



Illusion of Gaia v1.0 by William

Welcome to Gaia, Jumper.

An odd world, where time and space are as transient as air. The world has many similarities to the one many Jumpers hail from, including some of the very same landmarks. And it is said that once the comet arrives, the world will regain its true form.

But the looming comet in the skies belies a building danger in the populace as those who were once kind and benevolent are becoming steadily more cruel in the pursuit of a power that they do not fully understand. It is in the town of South Cape where things take a most drastic turn.

Will, whose father was lost in the Tower of Babel, had been returned back to his home without any recollection of how he'd gotten there. Since then, he had begun to develop psychokinetic powers and even limited precognition. Your story will begin to unfold the day that Will is summoned by King Edward to his castle, and then imprisoned for the inquisition into the Crystal Ring.

Shall you join Will's adventure with the rest of his friends and on the quest given by his father to collect the Mystic Statues, or perhaps collect them for yourself? Or even walk your own path in this world?

Take these 1000 CP (Comet Points) to empower yourself and evolve!

Age | Gender | Location

-Age and Gender-

There are many who make a difference in this world- young and old, male and female.
You may choose any age from 15 to 54, and choose either gender.

Instead, you may roll 14+1d40. If you get Odd, you keep your gender, if you get Even, you switch to a different Gender. Should you wish to relinquish this control, you gain 50CP as a bonus.

-Location-

While this world has many locations, there are few that are generally safe to be considered a location to be within. Should there be somewhere you wish to start, you may feel free. Otherwise, you may roll 1d8 for a random start location. Should you relinquish the control, you gain 50CP as a bonus.

1 - South Cape

A small town in the Southern part of the world, making its money from fishing. Will, his friends and his family live here, and even with them, it is a small, quiet town.

2 - Edward's Castle

A rather grandiose castle that sits atop a massive, sprawling dungeon, it is one of the few castles in the world. Kara's father is the King, who rules with an iron fist.

3 - Itory Village

A small village, home to Lily, as well as where Will's grandparents are from. A mystical village protected by a barrier to keep outsiders from being able to see it.

4- Freejia

A beautiful city with a dark underbelly. Slavery runs throughout the whole of it, and those who are caught by the slavers can be passed into the slave trade- free or not.

5 - Watermia

A simplistic, rustic town mostly built upon the water, Watermia holds Lance's father... as well as a dangerous game of Russian Glass Game with high risk and high rewards.

6 - Euro

A large, fanciful town that's technologically advanced. Neil's family lives here, and there is a great deal of wealth and opportunity to be found, with their own dark secrets.

7 - Natives' Village

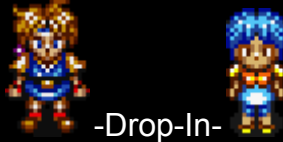
A quiet, dirty village but one that holds a number of people. Without a form of food, they're struggling to survive, but they stand near Ankor Wat, now infested with demons.

8 - Dao

A desert city, but near the Great Pyramid. There's little to be found here, aside from the Kruks- a strange combination of Kangaroo and Camel, used for crossing the desert.

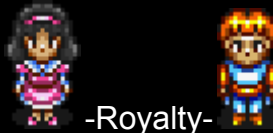
Origins

Origins have no CP Cost, and grant their 100CP perk for free, and the rest of them are discounted. In addition, in the Items section, you may choose one of the 100CP for free, and the other two items are discounted for that Origin.



-Drop-In-

You arrive in the world without any memories of anything from within. Thankfully, Identification is not a thing in this world, and you can forge your own way without any memories to hold you back. The path you choose to walk is your own.



-Royalty-

Whether it's direct royalty in King Edward's Castle (as a relation to Kara) or perhaps the descendant of an Incan royal family, or some other rich individual within this world. All the same, you'll have a duty of some kind, either to people living or dead, if you wish to be in a prison of silk and gold.



-Stalwart-

Despite getting in WAY over your head, you never seem to balk at the chance to adventure. While you might let someone else do the heavy lifting, you'll still be there for (moral) support. Nothing is stopping you from having your own adventures, however!



-Dark Hero-

A hero from the past, given power by Gaia and allowed to help save this world. In your instance, you are not tied explicitly to Will, but are a separate agent of Gaia's wish to save her world. That wish will steadily push you toward an encounter with Dark Gaia, either aiding Will or instead of him.

Perks

-Drop In-

Natural Musician (100 CP)

While certainly, practice and effort can lead someone down the path of becoming skilled with music, there are those that are born with the gift and simply excel. You have this talent. Music flows through your veins. You can play music flawlessly with just a glance at the sheet music and melody, and can take it further with practice, creating moving and stirring melodies with even a simple instrument.

Flower Form (200 CP)

While innocuous and seemingly innocent, you have the ability to turn yourself into a small flower.

Your size and weight changes accordingly, so you can become small enough to easily fit in someone's pocket. You can see, hear, and take in information as a flower, processing it the same way as your natural form. While you're not immune to damage like this, so long as nothing is actively trying to harm you, you'll avoid any damage to your person. In addition, this perk also allows you to adopt the form of *any* type of flower that you're familiar with, and all properties of said flower as well.

Dark Space (400 CP)

The Dark Space is a unique place that you gain access to. Within its confines is a small area, little more than two-hundred square feet. But within, you will find that time stops entirely on the outside, allowing you time needed to rest, recover, or do what needs to be done without being bothered by others. While here, you'll also have access to the same Dark Space Will can enter, inhabited by Gaia and the spirits of Freedan and Shadow, and she will (so long as you are working with her) heal your wounds freely. Afterward, you can access the Dark Space freely to plan, train, etc. If it is another jump which has Gaia, she may appear here as well as a helpful entity, so long as you are working with her, as before.

Psycho Power (600 CP)

Potent energy flows through you, allowing you to perform feats of supernatural ability, far beyond the abilities of common man. These are generally physical augmentations, but allow you the ability to, with no other gifts, amplify your strength several fold to smash down walls that might otherwise need explosives to be taken down. You can traverse along the ground through narrow openings, propelled by your psycho power, and even use it to turn your body into a living tornado. The applications are endless, and the more you utilize it, the more understanding you'll gain.

-Royalty-

Gossip (100 CP)

You're totally in the know about the local gossip, news, rumors and so forth. Any time you arrive in a new area, all rumors and such things (both true and false) are immediately made known to you. You have no way to discern which of them are true or not through this perk, but anything that interests you can be looked into and sought out with the information given.

Animal Companionship (200 CP)

You have a knack with animals of all kinds. Whether they're one you've had with you for awhile, or ones that you've just met, these animals alike will try to help you however they can. Smarter animals like pigs and dogs might be able to help you find or discover things, while simple animals like fish might make themselves available to you to eat in a situation where you have no other food. Those you just meet will be only mildly helpful but won't do anything unnatural, while an animal you trained is smart enough to deliver letters to a specific individual.

Determined (400 CP)

If you set your mind to accomplish something, there is nothing that can veer you from that path, and so long as you continue to strive toward that goal, it will continually become more likely that you succeed, no matter the setbacks that get in your way. With each setback, your resolve will strengthen to supernatural levels. So what if you're a princess who's never been outside the walls of the castle?

If you want to chase a boy across the entire world to fight an evil god and remain with him even through space and time? Nothing is going to stand in your way.

Knight of Light (600 CP)

Descended from those who had been put in charge of humanity, the Knights of Light are among the highest defenders of Gaia, along with the Knights of Dark. Empowered by the Light of the Comet, the Knights of Light are biological weapons who harness that Light to be able to stimulate growth and evolution into others. With minimal effort, you can touch something to rapidly evolve, allowing it to change and adapt to suit nearly any environment, or come to possess new physical qualities in a matter of moments. Similarly, you can also devolve things with a similar touch, reducing them to something far less than their current form as the very power of directing evolution's course is now yours.

-Stalwart-

Inventor (100 CP)

You're smart, and to an extent that some people may have difficulty grasping. In a time of swords and armor, you're creating planes and theorizing space travel by watching constellations. An intelligence that would be seen as years ahead of your time, if not decades, is now yours. While it might not necessarily equate to an academic achievement, you now see things in a totally different way between possible and impossible, and turn the latter into the former.

Intrepid Explorer (200 CP)

This is the lust for adventure that beats in your heart, born of the nature of wanting to see and to find something new. Crossing the ocean on a ship you happened to find without any real understanding of how it works? It'll work out. Traversing in an underground tunnel for days? You'll find enough food to keep you going. So long as you are actively seeking to find something or somewhere new, you will always find a way to move forward toward your goal, even if that goal is an unknown.

Grease Monkey (400 CP)

Putting odds and ends together isn't always the best way to make something new, especially when it comes to machines of varying complexity. But while you can't directly speak to a machine, you *can* tell with very minimal effort how something works and how to repair it if it's broken. You'll also have the insight on just how far you can push what the machines are capable of, and how compatible it might be with ways you know of to upgrade it. You don't need to study it for long, just a quick examination can tell you everything you need to know.

Rapid Evolution (600 CP)

You find that your body is a bit more malleable than others when it comes to being exposed to the power of evolution. Being in contact with another individual will allow you to adjust and direct your biology to their own. While at first this will likely fully change you into the object that you're touching, with time and practice you can simply pull traits out that would be compatible with your physiology, rapidly altering the state of your evolutionary path.

-Dark Hero-

Combat Capable (100 CP)

You know your way around a battlefield. Whether you've fought in wars, skirmishes, or even just a lot of duels, you've seen combat in your time. This, of course, gives you a leg up when it comes to the field of battle. You are stronger, faster and more resilient than you would be without this perk, and it also comes with mastery of a single weapon of your choosing. Additionally, the familiarity with combat will steel your nerves when it comes to these sorts of situations.

Dark Power (200 CP)

Similar to Psycho Power, the Dark Powers allow you to manifest energy as well, but Dark Powers will do so outside of your body. Initially, you'll be able to hurl out a blast of energy that's stronger than your own physical capabilities, but soon you'll be able to cause that energy to split into four, creating whirling energy around you that can defend you from harm, and even unleash a powerful enough downward strike, sending your Dark Power into the Earth to cause an earthquake. And this power will only grow with time and practice.

Shadowflame (400 CP)

You have the ability to convert your entire body into a shadowy, flame-like substance. The base color of it is a deep blue, but the yellow, flame-like plasma that burns is dangerous enough to sear through those who might touch you. Beyond that, as you are fully converting into it, you no longer suffer from the limitations of flesh and bone, able to stretch your limbs out to fantastic distances, and turn your form into a plasma-like substance that can flow like water across the ground, and so forth. You have full control over the energy your body resonates with, and should you wish to touch someone without burning them, you can choose to do so as well.

Phoenix (600 CP)

There is a power that results from the Union of the Knights of Light and Knights of Dark, and this rare power can be yours- even without a Knight of Light to augment it. The power of the Phoenix is all-encompassing, allowing you to fly up to space and live without need of any sort of space suit, as well as perform feats such as standing on the surface of a comet without any ill effects to your body. The main power of the Phoenix of course, is manifesting that energy into raw energy which you can unleash from your body with each attack, turning into devastatingly powerful blows. The energy from this perk is augmented by both any Dark Power or Psycho Power that you might have, enhancing all forms of the stronger the two of these abilities become.

Items

-Drop-in-

Musical Instrument (100 CP)

As a musician, you'll likely need a music instrument. This is of any form that you would like it to take. Beyond that, this is sturdy enough to be used as a weapon, and can stand up being used to bash creatures made of stone and so forth.

Herbs (100 CP)

An interesting plant which seemingly cannot be grown, but restores whoever ingests it to nearly completely full health and energy. This herb will not regrow, but it comes with the knowledge of how to plant and cultivate this rare flora.

Song Collection (200 CP)

There are an untold number of songs available, and you have all of them listed right in front of you in this collection. Better yet, in other worlds where music is important, you will also have all relevant songs and know when each of them are important to use.

-Royalty-

Family Money (100 CP)

As a member of royalty or high standing, you have an enormous amount of windfall to fall back upon. Rather than a specific amount, when purchasing something, you always will have enough to cover the most expensive and best quality of what's available in the local currency.

Gorgon Flower (100 CP)

Reputed to have been cultivated by the Gorgons themselves, this flower contains within it a potent magical serum that will immediately cure anyone afflicted by petrification. No matter the cause, it will restore them to just how they were before the petrification.

Leg of Yak (200 CP)

An enormous leg of yak that never seems to age, expire or grow any amount of bacteria, always perfectly fresh and at your ideal temperature. You can eat this indefinitely- it will never expire and will always be mouth-wateringly delicious to you.

-Stalwart-

Tear Pot (100 CP)

A pot that contains the tears of war widows, and with it, a specialized power. You can sprinkle the waters within on someone and, should they be a demon or any sort of non-human, any disguise they have will be completely removed, showing their true nature.

Purification Stone (100 CP)

As its name would imply, the purification stone is able to purify things. Whether it be food or water, or even things that have been tainted by evil. The stone, when placed within or next to something, will absorb any and all impurities, leaving the original at its purest form.

Biplane (200 CP)

Much as it sounds, this is a fully functional Biplane, allowing you to fly across vast distances quickly. Not only that, it's strong and secure enough that those who are brave enough can land on and fly on the wings without any loss of lift or other power.

-Dark Hero-

Magic Dust (100 CP)

This dust is a rather specialized form of recovery. Anyone who has become trapped in something, you can free with this. Used in this world to free those who are trapped inside paintings, you can easily free others or yourself from other forms of entrapment as well, so long as you can sprinkle the dust on the item that holds them.

Aura (100 CP)

This item is mostly useful to those who have the Shadowflame perk from this Jumpdoc, or any particular ability where you have manipulation over your form- this will amplify that control several fold, allowing you to perform actions that you normally wouldn't be able to without it, allowing you to stretch your limbs to considerable distance, to liquefy yourself down through gaps in floors, etc.

Dark Crystal Collector (200 CP)

After slaying an enemy, the strength of its heart and power is formed into a Dark Crystal, which holds energy that you can utilize. If you can collect enough of this energy, it functions as a simulacrum, and if something would kill you, you can reform nearby out of the Dark Power. Be wary as the stronger you become, the more Dark Crystal will be needed to function in this way.

Companions

Companion Import (50 CP)

You can bring in a companion with you, importing in to choose their own Origin, Perks and Items, with 600 CP to spend. Companions may take Drawbacks that affect them, adding to their own CP total.

You may instead pay 200 CP to import 8 Companions with the above rules.

Mass Import (200 CP)

If you have a large number of Companions, you can use this option. This will allow you to import any number of Companions. Companions imported this way gain no CP and cannot take drawbacks for CP, but will gain an Origin, the 100 CP perk of that Origin, and then their choice of one of the two 100CP Items for their Origin.

OC Companions (50 CP)

You can create and make a Companion, native to Gaia, to have a chance encounter with to join your adventure. This Companion, much like the Import Option, gains 600 CP and may take drawbacks that add to their CP total.

Canon Companions (100 CP)

If you wish to have one of the Canon Characters join you, this perk will ensure that you are not only able to find common ground and gain their trust, but that they will certainly be willing to join you on your adventures beyond their home.

Scenarios

-Scenario One: The Jeweler-

The Jeweler Gem, a man who is, by all accounts, a Master of Disguise and one who has an exceedingly curious interest in the Red Jewels strewn around the world. Often in completely random locations and without any rhyme or reason to their existence, nonetheless the man seeks them. By providing them to him, he will give you a number of small gifts of inconsequential value, but only after collecting all fifty can you find the secret of the Jeweler Gem.

That secret, of course, is the fact that he is actually a demon himself, known as Solid Arm, and he is the creator of the Slave Trade that has plagued Freejia, Euro and so many others. His mansion is full of many dangerous adversaries, and while within it, you will be restricted to Perks and Items from this doc only. Should you triumph over Solid Arm and his army of slavers, you will gain the following:

Light of the Red Jewel - Even in settings where you are unfamiliar with the setting, or are otherwise unaware of such, you will see those who are evil and concealing their true nature in a red light. No one else can see it, but you will instinctively know that they are not who (or what) they say.

-Scenario Two: Imas, Remus and Sam-

Across the sea lies a small village, and the people here hunt and forage for their food. They are cut off from the rest of the world and live in peace... but the light of the Comet has caused the animals in their forests to flee, leaving them without food. To lessen the burden on their village, and to find a way to feed their village, three men departed from the village to find work, only to be caught by the Slavers in Freejia.

Should you undertake this scenario, you will need to not only find and free these men from the slavers, but escort them back to their village, and lastly, you'll need to find a way to either teach the natives how to farm their own food, or somehow help the animals so the natives can resume their hunting ways, and sustain themselves on their own. Should you succeed in helping this village, you will gain the following:

Message in a Bottle - This innocuous looking bottle has a mysterious power. If you need assistance with something, you can write your request on the note and put it into any large body of water. It will drift, regardless of tides or current, to the best-suited person to help you with this task, and while they won't be compelled to help you, they'll still be drawn to your location and willing to hear you out. And they'll give the bottle back, with a fresh piece of paper for a new message.

Drawbacks

There is no limit to the number of Drawbacks taken. The only limitation is that if a particular Drawback is taken by the Jumper, it cannot be taken by a Companion, and vice versa.

Snail Pie (+100 CP)

There are some weird choices for food here. Snail Pie, nothing but mushrooms for weeks, and so forth. Nothing will ever quite 'sit right' in your stomach. Sure, it might taste okay, but stomach cramps, aches, and other tummy problems will plague you.

Weird Translation (+100 CP)

Everyone just kind of talks... oddly. Sometimes as if they're not even directly listening to what the other person has to say. While the full intention behind their words is usually clear enough, expect a lot of inconvenient discourse, unclear directions and generally just a lack of understanding about the world as a whole if you take this drawback.

Limited Power (+200 CP) | Drop-In Only

While your powers aren't completely lost or sealed away, the form you've taken on is an immature, weaker version of your normal ability. You can temporarily gain back your true, full power by visiting a Dark Space, but this will only last for a few hours, before you're returned to the weaker state.

Spoiled (+200 CP) | Royalty Only

You've been pampered and spoiled during your time, and due to that, you find that doing such things as manual labor or basic tasks beneath you. You will not and cannot do something that someone else can do for you during your time, outside of the basics in taking care of yourself.

Amnesiac (+200 CP) | Stalwart Only

Somewhere around the Year Four mark here in this Jump, an event will occur that will cause you to lose all of your memories. You won't recall your friends, companions, or even your enemies. These memories will be returned after several years, around Year Seven, but the three-to-four years will leave you without any recollection.

Dark Power Enervation (+200 CP) | Dark Hero Only

You require Dark Power in order to live, and to power any of your abilities. So long as you are actively slaying demons and taking the Dark Power from them, you will experience no negatives. But take a day or two off and you'll find yourself sluggish in both mind and body as your soul tries to feed off of your own Dark Power in order to survive.

Cursed Travel (+200 CP)

Unless you're traveling on foot, something bad is *always* going to happen to your vessel. Ships, planes, it doesn't matter. If you try to get anywhere aside from walking, whatever method of travel that is will break down, sink, crash or so forth, leaving you in a terrible way, bereft of one or more companions, items and so forth.

The Jackal (+400 CP)

Someone has put out a hit on you. Unfortunately for you, the one they hired was an assassin known only as The Jackal. Unreasonably skilled, resourceful and deadly, he might not know your true history, but somehow he knows about each and every ability you bring to the table and has measures to counter them. You won't be able to find him before he finds you, no matter what you do, and he'll show up right near the end of your journey here, having taken several years to find and develop countermeasures, and he's coming for you.

Comet's Light (+400/+600 CP)

You've been exposed, in one way or another, to the Comet's Light, mutating and evolving your body, but not in any way that's beneficial. Your out-of-jump Perks are deactivated, and any items cease to function after being bathed in the Comet's Light. This cannot be changed by any of the perks in this Jumpdoc, such as Knight of Light or Rapid Evolution.

For an additional 200 CP, the reason for this is an enhanced, more dangerous version of the Comet known as [Apocalypse Gaia](#). By taking this Drawback, you will inexorably be drawn into a conflict with Apocalypse Gaia, with or without Will's assistance, and you must overcome it.

The Ending



-Stay Here-

This world holds much of interest, and surely an explorer such as yourself hasn't seen everything that it has to hold, have you? Stay, enjoy your time here, and watch as history is shaped by your actions.



-Continue Onward-

There are many more worlds out there than this, Jumper. Take what you've learned here and continue to explore, and see what else awaits you on your journey.



-Go Home-

Have you tired of exploring? The thrill is no longer what it once was? Take what you've gained and return back home, with all that you've learned and all that you've acquired.

Changelog

0.1 - Completed, Jumpable

0.2 - Fixed typo/grammar errors, added 2 Scenarios, added Apocalypse Gaia Drawback

1.0 - Fixed some more typos