt forms for example a robotic form will require less energy and your parts will last longer.

Silent Protagonist (200CP, Discount Stranger)

You're a quiet one are you. Despite this you don't seem to be a disadvantage though. You're a master of communication able to convey a large amount of information with small movements and gestures. This also translates into combat as well. Your enemies will watch in awe as you coordinate with your allies without a sound. Initiate combos and tactical movements seemingly at random. Somehow this also makes you more likable. Maybe the silent protagonist trope is a real thing with you around.

Luck of the Draw (400CP, Discount Stranger)
You seem to be quite a lucky fellow. Circumstances keep lining up to either give you a second chance or a helping hand. For example if you were fighting a powerful Lost then maybe a skilled revenant might stumble into the fight and assist you. For the most part the benefits will be small, but occasionally you may receive some tremendous boons.

Queenslayer (600CP, Discount Stranger)
Maybe you were the very person to destroy the Queen, or perhaps a person who met a fate similar to them. Regardless similar to the Protagonist you are the Successor of The Queen's Blood. This gives you a number of useful abilities.

First is the ability to unlock memories in vestiges. This allows the revenant to die peacefully purifying them. It also works allows you restore beings such as the Successors who have been overtaken. After this jump it will extend to any amnesiac

condition such as brainwashing or soul injuries. The restoration aspect will also expand. An example would be to calm down a raging jinchuuriki from Naruto or those who have powerful beings sealed inside their bodies.

The second is the ability to restore bloodsprings and mistles. This is an invaluable ability considered how this world relies on the bloodsprings. After the jump this extends to other sources that have stopped working. An example would be a bonfire from dark souls or something similar.

Lastly you will become a void type. The protagonist originally possessed a powerful blood code called Queenslayer, but after they killed the Queen their blood code transformed. This unique blood code gave the Protagonist the ability to absorb the abilities and attributes of any blood code, even through a blood vestige. You are now capable of similar feats. Yes this will also extend after the jump allowing you to gain new abilites. An example would be as mentioned above when restoring a jinchuuriki you may develop a blood code based off their powers or other blood based powers.

Soldier Perks

Boot Camp (100CP, Free Soldier)
When the war against the lost started the need for soldiers rose to unseen heights. This perks grants you everything you need to become a good soldier. You are given fitness equal to normal revenant and knowledge of combat equal to above average soldier of the setting. In each new jump this also raises you to slightly above average of that settings soldiers.

Dancing Blade (200CP, Discount Soldier)
In a world filled with horrifying creatures like the Lost you won't last long if you don't learn how to use a weapon. With this perk you gain immense skill equal to a master with decades of experience in a weapon of your choice. Should be seen on the battlefield you would likely earn a title due to display of skill. Lastly this also increases your talent with your weapon of choice should you pursue it further in the future. This may be purchased multiple times for different weapons. Only the first purchase is discounted.

Apex Predator (400CP, Discount Soldier)
To be a solider is one thing, but to be a predator in this world is another. While the majority of lost are simple creatures there still a significant number of enormous monsters that could slaughter vast amounts of soldier. This perk boost your attributes far beyond the norm. With this even a normal human could fight against the stronger Lost let alone the boost a powerful revenant or a Successor would receive.

In addition your when fighting non humans your abilites become even more terrifying. Your a predator who feast on monsters so go forth and tear your prey apart.

The Watcher (600CP, Discount Soldier)
The greatest lie this world has is that the Queen was defeated. The being was beyond their ability to kill which led to the creation of the Successors. They however too were a flawed solution. While able to contain their Relics, the power of the Queen within them caused them horrible pain, as the Relic corroded them from within. Successors regularly came close to frenzy, and if they all did, the Relics would be free to merge, and the Queen would be resurrected. A Watcher was appointed, who would watch over the Successors in their sealed Crypts. If they came close to frenzy, they would be slain, and their Relic transferred to a new host. Now it seems Jack wasn't the only

one to take up this role. You are fellow Watcher now, this grants you a number of abilities.

First you gain knowledge on how to seal and transfer beings such as the divided pieces of the Queen. Second you are capable of finding preferential hosts for those pieces. This may be due to their personalities or a quirk of their bodies. Lastly you are a warrior with unmatched skill and strength even capable of besting the enraged Successors. You wouldn't be a good watcher if you couldn't charges in the end. Optionally you may start alongside Jack and Eva if you wish.

Scientist Perks

Charming Facade (100CP, Free Scientist)
What an impeccable argument, such charisma, if only people people realized you were a monster. With this perk you are gifted with immense charisma sufficient to influence world leaders when deciding the fate of the world. In addition your ability to act is increased. You could be a monster that delights in torturing children and still appear as lovable person to those who didn't know.

Progress Requires Sacrifice (200CP, Discount Scientist)
Science waits for absolutely nobody, and you know that. The arrival of the Lost were a sign, a herald to a new age of darkness and destruction. The only way forward is for the evolution of humanity, and that will require sacrifices. Thus, your will has hardened to cope. Even when confronted with the vile actions of your own experiments, or forced to use unsavory methods to obtain results, you will be unburdened in your pursuit of progress.

In fact while this perk won't become less effective the greater you stray from the moral path the greater boost you'll see. Mido was willingly to capture orphans, and experiment on them to create super soldiers. He even convinced the lead scientist of the BOR parasite that the revenants were the best and only option when they were trying to find something that could humanity.

Power of Evolution (400CP, Discount Scientist)
It appears you share some traits with Judo Mido. He was a scientist who pursued human evolution no matter the cost. You are a master of evolution and the related sciences in every aspect his equal. You are capable of creating incredible advancements especially regarding super soldiers. Given enough time you could recreate the revenants on your own or perhaps advance them beyond their current capabilities. At his peak Judo was capable of creating powerful beings such as the Cannoneer and the Blade Bearer, This also covers similar avenues such as Captain America's super soldier

serum or the Space Marines of Warhammer 40K. Eventually you may elevate humanity beyond its current standing.

Master of Blood (600CP, Discount Scientist)
Karen Amamiya and Aurora Valentino were the lead researchers in charge of the BOR parasites and later on operation QUEEN. Despite their skills operation QUEEN was a failure and had catastrophic consequences. Perhaps if they had you with them the project wouldn't have been a failure though. You are an unrivaled scientist and a master of development. Your main abilities will be in biological sciences and medicine, but you will be an expert in a wide variety of fields.

Second you will be able to help those who have been wronged by science. An example would be helping Cruz Silva or the Successors to keep them from falling apart any further. Given enough time you may even help them recover. This process will allow you to teach those how to gain control over their abilities rather than being controlled by the powers. Maybe you give this world some real hope for recovery.

Civilian Perks

Innocence (100CP, Free Civilian)
Unfortunately here many will look down on you for being ordinary here as the world itself longer allows it. That doesn't mean however there are not any benefits to being ordinary. You still possess that spark that those that came before. You still have hope for the future and refuse to allow it to be extinguished.

An additional benefit is the longer you are around others the more you will be able to help them as well. Granted this process will vary depended on the individuals personality and what they've experienced.

Marksman (200CP, Discount Civilian)
Unfortunately most civilians don't have bodies on the same level as the soldiers and the revenants. Therefore the obvious answer was to get a gun instead of a giant sword. This perk makes you a master marksman in practically any firearm.

Should you find one you have no experience with you'll only need a few minutes to pick up everything you need to know. This also grants out the knowledge needed to target weak points and analyze your targets. After all the main point of a sharpshooter is to end a fight with a single shot.

Crafts of War (400CP, Discount Civilian)
Well while you may not be on the front lines that doesn't mean you can't help. Especially with this talent. You are incredibly talented at forging weapons and armor.

Your skill covers a wide variety of gear from Blood Veils, to the weapons used by rev ants, and even the rarer specialties such as the Argent Armor used by the provisional government. With your capabilities you will be welcome no matter you go. After all no one will turn down quality gear and the ability to repair it.

Reclaimer (600CP, Discount Civilian)
With the collapse of civilization the main focus was simply on surviving the moment. Some however seek to rebuild and reclaim what was lost. This perk allows you to understand and reclaim knowledge from fallen civilizations. For example after the apocalypse occurs you can become the figure who will lead everyone and unite the people once more.

The second and perhaps more important aspect of this perk is that you gain an immense understanding of what caused the downfall of the civilization. In the case of the Lost you will encounter opportunities to create a powerful army and develop talent in combating similar forces. If the society collapsed due to some economic issue then you will develop an unmatched skill in management and finance. By building on what came before you will be able to lead the people out of the darkness into the future.

Items
All items are discounted to their origins and the 100cp items are free to their origin. In addition you gain 200cp to spend freely in the Items section.

Stranger Items

Consumables (100 CP, Free Stranger)
While you shouldn't become reliant on them it always helps to have something to give you a boost. This supply of consumables includes items such as loss shards, cartridges, and medicine. The supply will not be infinite, but you'll always be able to reach into pockets and grab a few when you're in need. These will also scale with you. For example the loss shards will become more valuable as you get stronger and the medicine will become more effective when you fight stronger foes.

Trading Items (200 CP, Discount Stranger)
It's seems you acquired a supply of trinkets. This will include items such as books, food, and tools. These might not seem like much, but considering how depressing the world is don't underestimate their value. Their main purpose is to make your companions happy and strengthen your bonds. Regardless there will always be an item that can bring a smile to a friends face here. Every time you make a new friend a new item will appear in your supply.

Blood Veil (400 CP, Discount Stranger)
Blood Veils are a type of Armor that provide protection and bolster the gift potency of their wearers, while also serving as a useful tool for draining ichor. To do this most Blood Veils possess a unique method of attacking. Some drill into the ground and launch spikes into unsuspecting foes while others allow the user to generate a large claw. The Blood Veil is designed to enhance the user and Bolter their effectiveness in combat. You may either choose a Blood Veil from the game or design one as long it's capabilities don't exceed the power of the standard Blood Veils.

Vestiges (600 CP, Discount Stranger)
Vestiges are the essence of an individuals blood code as a gifts and allow the user to learn the blood code within. Normally this would overwhelm the user with the exception of the Protagonist, but these Vestiges are special. You receive a number of blank Vestiges that can be filled with Blood Code you know and allow you to impart them to others who wouldn't be able to use them normally. Post jump this can be filled with other blood based abilities such as bloodlines.

Soldier Items

Basic Supplies (100 CP, Free Soldier)
This item gives you the basic supplies needed to function as a soldier. It includes basic armor, a simple weapon, and a supply of ammo. None of the equipment will be anything special, but it's greatly preferable to having nothing. In addition the given to anyone under your command. In future jumps you will gain a new supply crate with whatever the local soldiers equipment is.

Crafting Supplies (200 CP, Discount Soldier)
Your equipment is always capable of being improved should have a sufficiently skilled blacksmith and the required materials. This items takes care of one of those requirements. You have access to a large crates worth of upgrading material such as Queens Iron, Queens Steel, and even the incredibly rare Queens Tungsten. This crate will refill every few days should you use it all. After this jump it will also generate other unique metals from the worlds you visit in the future and those you've already been to.

Master Crafted Weapon (400 CP, Discount Soldier)
Perhaps the most important tool of a soldier is their weapon. Purchasing this grants you a master crafted weapon easily capable of standing up to even the strongest of the Lost. Granted this still relies on you being capable of wielding said weapon. After all just because the weapon can cut through the enemies armor doesn't mean you know how to. The weapon can be anything you choose such as a sword, spear, or a hammer.

Home Base (600 CP, Discount Soldier)
You seem to some how have acquired a secret base. It contains sufficient room for a large force and is a safe haven that will not be attacked while you are here. This place acts as a hub where you can interact with your various associates and access several services from the Merchants. Any allies you make in the future can be invited here. If the base runs out of room then it will generate some additional space.

Scientist Items

Blood Bead Supply (100 CP, Free Scientist)
One of the most important resources in this world is the blood bead. This is the primary and only energy source that revenants use (excluding normal blood) as well a way to heal. You get a daily supply of blood beads that will be restored the following day. You may stockpile these as well if remove them and store them somewhere else.

Volunteers (200 CP, Discount Scientist)
While there are a number of materials needed for many experiments arguably the hardest to acquire is willingly volunteers. This gives you a steady supply of willing individuals who will take part in any experiments or modifications you perform. In addition they will still be around after you have finished. While you will have to put in the work you can build a powerful force with this.

Depths Access (400 CP, Discount Scientist)
Throughout the world are scattered maps to area called the depths. These depths function as dungeons and contain special rewards for those brave enough to venture into them. You will start out with access to all of the depths included in the campaign as well as the towers of trials. Each new jump will unlock a new depth and you will gain depths based on previous jumps.

Lab (600 CP, Discount Scientist)
You have acquired a large lab facility. It will be equipped to handle the projects you're working on. By default it will come equipped with a number of assistants handling your projects and the necessary materials to conduct your experiments. As with the other properties it will expand as you grow. This will be restricted to development rather than acting a population center however.

Civilian Items

Medical Supplies (100 CP, Free Civilian)
Considering most of the people here have a powerful healing factor this may not see the most use, but that doesn't mean it won't help. The supplies have all the items heated to perform anything short of major surgery. As you purchased this with CP it will occasionally give you items required to permantly boost someone's regeneration ability.

This is my Rifle (200 CP, Discount Civilian)
Considering that you are properly gonna way stay out of stabbing distance here's a high quality firearm. It doesn't have to be a Rifle, but that may be a better choice. You optionally have it be a sniper, shotgun, or even a mini gun. The weapon will have unlimited ammo and befitting a jumpers weapon it will scale with you. You may also enhance the weapon if you have the appropriate materials. The more you upgrade the rarer the materials required however.

Forge (400 CP, Discount Civilian)
A good smith may be capable on their own, but is capable of so much more with a proper forge. It will be filled with every tool needed for your work. It will adapt to whatever you're working on as well as long it is used for crafting. Post jump further sections of the forge will be added on such as an area for Armor, Weapons, Alchemy, and other crafting prospects.

Organization Headquarters (600 CP, Discount Civilian)
You now possess a large facility equal to the Provisional Government headquarters. This building comes fully staffed by guards, workers, and anyone else needed to run the area. It will also possess a squad of elite fighters capable of fighting off the stronger Lost as well as a General equal to most of the boss level enemies. The area is self sufficient. If you bring or recruit a larger population to the area it will grow accordingly. Post jump this may become a warehouse attachment or be inserted into new jumps.

Companions

Import companion 50cp-400cp
Depending on how much you pay you can import a number of companions into this jump. For 50cp you can import 2, For 100cp you can import 4, for 200cp you can import 8, and lastly for 400cp you can import all of your companions. Each companion receives 600cp each and gets to pick an origin.

Canon Companion 100cp
You can pay 100cp to receive a canon companion. Since you're paying for them they already have a good relationship with you and are very likely to follow you if you asked them. This will grant you a slot if for some reason they don't want to or are unable to leave thier homes. You will not waste a purchase if you fail.

Attendent of the Successors (Free Successor and Queenslayer) 100cp
When the Queen was defeated by the Protagonist at the end of Operation Queenslayer, her will spawned several revenants, born for the purpose of looking after, guarding and being a constant companion to their assigned Successor. These were the Attendants of the Successors.

You seem to have acquired the company of one such Attendant. Whether this is due to you being a Successor yourself or for some other bizarre reason. Either way the Attendant has an unwavering loyalty towards you being willing to stay with you till one of you dies. She possesses immense skill with a halberd and a wide variety of magic. This may be purchased multiple times to recruit multiple attendants.

"Friendly" Lost 200/400cp
What, this doesn't really make sense. Somehow you seem to have a Lost that hasn't been consumed by bloodlust. It may be one of the normal enemies from the game or a custom Lost as long as it's strength stays within reason for 200 CP. For 400CP you may instead recruit or create a boss level Lost such as the Queens Knight or the Invading Executioner. An additional benefit of the high level Lost is that they are about as intelligent as a normal person rather than a mindless beast. You may purchase this companion multiple times, but do keep in mind this will inevitably attract attention should you possess a group of friendly Lost.

Drawbacks

+0CP Consumer of Gods:
The events of God Eater are now canon to this world. The timeline itself is uncertain as of the writing of this jump, so you can place the events of Code Vein at any part of the timeline.

+0CP What Came Before:
You may choose to start just as the Great Collapse occurs, before Cruz becomes the Queen. Many things great and terrible will soon come to pass, but this also means you'll have the opportunity to impact them yourself. How will you fare in this tumultuous time?

+100 CP The Tragic Backstory:
Well it seems you've fulfilled one of the more unfortunate requirements to be an important character. Something horrible has happened in your past and haunts you to this day. Perhaps you failed to save someone and as a result have devoted yourself to becoming a hero or some similar issue. There is a positive side however, at some point in the jump you will be given an opportunity to fix your mistakes. Perhaps the individual you thought to have died actually survived and is being held prisoner or you will meet the being responsible for killing them in the first place. Should you fix your mistake you will be able to move past your trauma.

+100 CP Plotbound:
It seems you aren't allowed to escape from the plot now. While this may seem like an advantage you won't be allowed to alter events significantly. For example the protagonist will be responsible for dealing with the successors and whatever they make will be the one you have to deal with even if you want to change it. For better or worse you'll see how the story goes. Should the bad ending occur you will not be affected by it, but you will be forced to watch everyone else die.

+200CP Frenzy:
It seems to have been driven into a frenzy and lost control of yourself to your bloodlust. If your willpower is strong enough you may resist this, but it will grow more difficult as time goes on. Actively engaging in combat will also cause this to worsen. If you are unable to control yourself when the jump ends it will count as a failure.

+200CP High Value Target:
For whatever reason, rogue revenant groups have decided that you're a valuable resource that's worth devoting resources towards your capture. Whether it be that you're still human thus a functioning blood bank or that your Blood Code is excellent

for the harvest of Blood Beads, their intent is to subjugate you and make you into their thrall until the day you die. Your only mercy is that the truly powerful Revenants will not hunt you unless you draw their attention. Most of the weaker ones however hunt in groups and have excellent tracking skills. Should you escape to the Provisional Government they'll be happy to take you under their protection, but don't be surprised if they request you to donate services to them in exchange for comfortable room and board. In addition they will not take i well if you try to leave after joining them.

+400CP Hated:
Whether it's because you choose to become a bandit and kill your fellow Revenants, or perhaps you've already become one of the Lost, it seems that most factions have a great deal of enmity with you. You will be ambushed regularly, as well as coordinated teams sent by both rogue operations and the Provisional Government to put you to rest. This will not stop even if you destroy their sanctuaries.

+400 CP Lost Beacon:
Well this isn't good, something about you is actively drawing the Lost to you. Maybe you're emitting some sort of smell or it just happens to a be a very long series of bad coincidences. Regardless you will constantly be attacked by Lost. For the most part this will be not horrible, definitely exhausting, but not horrible. Occasionally however either large groups or stronger Lost or Boss Level Lost will seek you out. These often will be an actual threat rather than an annoyance.

+600 CP The Queen's Restoration:
No No No, this was not supposed to happen. The Successors have failed and their is no recovery. All of the active Successors and possible candidates have died with them the Attendants as well as Jack and Eva in their attempt to stop it. As a result the Queen has been reborn at full strength and wants to destroy everything. Your best chance should you not be strong enough to directly engage the Queen would be to gather your allies and devise a plan to fight her quickly. Just remember it took everything they had as well as Cruz's attempting to weaken herself just to seal it away before. You're not allowed to leave the jump without killing the Queen. So it's do or die.

Scenarios

You may take any number scenarios if you pass the requirements. In addition you are unable to proceed to the next jump until you accomplish this goal. All scenarios take place after the main jump so there is no need to worry about conflicting goals or lack of time.

Major Scenario - Successor of the Queen

For this scenario you will take the Protagonist place. You will be given the same opportunities that they did, but you will also be expected to face all of the challenges they did. Your goal is to get the True Ending and save the city Vein. The main challenge you will face is ensuring each of the successors are restored to their sanity and saved. This is done by collecting their vestiges and giving them to the appropriate attendant. Failure to do so before facing the Successor will result in the scenario failing as you will be unable to restore them.

Rewards: For your efforts you will be rewarded greatly.

- First you will get to take all of your allies with you as companions. This includes all of your friends from home base, the successors, their attendants, and any other allies you have made.
- Second as this is supposed to be the happy ending after defeating the final boss and seeing Io's sacrifice both Io and Cruz will be reborn with their powers and memories intact. This is the happy ending so they're not dying this time. The benefit of having Cruz is self explanatory as the Queen she is the strongest revenant alive aside from you and the protagonist. Io is the Protagonist and now Your attendant. She is a loyal friend and a very kind person. In addition she is skilled in combat and support spells.
- Third for conquering the strongest of the Lost your powers be become supercharged permanently. This will increase the power and potency of your abilites from this jump and any abilities that are related closely to them.
- Lastly by becoming its savior you have gained the city of Vein itself. It will become a warehouse attachment post jump provide you a large army of Revenants should you need their service,

Ending

Heirs - You've grown accustomed to this place, and perhaps you want to make a difference in this ruined world? Stay here, with all you have gained. You will be given 1000 CP for your choice. May you know peace Jumper.

The Eternal Journey - Perhaps this world broke you, or maybe after all of its horrors you simply wish to return to somewhere kinder. Return home, with all you've acquired on your travels.

Dwellers in the Dark - There is a world beyond waiting for you, both past the barrier and this one. Move on to the next world, taking all you've gained with you.

Notes

It is unconfirmed as to whether God Eater and Code Vein actually exist in the same universe, but a Dyaus Pita was the subject of a cutscene several minutes long towards the end game. Take of that as you will.

Do not attempt to revive the Queen. This is what we call a bad idea.

Regarding Death
In addition, it should be noted that death here works a bit differently than in other jumps. As Revenants and their variants were made to be immortal, death will merely send you back to the last mistle you visited. However, one this isn't safe, your memory. Each time you die you'll lose something about yourself, and for most people regaining these memories is close to impossible. This will function similar to how someone would go hollow in Dark Souls. Upon losing all memories of your former life it will be considered Chain End, so keep your wits about yourself. Of course, for Humans...you're still human. Don't die, please. If you have 1-Ups then may be substituted for you memory loss depending on how far gone you are.

Creating Mistles and Fast Travel

Creating the Mistles is an innate ability the Queen can perform. It's just mainly people focus on her overwhelming power more than her ability to create. The reason the Protagonist (the Queenslayer) can use their unique abilities is because they acquired the Queens blood and she them her successor. Essentially the Queenslayer is a younger and (far) weaker Queen in a way. So to create Mistles you either need to buy Queen or you need to get a lot stronger after buying Queenslayer.

Regarding Fast Travel yes you still can use it with the Mistles and if you create new ones then this will expand your network of locations. Use the link below for more information.

- https://codevein.fandom.com/wiki/Mistle

Changelog

- Minor Grammar changes
- Clarified Humans bonus CP