



Clevatess Jump

v1.01

by PerfectlyNormalShard

Welcome, Jumper, to the continent of **Edthea**. Sadly, much of the world remains hidden from the humanoid races, confined by the four territories of the Dark Beast Lords in each cardinal direction. The secrets of the past are buried by time and fate, and the power of humanity is little more than that of ants in the face of legendary monsters capable of single-handedly ending their existence and scouring them from the world in a week. One of these beasts, Clevatess, will soon face the latest attempt by the races to expand their borders: 13 heroes who will die as easily as dust being swept away.

Take 1000 Choice Points.

Starting Location

Determine where you start, otherwise gain 100 CP to roll 1d6.

Hyden, Royal Capital

The capital, soon to be destroyed by Clevatess. The royal family holds the secret to creating the legendary Regalias.

Boelate, Royal Capital

A powerful empire in the northeast, known for its military strength and expansionist policies. They seek to expand their might through magic.

Eslinn, Royal Capital

Situated near Hyden and Boelate, bordered by a vast ice sheet to the north.

Mineshaft of Elbe

Located at the southern border near Luna Mountain, this mineshaft is home to a group of bandits hoping to recuperate a certain legendary sword.

Luna Mountain

Territory of the Dark Beast Lord of the South, Clevatess. It is full of Dark Beasts that are kin to him and is chock-full of resources.

Free Pick

You are free to choose your starting location from the available options and beyond, so long as you stay within the continent.

Age and Gender

Roll for your age using **2d10 + 8**.

By default, your gender is whatever you were previously, but you are free to choose a different one.

Origins

ALL origins can be taken as a Drop-in, for good or ill.

Fate's Chosen [Free]

Fate seems to be a much more active participant than we think. Yet some have the unique capacity to entangle themselves in its strands. You are one (perhaps the only one) of the humanoids who has that capacity.

Humanoid Hero [Free]

Much like the 13 Heroes chosen by the king of Hyden, you are a master of combat, one of the pinnacles of individual power among humanoids. However, do not forget that the definition of "hero" is not universal.

Dark Beast [100 CP]

Rather than one of the humanoid races, you are one of the Dark Beasts that roam the lands beyond. Whether you are kin to one of the Four Lords or a unique creature is up to you. Make no mistake, all Beasts can understand speech, are as intelligent as any human, and even the weakest are many times stronger.

Perks

Origins get their 100 CP perks for free, and the rest are discounted 50%.

General [Undiscounted]

Ancient Mind [Free]

Fate is a funny thing here. Civilizations rise and fall as if someone resets their progress any time they reach a sufficient level. The memory of the humanoid races is as fickle as the wind. Not so with this perk; your memory is perfect, automatic, and retroactive. You remember everything, even from before gaining this perk, all the way back to your first life and first breath.

Songs of Edthea [Free]

For those who wish for an appropriate song to play at the appropriate time to liven their adventures. This contains the OST of this world and updates with the OST of future worlds you visit.

To Feel the Flow of Time [100 CP] [Free for Dark Beast]

Beasts, especially Beast Lords, can sleep for centuries and are completely ageless beings, yet they remain keenly aware of the passage of time. Now so do you. With a mental flex, you will know the date, the amount of time that has passed between activities, how long you slept, and more. You will never lose track of time again.

Fate's Chosen

Weaved Strength [100 CP]

Some rely on skill to fell their enemies, others on innate strength. You, however, have the favor of fate. Your attacks always have a small bend in the rivers of fate, giving you a higher chance to critically hit than normal. It's nothing crazy, but with this, you could fight a stronger opponent and be more likely to win.

Fateful Encounter [200 CP]

Some beings need to explore the world to find companions. Others, like you, have the world deliver them to you. Need a nursemaid? Well, I'm sure the nearest bandit camp has someone who wouldn't mind doing it, provided you help them first.

A Call to a King [400 CP]

Let them cry all they want, but a king must prove themselves above the common masses in certain ways. The first is charisma; you exude the presence of someone born to lead. The second is that you grow faster depending on the people's need for a king. If a people are in desperate need of you to become their king, you could turn years of growth into a few measly months.

Royal Blood [600 CP]

Congratulations, you have royal blood flowing through your veins. What does that mean? Well, this blood is a little special. First, it makes you automatically qualified in Fate's eyes. Only the hero can lift the sword? You can. Only the Hyden royal family can cast this magic? You can. No man can kill them? You can, even as a man—don't ask how. Second is the ability to craft Regalias. Even without any supernatural resources or techniques, a single drop of your blood upon a weapon you forged is enough for some basic enhancements. Adding Arcanacite allows you to craft equivalent empty Regalias, which need the soul and/or life force of a slain being to gain their iconic powers. The more supernatural the processes and resources, the more powerful the Regalia and the more evolved the powers it will absorb.

Fate Breaker [600 CP]

Some are born favored by fate, but some, like you, are masters of it. You might be the only one in this world. First, fate cannot affect you in any negative way; you can break fate's plans as you wish. Second, no one can divine you or your actions, as if fate never accounted for you. Third, those blessed by fate find their blessings—or any luck—failing them when facing you or acting against your interests. If they wish to triumph, it must be on their own strength. Paired with **True Human** or **Lord of Dark Beast**, this perk's power is enhanced even more, allowing you to decide exactly how this luck manifests. This effect stacks.

Humanoid Hero

Grit and Guts [100 CP]

We call them heroes not because they win, but because they refuse to fall. With this, you will be infused with the boldness found in heroes willing to put their lives on the line to close the gap against a superior opponent, along with the grit to survive and handle the pain of those crazy plans—be it exploiting an immortality perk to survive asphyxiation or handling all your bones being reconnected.

Sword Master Skill [200 CP]

To lessen the gap between men and Dark Beasts, weapon masters created techniques, such as the Rising Dragon, which removes all thought but bloodshed to deliver a devastating attack. At their core, these techniques serve to remove the natural limitations of the human body and use 100% of your strength efficiently in combat, making them more advantageous against superior innate strength. Now, these techniques are yours.

Gift of Magic [400 CP]

Magic is the ability to use Arcanacite along with other ingredients and methods to subvert natural phenomena to your will. For those without talent, Arcanacite is but a shining red rock, but not for you, as your talent stands at the apex itself. There are three major schools, divided into Ingredients, Insertion, and Circles/Symbols, and you are proficient in all. While normal wizards are limited to a single magic, you are not, sacrificing raw power for versatility. As this magic belongs to you alone, it will respond to none but you, unlike other realms where spells are encoded upon reality. The spells available are those you craft yourself.

- **Ingredients** are made by mixing living or once-living ingredients with Arcanacite, such as a parasitic pupa that confuses the senses of a Dark Beast.
- **Insertion** is the resonance between you and a living being, such as a turtle beast with a magnetized shell, giving you the power of polarity.
- **Symbols** involve drawing runes and channeling Arcanacite to manifest power into destructive natural forms like fireballs.

Immortal Puppet [600 CP]

A curious happening occurred: you died but have been reborn as a living corpse animated by Dark Ichor. This ichor is for your exclusive use, meaning it will obey no master but you. As long as it courses through your veins, it will repair your body back to its former state and enhance it, though it does nothing to mitigate pain for now. However, over many years, this blood will infuse your very cells, turning you into living Dark Ichor. This means you will revive so long as a

cup of it survives, though it might take time to regenerate to its former amount, a process accelerated by consuming fresh blood.

True Human [600 CP]

There are heroes, and then there are heroes above heroes. You fall into the latter category. First, you receive a boost in physical power to just below that of a Dark Beast Lord. Second, you can use Runes, also called Skills. Normal humanoids can only hold two, but you have infinite slots. In fact, you can copy all native skills in this world at a glance since they all originate from the First Hero, and you can create more through repeated actions and feats, such as channeling damage into extra strength. You can bestow them upon others if you wish, up to two per person (of course, only one instance of a skill can exist at a time). Skills exist in the soul, so switching bodies still allows access to them, and you can recall all your skills at a thought.

Dark Beast

Perfect Disguise [100 CP]

Some beasts, especially the servants of Dark Beast Lords, have the ability to take a perfect humanoid disguise, undetectable by mundane senses. They still retain access to their skills and can partially dispel the disguise to better use their natural abilities, like flight.

Eyes of Truth [200 CP]

The eyes of a Beast are beyond normal ones, piercing through disguises and illusions. Even the divine-level illusions of the Lord of the West are incomplete, letting you see the outline of the beast hidden behind the illusion. The stronger you are, the more your eyes see through lies and deceptions.

Dark Ichor [400 CP]

You have gained the ability to generate and control Dark Ichor. It obeys no master but you and is very flexible to your will, allowing you to create things like a prison sphere from the substance. Its most important function is when channeled into a corpse that has not fully rotted, resurrecting it as an eternal slave incapable of disobeying or attacking you. It enforces feelings of loyalty, lets you sense your servant's location and situation, and allows for telepathic communication. You can also channel a fraction of your power through your servants.

Tapping The Territory [600 CP]

Much like the Dark Beast Lords, you can claim an uncontested territory—as large as Luna Mountains, or more depending on your strength. Within it, your innate strengths and abilities are multiplied manyfold. Additionally, you have clairvoyance over its entirety. Over time, Arcanacite will emerge from it, yielding more and higher quality ore with more bloodshed. Last but not least, your territory cannot be turned against you. Manipulating its earth will cause such abilities to fail or backfire, its weather will not change without your permission, and the air is dead to your enemies' calls; the spirits native to it will remain deaf to pleas and bargains.

Lord of Dark Beast [600 CP]

You have taken the mantle of a Dark Beast Lord, granting you physical prowess beyond any other living being—far above a giant ancient one in its native environment and more akin to a living calamity. This comes with miscellaneous powers such as summoning/creating servant kin. Choose the thematic powers of one of the four lords, or become the fifth. Alternatively, if you have the **True Human** perk, take all four:

- **South:** Shadow manipulation, seven expanding and lengthening whip-like tails, a lightning aura, and a power howl.

- **West:** Illusion and mental manipulation, four giant tornado-creating wings, extra-fast speed and agility.
- **East:** Water manipulation, a hive-mind parasite body, extreme regeneration, and magic termites capable of fast devouring.
- **North:** Fire/lava manipulation, extra-tough dragon scales, fire breath, and a giant draconic form with wings.

Items

You get 200 CP for this section only; all are undiscounted.

Traveling Clothes [Free]

For those who need to pass as travelers: a cloak, some leather armor, and a good sword.

Cup of Coffee [Free]

Reach behind you, away from observation, and you can take out a wooden cup full of coffee. You can decide how much sugar is added. To get rid of the cup, do the reverse movement.

Arms and Armor [100 CP]

For those who seek to be heroes: excellent steel armor, along with a low-level enchanted weapon for additional cutting power and durability. They can both regenerate if damaged.

Tome of Magic [100 CP]

For those who need an education in all types of magic, along with all the known spells. It updates automatically with each discovery made in this world. In future worlds, it updates with each discovery you and those you bestow magic upon make.

Ingredient for Magic [200 CP]

Parts and components of many creatures and plants found only in this world, along with a bottle of dust Arcanacite and an Arcanacite crystal of the highest quality.

Incomplete Regalia [200 CP]

An incomplete Regalia, fresh out of the forge, of the highest quality in this world. Kill a being with it, and it will gain that being's powers along with a partial manifestation of its form. With time, it might unlock new powers from the slain beast and allow a full manifestation.

Stream Splitter [400 CP]

While a Regalia can boost physical parameters, this one has two more abilities. Strike vertically, and even water is cut. Strike horizontally, and water moves to propel you forward. Note that most living creatures are mostly made of water—hint, hint. Does not work on Dark Beast Lords and their servants and kin. Alternatively, gain any other Regalia.

Sword of the Dragon Slayer [600 CP]

Made by the Hyden king, this sword gained the powers and the ability to call upon the corpse of a dragon kin to the Lord of the North after killing it. It serves as a reservoir of ichor, allowing resurrections once every ten years, even from total body destruction, provided the sword remains intact.

Tome of the Forge [600 CP]

A book that transforms into a magic forge with heat intense enough to affect even a Dark Beast Lord. Essential for forging the highest level of weapons and Regalias, which already possess many enchantments and a higher level of physical empowerment even when incomplete.

Companions

Companions cannot purchase more companions.

Companion Import [200 CP]

Import a single companion into any origin and race for 200 CP each. Each imported companion has 600 CP to spend.

Canon Companion [100/400 CP]

If you can convince someone to follow you on your adventures, then buying this makes them a companion. If you convince a True Hero or a Lord of Dark Beasts like Clevatess, then this costs 400 CP.

Broken Hero [200 CP] [Free with Dark Ichor perk]

This lady may or may not be the Hero Alicia Glenfall. Regardless, after a humiliating fight and death—as a virgin, no less—she found herself bound and enslaved by your blood. Seeking to expand the world for her people, she is loyal, brave, and headstrong, if quite a bit of an oaf, dumb, and naïve. Nevertheless, she can hold her own in combat, having all the perks of the Humanoid Hero perk line except for those costing 600 CP, and a discount immortality like **Immortal Puppet**, though it cannot evolve any further.

Scenarios

Resurrection of the Prophecy

A prophecy exists in this world, though it has been distorted by time, speaking of a hero who will expand the world of man. The prophecy is divided into five parts, each with a special power sealed in a golden book. Your task is simple: collect the tomes and ensure the hero's resurrection is stopped, or that they stay dead at the end of it.

Reward

All five tomes, whatever companion(s) followed you on this journey, and 1000 CP.

Drawbacks

If you want to be one of the Named characters, you must take the appropriate origin, power, and items as closely as possible. Then you are free to go in as you would like, although your starting location will be fixed (e.g., Clevatess in Luna Mountain).

Extended Stay [+100 CP]

For each purchase of this, your time here is extended by 10 years. For every 100 years, an event as important as the revival of the True Hero or the destruction of a nation can happen.

And the People? [+100 CP]

Much like Clevatess, you have a hard time viewing humanoids (save your servants) as anything more than pests. In fact, looking and talking like one is deeply humiliating for you. Alternatively, like the Hyden king, you look down on Dark Beasts as abominations.

Like a True Villain [+100 CP]

You have a tendency to monologue, A LOT, to the point where you underestimate your opponents, even when you know you shouldn't.

Scared and Broken [+200 CP]

You have suffered a deeply traumatic event, pushing you into terror or a desire for revenge. This has left physical scars you might eventually heal from.

Bandit Bait [+200 CP]

You have the peculiar luck of attracting ambushes and bandits. The more powerful you are, the more numerous they become, ironically making the roads safer for others. More loot for you.

Missing Eye [+400 CP]

One of your eyes is missing. Alternatively, you may lose half of one sense, like hearing in one ear.

Under New Management [+400 CP]

You have died and been revived through Dark Ichor. Your master expects nothing but obedience, though they will not destroy you without just cause, like rebellion.

Fate and Destiny [+400 CP]

The world you live in is one of fate and destiny. The flow of events wishes for you to don a specific role and make certain choices. It will be hard for you to defy it, not due to a lack of strength, but because events seem to align with your philosophy.

Turning of the Wheel [+600 CP]

The world you live in is one of cycles. Civilizations rise from the ashes of the old, their legacies forgotten. Soon, the wheel will turn again, sending humanoid civilization back to the Stone Age.

Child Rearing [+600 CP]

Much like Clevatess, you must take care of a child until it reaches adulthood. If the child dies before then, it is a chain-fail.

Lockdown [+600 CP]

You have no **Out-Of-Context** items, powers, or warehouse access.

Decisions

You have three choices...

Go to Next Jump

Continue on to expand your world.

Stay

Stay and enjoy your current life.

Go Back

Tired of your travels and want to rest back home? Well then, this is for you. Grab this ticket back to your starting point and go see old friends.

Change Log

v1.0

Initial Template Creation

v1.01

Grammar, spelling, sentence fixes.