By u/overquartz

Introduction

Welcome to the world of Eos jumper. A land ravaged by a war and a magical plague known as the Starscourge. Luckily for you you just happen to arrive in time for a wedding. It's definitely not a trap set by Niffleheim to take the last free city in the world no way.

Now go forth with 1000 crystal points.

Locations:

1. Insomnia
2. Galdin Quay

3. Hammerhead
4. Lestallum
5. Niffleheim
6. Tenebrae

Age and Gender

Choose any gender and freely choose any age between 16-40

Origins

The Doomed (drop in)

The Last King

The Oracle

The Retinue

Perks

The power of kings (600): It matters little what you are, be you a spare for the Lucius Calem bloodline or one of their kin. Either way you manage to draw magical power from The Crystal without pledging allegiance to the king. Most notably is the ability to store a weapon in subspace like the Kingsglaive, Phase through attacks using a short distance warp, Warp by throwing a weapon, Turn otherwise mundane things like soda and coffee into healing potions and elementalism (see notes for elementalism). You can share this power with those who pledge loyalty to you. If that loyalty is genuine remains to be seen. **(capstone booster)**

Rest spot (200): Wherever you may go you will find photogenic camping spots. Resting in these spots will guarantee no harm will come to you or your traveling companions. Furthermore, should you need it Coleman brand camping gear will appear from somewhere. Yes, Coleman exists in the FFXV universe for some reason.

Ascension Grid (400): By killing enemies you obtain XP. The amount varies but generally it's based on how dangerous it is to the average person and how rare it is.

Sleeping somewhere safe you can level up obtaining 3 AP per level up. Mentally focusing will allow you access to the grid where you can spend the accumulated AP on nodes. Certain nodes can only be obtained through training or self discovery. Some nodes can even elevate otherwise mundane skills to the supernatural. Others allow you chances to obtain AP outside of leveling up. The only limit to how big this grid can be is your own potential.

The Doomed

The Immortal life (100 CP): Ah, it's bound to be an annoying time forging a new identity? Well let me take care of that. With this perk circumstances will align to give you a new identity that exists legally. No baggage will come from this like having to work with an enemy nation or blackmailing a public official.

Mass production (200 CP): With the power of a big ass facility you can mass produce 100x what you'd normally produce by yourself. Any facility you use will have all your crafting perks at 100x potency. However it will increase the chances of any artificial life going berserk. The price for mass produced troops.

Magitek (400 CP): Knowledge of devices that use the Miasma of Daemons is now yours. Everything from the troops, wallbreaker and the giant Daemons in Kingsglaive are a possibility. This perk doesn't guarantee you'll be able to control these artificial Daemons.

The Scourge (600 CP): You have the ability to take the Starscourge into yourself effectively curing those infected but will kill those already turned into Daemons. You're immune to the Starscourge though. You've taken in enough of it to become the embodiment of the Starscourge. This nets you some benefits. For starters you're completely immortal while in this jump barring being killed by the true king. You can still be harmed by purification and imprisoned as you are the embodiment of the Starscourge. Secondly, is the command over Daemons and the ability to infect others and turn them into Daemons. Thirdly, is the ability to cast illusions and other miasma based magics. Finally is the ability to teleport using miasma and absorb memories of the Daemons you absorb. Post-jump applies to other infections.
The betrayed king (boosted): You can now infect even the gods and bend them to your will. Perhaps you may even be a long lost sibling to Ardyn? You have access to a corrupted Armiger like the perk below; it allows you to use the Royal arms and store more than one weapon. Optionally, at any time you can make your weapons from previous jumps into Royal arms. Doing so will roughly double any existing qualities. Like Ardyn's Personal blade they are inherent to you alone and cannot be copied by other Armiger users.

The Last King

Fishing time (100 CP): You now have an expert knowledge of fishing. Anywhere that has fish you'd instinctively know where the best fishing spots are. In your hands your rods are unbreakable and can't leave your hands unless you deliberately let go. Now go forth and catch the biggest of fishes.

Royal pain in the butt (200 CP): Like a certain king you too can be remembered in a favorable light. Doesn't matter if you tried to kill your brother and his wife? Lover? and still be praised as the founder king and the mystic. Hell nine times out of ten the gods themselves will take *your* side even if you are in the wrong.

The covenant (400 CP): By earning the respect of Gods you can summon them. This process isn't necessarily easy since most would rather have you prove yourself. Some will help you without such tiedium but for gods of this world it's a rarity. They will come of their own will and leave when they think their help was enough. Starting off you have a covenant with one of their messengers either Carbuncle or Garuda.

Armiger (600 CP): The power of the Royal arms is now yours. In your hands the Royal arms are as sharp and powerful as they are meant to be. Though you'll have to find them. But in the meantime you'll have the ability to store infinite objects in a magic subspace. When you obtain at least four Royal arms you'll unlock this perk's full potential. Activating the Armiger you'll be surrounded by all your stored weapons and Royal arms. Once per jump or when you face a significantly stronger foe Armiger grows to be as strong as when Noctis uses it against Leviathan and Ardyn. Optionally, at any time you can make your weapons from previous jumps into Royal arms. Doing so will roughly double any existing qualities. Like Ardyn's Personal blade they are inherent to you alone and cannot be copied by other Armiger users.
Armiger unleashed (boosted): Somehow you managed to achieve this power without the use of the sigil. With this Armiger is significantly stronger though not quite as strong as the once per jump powerup occupying a halfway point in between. Phasing now generates a blast of holy energy capable of doing considerable damage against even the strongest of Daemons.

The Oracle

A calming presence (100 CP): You have something about you. A quality that just soothes the soul. You're sure to make friends wherever you go.

Voice of the gods (200 CP): The gods have a language that can't ordinarily be understood by mortals. Luckily you are one of the few peeps who can understand them. You're able to open dialogue with them and even rouse them from their slumber. Most of them are dicks tho Especially Bahamut. Post- Jump this communication extends to supernatural creatures with their own non-magical language.

The macguffin (400): To be blunt Luna was more of a Macguffin for the plot than an actual character. Like her you'll now receive a similar protection. For one year starting at the start of the jump you'll be considered too important to die. This protection does not extend to non sentient creatures like wild animals or beings too insane to care about the consequences. Once the year is up people who'd normally kill you will now attempt to do so.

Miracle (600 CP): You can cure those infected with the Starscourge. Unfortunately, you can't cure those who are already Daemons. At least the long night will take a while longer to come. Post-jump works with other infections.
11th hour (boosted): Once a jump you can empower someone to the same extent that Luna did to Noctis. This doesn't give someone Armiger merely gives their existing powers a similar boost.

The Retinue

A new recipe (100 CP): When you get your hands on an edible item it will create a recipe in a mental cookbook. These recipes if followed to the letter will be guaranteed to be delicious no matter how simple it is. This knowledge will start off simple like toast, eventually working its way to recipes even a god of cooking will weep in envy to.

Let me take a selfie (200 CP): In the midst of battle you can take Photos that look amazing. They can even be taken when you aren't even using a camera somehow...

An MT heart (400 CP): Like Prompto you are a clone of a Niflheim researcher. You gain an affinity for guns and Niflheim tech like you were born to do. On one of your wrists is a tattoo that Lets you access any locked Niflheim system. Post-jump the tatoo applies to any empire that employs clones and other unethical things

Big boi (600 CP): You're strong jumper. Like sword fight with an Iron Giant Strong. This doesn't give you the stamina to pull that off but you could with some training.
Gilgamesh (boosted): You've become the pinnacle of the martial way. Once a jump you can designate an area as your proving grounds. Within these grounds you're immortal of the ageless and can die variety. Leaving the area will remove this immortality until the next decade

or next jump whichever is sooner. You can't cheez this by using some random location; It has to be one where you actually train. You can also temporarily make prosthetic limbs out of light should one of your limbs get severed.

Items

Items may be imported into similar items weapons to weapons, clothes to clothes and such. Items are 50 % discounted by origin with 100 free. You get a 300 CP stipend for the Items section.

Infinite Cup noodle works!! (50 CP): Another blatant product placement. With this purchase you receive infinite Cup noodles.

Pre-order DLC Weapons (400): The Blaze fire saber, Gae bolg, Masamune and Mage mashers are now yours. They are pretty decent for some of the weaker foes here. Iron giants will have some resistance to these but not as much as the starter gear.

Weapon shops (400): You'll see these mobile shops almost everywhere in this world. With this purchase they'll follow you to future jumps. Unlike the other ones these will offer *every* weapon in the game with fiat backing..well the ones not already on offer below or above that is. The pricing for weapons will be determined by how hard it is to get them and how rare it is if they couldn't be bought originally. That means the season pass stuff and one of a kind weapons will be ridiculously expensive. In future worlds you can also buy weapons with the same backing. I.e if there was a dbz jump without a Z-sword you can buy it with fiat backing but not if it was already on offer in the jump doc.

The Doomed

Hat collection (100 CP): Well I guess everyone needs a hobby. Every hat available in episode Ardyn is now yours. Yes, even the silly ones.

A classic (200 CP): Well not everyone can have daddy's custom car. So you'll have to make do with this car. It's not much but it's still pretty on the eyes. If destroyed you'll get another.

MT company (400 CP): A company of MT soldiers of your very own. Guaranteed to not go berserk. The composition of the company can be up to you. Any of the MT soldiers is fair game. From axe men to assassins are fair game. Respawns after a week if destroyed.

Corrupted summon (600): Like a certain someone you too managed to dominate the will of the divine. Since multiversal travel is apparently a thing the corrupted god is an alternate universe version of the summon. Everyone except Bahamut is eligible so if you want a Daemonfied Shiva go for it. Respawns after a year if killed.

Rakshasa Blade (600): A copy of Ardyn's personal sword. It has similar properties to The blade of the mystic as it is the sister blade to The Mystic's. It allows one to shoot three phantasmal copies before you warp.

The Last King

Fishing gear (100 CP): You receive all the fishing gear Noctis can buy during the game. The lures and fishing line are replenishing. Have fun fishing with the bois.

Engine blade (400 CP): A blade that is designed to absorb elemental energy. You could upgrade it to the ultima blade if you have enough know-how.

Royal arms (400 CP): Copies of the 13 royal arms are now yours to command. Though they'll be nothing but blunt weapons if you don't have Either the boosted Doomed capstone or the last king capstone.

Ring of the Lucii (600 CP): Either the original or a copy depending on your choice of origin. Either way it'll be as strong as it was in canon when Noctis gets it. The ring can be strengthened by sacrificing your altforms to it as spirits. I.e sacrificing 13 altforms will roughly double the ring's power. If the sacrifice is too steep for your taste it can also grow by accompanying you through your chain; a single decade is equivalent to one altform sacrificed. It's slower but that is the price of not making a sacrifice. It also has a nasty safeguard. Those not of your blood and are unworthy will burst into holy flames. Even those the spirits of the ring find worthy won't come out unscathed. The damage to the worthy face ranges from burns to even death if they are unlucky. If lost it will return to you. Guaranteed to not drastically age you or burn unless you over use it like powering a city spanning magic wall for years for example.

The Oracle

Flower book (100 CP): A collection of pressed flowers...They look nice I guess? Post-jump it adds other flowers native to the setting

Umbra & Pryna (400 CP): A pair of teleporting doggos. Yep pretty much it for them. They can also teleport you so there's that.

The trident (400 CP): Unlike the one that comes with the other Royal arms this merely boosts the Oracle capstone and other purification abilities. Yeah I pretty much got nothing else. Maybe you like trident shaped ornaments?

The other Macguffin (600): This is more of a slot than an actual item. Once per jump if a faction that you oppose gains an artifact of importance to the setting events will conspire to get that item into your possession. Said events will also lead to you meeting someone who'd you approve of the item falling into the possession of. Optionally, you can keep the item which will receive fiat backing. This only applies to *one* item meaning if the item was something like the infinity stones you'd get one fiat backed not the whole set. Furthermore, the item can't be used as a substitute to alternate universe sets.

The Retinue

Camera (100 CP): A high quality camera. It's got some nifty filters too. It's basically Prompto's end game camera.

Starter gear (100 CP): You have copies of the starting weapons Ignis, Prompto and Gladio have. They're strong enough to take on some of the weaker Daemons and Magitek infantry but don't think you can take on Iron giants or heaven forbid the adamantoise unless you live by the motto "death by a thousand cuts" too literally.

Crownsguard attire (200): These durable uniforms are bullet resistant and pretty stylish too. You get an infinite amount of these outfits. They adjust to fit the wearer as well.

The Regalia (400/500/600 CP): King Regis' old car For the base price you get all the upgrades for it. For an extra 100 points you upgrade to the offroading Type-D and for a final 100 points you get the flying Type-F. You can change between the different types in the warehouse.

Kingsglaive outfits (600 CP): You have a supply of highly durable Kingsglaive outfits. You can be hit by an Iron giant and still be in fighting shape. You get an infinite amount of these outfits. They adjust to fit the wearer as well.

Warehouse Addons

50% With Ring of the Lucii.

The Crystal (600 CP): Attached to the Warehouse is a chamber housing a copy of The Crystal. Without this you can't use any magic here without being infected with the Starscourge if the original breaks. It burns any unholy or unworthy beings that come close with holy energy. It will also serve as a memory backup and a direct portal to the local settings afterlife that only you and those worthy can use.

Companions

Import (Free): Your standard import option.

Canon (100 CP): With every purchase you're guaranteed to run into one Canon character per purchase.

Drawbacks

Episode Ardyn (0 CP): Instead of starting when Noctis sets out for his wedding, you'll instead start when Ardyn is freed from his prison.

Episode Jumper (0 CP): With this perk you'll insert into a character when taken with the appropriate origin. I.e The Doomed for Ardyn, Retinue for any of the bois. Doing this will prevent you from taking some drawbacks.

Episode Comrades (600 CP): Well you won't be seeing Noctis your entire time here. You start when he enters the crystal and leave when he awakens. Hope you hate the sun because you won't be seeing it at all.

The Crystal (300 CP): Your out of jump perks are tied to the crystal for the duration of the jump. So if you run into any of Niffilheim's Anti-crystal tech or the destruction of the crystal will reduce you to a bog standard human.

Bahamut knows (600 CP): The asshole himself knows you're here. He knows you are not part of this world or part of it's fate and his plans. He won't do anything right away but your actions are under a microscope.

The burden of power (400 CP): For the jump any magic perk is just as draining and bad for your health as it is for the kings of Lucis.

For the empire (400 CP): It seems the Niffs aren't just after the crystal. Somehow they detected your arrival. If they get their hands on you not only will you lose the chain but you'll release an evil empire into the multiverse.

Collectathon (600): Your out of jump perks have been turned into Royal arms and Scattered across Eos. You have to find them to be able to use those perks for the duration of the jump. Fortunately, those perks have been grouped by the jump they were in. So depending on how many previous jumps you've had this is gonna take a while. Post-jump you can retain copies of these royal arms doubling the potency of your perks when wielded should you desire.

Scenarios

(Take as many as you want unless they conflict)

Heritage for the future (End-jump)

Ah, Jumper you came at the right time. You see, Ardyn gained more power than Bahamut planned. That's a bad thing since he'll try to purge the world with Teraflare. Your mission should you accept it is to kill Bahamut and somehow save the world from the Starscourge as well. This won't be easy as you must kill him not only twice but on two planes of existence. This is also compounded by the fact this scenario also has the effects of the **Bahamut knows** drawback for no points**.**

Rewards: Should you succeed in this endeavour you will obtain your spark. In addition to that you'll obtain Bahamut's power. Firstly, your magical might and holy energies will be enhanced to ludicrous degrees to the point you could summon skyscraper sized swords, Create copies of yourself and resurrect the long deceased. Secondly, You can bestow upon mortals magic that can be inherited and create magical artifacts on par with the crystal. Thirdly, You gain ownership of the beyond where your soul shall reside and you must be killed both here and in the physical world to be killed. Finally, you'll also be able to use Tetraflare once a millennium. A terrifying magic that could potentially wipe out all life on the planet. However, it could potentially be blocked by divine beings but they'd have to slumber to recuperate and your physical body will be destroyed in the process of using this ability but it will reform when you can use Tetraflare once again.

Bad case of the Niffs

The Emperor is dead!! Long live the new Emperor!! By some shenanigans you'll somehow become the new Emperor of Niflheim sometime during the jump. You will stay in this world as long as it takes to take over the entirety of Eos.
Rewards: You gain Eos as a warehouse attachment.

Choices

Go Home

Stay

Continue

Notes

Elementalism: Pretty much works like it does in the game and Kingsglaive. You and those who pledge loyalty to you can use elemental energy directly or put it in a flask with items to give the spells unique effects. The rarer the items used the more powerful the effects usually are. The capstone gives you a regenerating supply of flasks and an internal store of the three elements of Fire, Ice and Thunder post-jump. You could still absorb sources associated with the elements.

Ring of the Lucii: Yes I know there's about 113 kings but I'm only counting the 13 that were shown as about 90% counting Regis as the 14th and the last 10%.

Starscourge: Unless you take The Doomed capstone getting infected with the Starscourge is a chain-fail if you get turned into a Daemon. You can get around this by having perks to eliminate the downsides of an infection, prevent madness and protection of your free will. Should you do have the right perks and get infected your Daemon form becomes an altform.

The Last King Capstone: I could have made Armiger part of the booster but decided against it due to me associating it more with Noctis. As for its boosted form it's basically what you can do with the sigil and in certain boss fights. Yes, you can do all the stuff with Armiger shown in VS 13 trailers, the anime and cutscenes.

The Doomed Capstone and booster: Arydn's Armiger appears to be somewhere between Noctis using the sigil and cutscene Armiger. So fanwank where exactly that is. Ardyn might be able to stop time but IDK since that only happened that one time on the train when he swapped appearances with prompto so I'm leaving that out of the perk. He also appears somewhat resistant to extreme temperatures and pretty durable. This part is part of the perk but it's not in the description since the perk was getting sorta wordy. Same with his regeneration and sunlight resistance. You can have the same strain of Starscourge as Ardyn or an entirely new one that isn't affected by the death of Bahamut or the death of Ardyn unless Noctis was also targeting you. Should you choose to be the same strain as Ardyn, episode comrades' drawback is pretty much the safest choice.

Importing Royal arms: You can still import royal arms with the capstones you just have to wait a decade or until the next jump to do so depending on the jump length,

A new recipe: Yes as long as it won't kill or bring permanent harm to a normal human it will activate the perk.

Multiverse: Yeah I'm not too entirely sure what is going on with the event's. Ardyn somehow gets to Egypt in Assassins creed, FF14 Garuda tried to take over Eos and Nocits winds up in tekken and Terra wars somehow.

The jump itself: Due to the game being confusing in some parts there's bound to be some mistakes. So please bear with me on that.

V 1.0 jumpable

V 1.1 Some fixes to spelling and buffed some perks and ring of the Lucii.

V 1.1.2 Minor fix with Doomed capstone

V 1.2 added new perk and new items. New drawbacks and one of them is sorta a mini scenario. Added scenarios with more to come. Added clarification to the doomed capstone in notes