The Daniel Black Series

By ShaperV aka E. William Brown

Jumpchain CYOA

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By JJosua, Ursine, and blackshadow111

Oh hey hello there, Jumper! This is an interesting tale you've ended up in, for sure. This particular setting's story starts as an immensely powerful woman picks up a simple, ordinary young man from an ordinary world, and brings them across realities to serve her own purposes in many and varied ways.

Sound familiar?

Anyway, this is a world rather similar to Earth but Not So at the same time, in many small and huge ways. To put it the simplest it possibly can be put, the mythologies of the world are real. As in the whole shebang, gods, demons, dryads and fairies, all that exists, and it's all had a variety of very interesting effects on the world.

Firstly, this is no neat and clean fantasy world where pantheons upon pantheons of gods and different races all live in harmony. No sirree, this is a world where they war, they act and interact, and in general tend to make a mess of things. Because you see, these are not the nice, clean versions you might have heard of. Oh no.

The current state of things is that Olympus fell long ago, not to Titans or Giants but to the ravening berserkers of Asgard. The gods of Greece died, their goddesses and virgin priestesses raped, and Aphrodite is right now a communal sex slave in the Realm Eternal. So... yeah. That kind of world. That said, it's Ragnarok'o Clock, and the Fimbulwinter is already descending upon Europe as you arrive.

Speaking of which, it coincides with that of another walker across worlds. Daniel Black, chosen of Hecate from a 21st century world, has his own goals and powers, and how you interact with him is up to you. Friends, enemies, whatever. Just be careful, will you?

Whatever you do, you have **1000 CP** for your needs.

==== POINT OF ORIGIN ====

Roll 1d6 for your location, or just choose where you want to start.. Regardless of where you start, the jump begins the day that Daniel arrives to save Cerise and Avilla.

1. **Kozalin**: The walled city, the home of Prince Casper, the Iron Citadel, and one of the veil anchors hiding the Bifrost.

2. **Margold**: A big city on the coast, with a large garrison of troops that they hire out to other lords.

3. **Lanrest**: A small corrupt city with a 15-foot wall and a small moat, it will need a lot of help to survive.

4. **Yinthalos**: This elven city is well defended, but cut off from any escape route.
The only humans here are hereditary servants, you might want to have a good excuse ready.

5. **Granny's Cabin**: You start near Avilla's cabin. It is already under attack as you arrive, I hope you are ready for a fight.

6. **Wilderness**: You start in the middle of nowhere, at least a week's walk from anything larger than a tiny village.

==== ORIGINS ====

Your age is 17+1d8 years, or simply choose, as long as it is reasonable. Your gender is whatever you would like it to be. Choose carefully though. Men and women are far from equal here. Any Origin can be used as a Drop-In, inserting you into the world without any connections or new memories.

Mundane [+100 CP]: You are a Mundane, a civilian that does not practice magic, however you are quite skilled in your trade of choice. This Origin includes many noblemen, as well as soldiers and warriors. You can choose your social status for yourself, short of being royalty, though this does not provide any resources you haven't paid for.

Adept [0 CP]: You are a Wizard; Wandering, Conclave, or Court. While far from any of the legends that kings would compete to obtain the services of, you have decent skill and immense potential. That being said, it's the literal end of the world, man. You should probably get better in a hurry.

Witch [0 CP]: You are a Witch, an outlaw mage practicing a forbidden art and likely following a forbidden deity. Be warned, the people here do not trust witches, often suspecting them of practicing sacrificial magics. Much of the time, those people are correct. Alternatively, you can use this to be any other kind of being likely to be hunted and persecuted by the dominant Asgardians.

Champion [200 CP]: You are here as a Champion, having made an alliance with a god (which could just be Jumpchan). You have no connections in this world, but the transition here has changed you, granting you great power.

==== PERKS ====

Each perk is discounted for the relevant Background. Discounted 100 CP perks are free.

General

College Education [Free/100 CP]: You have a Master's Degree in a subject of your choice. Considering you're going to be spending the next decade in a world where most people can't read, the knowledge base of a modern world might just be a magic of its own.

Everyone gets one purchase free, but additional purchases are not discounted. For an additional 100 CP per field, all of these purchases can be upgraded to full Doctorates level education instead of 'merely' Graduations.

Sorcery [100/200 CP, Discount Champion, First Free All]:
"A 'Sorcery' is an instinctive command of any one thing you can conceptualize as an element."
Hecate, Goddess of Magic

Sorceries are innate magics that you do not need a specific spell to use. It is a natural talent that allows you to sense, conjure, vanish, and manipulate your element, limited only by your understanding of the element, creativity, and of course, your raw power. This perk can be purchased multiple times, each for a different element.

For 200 CP you get what is called a Greater Sorcery, which allows feats equal to Elin's with water, or what Daniel does with Mana or Earth or Flesh. Able to transform people between races, create unimaginable advances in magical theory, throw up entire islands overnight, so on and so forth.

A Lesser Sorcery is 100 CP and allows feats equal to Daniel's with Fire or Force, mostly utility effects and low-end attacks. Fireballs, yes. Raging Infernos, no.

Everyone gets one purchase of either level for free. Champions get more Greater Sorceries at a discount.

The following are a few examples, but you can have just about anything as your Sorcery. The Primordial Chaos holds it all, y'know.

Earth: Earth Sorcery is the ability to manipulate the naturally occurring elements of the earth. From magma to gold, the rarer the material, the more difficult it is to conjure however. So, your easiest metals to conjure will be copper, silver, gold, and taenite (iron-nickel alloy).

Air: Air Sorcery is the ability to manipulate the atmospheric gasses. Good for providing air in enclosed areas and blowing bellows, and creating vacuums for preserving foods, or suffocating enemies.

Fire: Fire Sorcery is the ability to manipulate fire. From exothermic reactions and plasmas. Technically controlling the vibrations of subatomic particles, this allows you to create fires, manipulate heat, and with enough experience or knowledge, electricity.

Water: Water Sorcery is the ability to manipulate water. Water is everywhere, in the air, in the ground, in your body and in your enemies. Being friends with a water mage is amazing, having one as an adversary is terrifying.

Darkness: You can create clouds of acidic darkness, teleport through shadows, use shadow tendrils to bind your enemies, control the shadows of others, with enough help, or power you can even conjure huge clouds of darkness that can shred armies.

Flesh: Flesh magic lets you manipulate the biology of anything you touch. The easiest use is for healing, as the body already wants to recover from damage. However, you are not limited to just healing, you can reshape flesh, alter biology, give yourself night vision by copying a cat, steal the ability to digest cellulose from a cow, even change your species and gender. With enough practice, you could grow a full-grown body from a drop of blood. What you do with the brain-dead clone is up to you.

Wood: The Magic of plants, this will allow you to grow plants out of season as well as create mutated plants, keep them alive without sunlight, make glowing gourds, and bring a sapling to a full grown fruiting tree in hours. This will also allow you to learn the secrets of the Dryads, if you can earn their trust. Teleporting between trees. Growing internal bowers bigger than the outside, with a good teacher and some practice, you could grow an entire mansion within the bark of an apple tree.

Force: The magic of telekinesis, forming invisible blades or shields, moving objects, hovering, and with enough practice, even flying. The sheer versatility of this magic is its own drawback, as each use needs its own practice and refinement.

Mana: Mana Sorcery is the ability to manipulate the energy of magic itself, mainly useful for reverse engineering spells, figuring out how to apply enchantments and moving energy from one place to another. With enough practice you could absorb the spells of an enemy, and feed the magic to your allies.

Apart from the free sorcery, you also get the chance to upgrade any elements you already have strong powers over into full Sorceries or the appropriate level for free, with any missing abilities or skills being filled out automatically.

Blood Magic [200 CP]: Similar to the magic of the Andregi you have the ability to control blood, use it to make shapeshifting Blood-Glass weapons, and armor capable of draining magic. You could conjure a bloody mist capable of eating through armor and weapons or absorb blood in order to heal yourself, or even absorb the blood of others to steal their powers. Only a little for a temporary boost, but if you want to permanently steal someone's power, you must go full vampire and drain them dry.

Holy Magic [200 CP]: Practiced by priests and holy men, Holy Magic allows you to call down lightning from the sky, create hallowed ground, and bless holy water, as well as similarly themed feats of power. This is really useful against the undead, and for binding demons. You can also do some fairly impressive anti-magic wards with this.

Wizardry [200 CP, Free for Adept]: While it may take years of study and practice, the logical and controlled magic practiced by wizards is not as limited as most forms of magic. While individuals may have talents and specialties in specific areas, it is possible to cast almost any kind of spell, limited by the wizard's knowledge and available Mana.

Your skills and talent with this perk would have you regarded as a legendary genius, now. You are amazingly skilled and talented in multiple fields, meaning a strong grasp of the fundamentals and a beyond-excellent education, but nowhere close to the kind of experience it takes to be truly great. The skills this gives you would have you seen as a full Wizard by the Conclave with a brilliant future, but you're not all the way there quite just yet.

Hearth Witch [0/200 CP]: The Magic of the home, giving dominion over a property, and the elementals within. Usually considered to be a female only type of magic, involving the magic of cooking, cleaning, sewing, and gardening. It can also be repurposed for tinkering, farming, workshops, and construction. With enough time and effort you can become part of your home, being impossible to permanently kill while your walls are standing.

Witch background may take this or **Dark Witch** for free.

Dark Witch [0/200 CP]: This is the magic of shadows and blood. It specializes in curses, and in dealing with things beyond the mortal ken, such as Dark Goddesses, demons and devils. You can interact with them, trade for favors and/or power, summon and bind them, and all that good stuff. One major aspect is that you can sacrifice them for their powers or unique abilities, gaining them in full as if you were born with them.

You can also do the same with... just about anything, even metaphorical things like your 'jealousy'. You can also lay down terrible fates on people, bring down calamities... and enact basically all the stereotypical European myths of 'Evil Witch'.

Witch background may take this or **Hearth Witch** for free.

Coven Bond [200 CP]: You can create a Coven Bond with other people. This bond is close enough that most would consider it a form of marriage, as it links your minds, souls and magic together. All of those connected to the Coven can freely share their willpower, magical energy, and any mental or soul protections with any or all other members. Joining the Bond erases any and all effects that might be influencing or controlling the new member.

Lord of Magic [300 CP]: You are either yourself, or related to a high-ranking noble in one of the Supernatural courts. Maybe your mother is a Lady of Summer or Winter, maybe you hold lands in the Dreaming or one of the Hells... however it works out, you're Supernatural Nobility. You have powers over a related element, and influence with the spirits of it, such as Naiads for water or Sylphs for the Air, Fire for Demons/Devils, and so on.

This comes with an insight into supernatural politics and negotiation, and an ability to make 'Fairy Deals' for things that it shouldn't physically be possible to trade in. You are also a powerful shapeshifter and possess unearthly beauty in all your forms.

Beyond this, you may assume you have most, if not all of the 'classical' fairy powers, unless countered by canon.

Divine Aspect [600 CP]: Something like a Greatest Sorcery, actually. While sorcery gives you a lot of power, there *are* certain limits to mortal magic. Specifically, it rather needs to be something that can be defined as an element, something to control and manipulate. A Fire Sorcerer can compete with Mara's Pyromancy, but no mortal can challenge her Freedom aspect.

Without this, at least. Having transcended mortal limits, you are at least partly divine, a demigod in truth. You have control over, or more honestly you *are* a single aspect of nature that is easily comparable to the aforementioned Freedom aspect, Aphrodite's power over Love, or Hecate's power over Magic.

Mind you, this does have limits. With just this perk you are limited to embodying and enforcing your Aspect in a straightforward, 'sincere' way. That is, while someone like Aphrodite can twist 'love' into all manner of toxic things, Mara is limited to portraying Freedom instead of manipulating it or denying it to others, and you are constrained to similar extents in your field.

Someone with a **Crafting** aspect would be able to make things the way only gods can, from impossible, or even nonexistent things like the sound of a cat's footfall, the beard of a woman, and so on, could bless others to be great Craftsmen, but couldn't take away the skill of someone who already is one without growing further into full godhood.

Mundane

Life Skills [100 CP]: You have all the general knowledge and skills of a person raised in a medieval society. You also have training in some mundane occupation, such as a blacksmith, a soldier, or even a knight or ruler, sufficient to make you a well-known master of the field. This perk can be purchased multiple times for additional occupations, with all subsequent purchases being Discounted.

Poacher [200 CP]: You are used to working beneath the notice of the nobility. As long as you are actively trying to be sneaky, there is little chance that you will be noticed by anyone. This might not help against creatures with supernatural senses like a fel-wolf or a demon, but you will be nigh-undetectable to normal humans.

Secret Service [400 CP]: You have been trained in an additional career field, you know how to function as a spy, an assassin, and a bodyguard. You know where to best hide weapons and how to find them on others. You are capable of sensing when things are about to get interesting, even functioning as a danger sense. You also know how to build networks of contacts and informants and have an excellent sense for how much you can trust someone.

Touched By Magic [400 CP]: You have been altered by magic in some way. Maybe you have been turned into a cat-person by a powerful flesh-sorcerer, or hearth witch might have served you a few meals infused with the essence of a fel-wolf, or maybe you have some faerie blood in your lineage.

Regardless of the source, you have been physically enhanced in some way. You might be stronger or faster or tougher, you might have enhanced senses, an Einherjar's ability to never stop getting stronger, faster and more skilled, or the ability to breathe water. Choose any enhancements that fit the source of your empowerment. The more varied these enhancements are, the less powerful they individually will be. (Check the Notes for examples.)

Royalty [600 CP]: You're a prince now, Jumper! Or princess, that is. You're closely related to the royalty of Varmland, being recognized as a Prince or Princess of the blood. While this doesn't make you the crown prince and won't ever, all other positions are fair game.
You have considerable talents when it comes to performing your duties, such as running a realm, complete with all the logistical, economic, diplomatic *and* intrigue aspects of it, or leading an army to victory after victory.
You have the charm and charisma to get fractious, hostile factions behind you in a semblance of unity, and to get powerful people to acknowledge you, if not quite as an equal, then at least as someone far closer than most.

This also greatly enhances the abilities and skills provided by the other Mundane perks, and boosts the effects of the **Touched By Magic** perk. A king must be an example to his people, after all.

In future Jumps, you can choose a royal family to be linked to, though not as closely as in this world.

Adept

Spellcrafter [100 CP]: You're an inventor now! Being well studied on the art of making and casting of spells, you are not just capable of casting spells, you are capable of creating them, designing their function, limits, their rituals or incantations. This has nothing to do with sorcery and as such you are only limited to effects you know and understand well, and the availability of sufficient Mana.

Rune Master [200 CP]: You have studied the art of rune carving and artificing! This is useful for making runestones, spell grenades,magical circles and all manner of magical artifacts. Put some time and effort into it, and you might even achieve legendary deeds on the scale of controlling the weather for miles around, or even things like the Dark Portal.

Golem Master [400 CP]: You have learned the secrets of the dwarves and are capable of crafting and controlling Golems of all kinds! While you can, of course, make any number of them, this perk directly enables you to control up to 10 regular Golems at a time. You can do more, if you figure out the 'how' of it yourself.

Or you can create something bigger, controlling a giant golem from within. Not just meant for warfare, these beasts can contain furnaces and bellows, capable of burrowing through soil at a run and stone at a walking pace and refining anything found in the soil/stone into useful materials.

High Adept [600 CP]: As a High Adept, you are a leader of wizards, as such you have the knowledge, training and abilities not only to be an extraordinary skilled and powerful wizard yourself, but also to guide others through the process of awakening, controlling, and refining their magic. You can teach through apprenticeships, or through a more controlled classroom setting, if you are willing to spend a couple of years focusing on one type of magic you could even help your student awaken a Sorcery.

This perk greatly enhances all of the Adept perks and the **Wizardry** perk, and also provides a significant boost in your Mana reserves.

Witch

Created Beauty [100 CP]: Most witches are beautiful temptresses. One of the first things you learned is how to alter and enhance your appearance. You know how to cast Glamours, Cosmetic spells, and make slow but permanent alterations to your appearance. While any witch can work such magicks, yours are especially effective, making you flawlessly beautiful without ever seeming fake or leaving any evidence of your beauty's magical origin.

These spells can be worked on others too, though at a far greater cost in time and effort. You can also easily hide any non-human features you have such as horns, wings, fangs and tails without

worrying about the spell failing due to exhaustion, sleep, or accident, able to reveal and conceal them at will. This effect can be applied to others as well.

Bargain Like A Village Fishmonger [200 CP]: When a great deal of your magic requires you to make bargains and deals with powers greater than yourself, you had better get really good at bargaining in a big damn hurry. You are an expert, with an instinctive understanding of how much a person is willing to give and when they have reached their limits.

Also, if you are engaging in negotiations or bargaining with someone, they will not attack you without first warning you and ending the negotiating/bargaining session.

Blessings And Essences [400 CP]: You have the ability to render any biological substances you find down into a purified essence of itself. Such essences serve as hyper-concentrated reagents containing any magical or biological powers or abilities they had, useful in all manners of rituals and magic. A Felwolf's essence could be used to make Wolfmen, essence of goddesses is used to make beings like Avila, and so on.

This is even more effective for creating permanent blessings and enhancement rituals. You can easily grant a subject abilities based on the source of the essence used. What is more, blessings and enhancements created by you do not have any downsides or weaknesses, such as a connection to the progenitor of the creature who provided the essence used.

This perk is only Discounted for Hearth Witches.

Sacrificing Power [400 CP]: Normally a Dark Witch with too much power sacrifices it to their god or goddess, you however have the option of sacrificing power to anyone you want. You can use this to permanently transfer a perk, power, or just raw magical energy to another. You can transfer only a portion of an ability, if you choose.

You can also sacrifice curses, diseases, personality traits or outside influences onto others. However, they must be either willing or effectively at your mercy for this transfer to work.

This perk is only discounted for Dark Witches.

Great Witch [600 CP]: Witchcraft is not always a safe vocation. The ultimate power of a Dark Witch is the ability to consume the power of anything they kill. This sacrificial magic is capable of stealing sorceries, strength, powers, even the wings and scales off a dragon. However, a witch must have the strength to keep that power without it consuming them. Even a Hearth Witch must be careful not to be caught in their own web of enchantments, not to mention the vulnerability created by their bonds to their domains.

You don't have those problems though. No power that you ever acquire or wield will be able to harm you in any way, nor can it transform or alter you against your will. This even applies to any objects of power that you might possess or anything else you might own..

This also greatly enhances the effects of all the Witch perks, as well as the **Hearth Witch** and **Dark Witch** perks.

Champion

Harem Hero [100 CP]: When you come down to it, this is basically an Isekai story, only y'know, done *well.* That's complete with a harem for the protagonist. So now you get one too! Not only are you extraordinarily good at flirting and charming people, especially those of your preferred gender, you find that you simply keep coming across incredibly good-looking people with your kind of alignment.

They're not being created for you or anything, this is just a slight rearrangement of happenstance, but people who you'd really like to jump into bed with keep stumbling across you, and are almost always available and open to whatever kind of things you like. They also never seem to have all that many problems with sharing you. Hell, they seem to get attracted to each other almost as much as they are to you.

Programming Magic [200 CP]: You have the ability to read magic like a computer program, debugging the spells of others, reverse engineering enchantments, and calculating spell yields without practical testing. More importantly, you can build up extremely complicated spell programs.

If you want an enchantment that will cast a specific shielding spell depending on what is heading for it, calculate the trajectory of the attack for an intercept, and then use the exact right amount of power to stop the attack and not waste any energy to do it, then this is what you need.

Chosen By A God [400 CP]: You are now beyond the authority of other gods. You may choose a deity as your patron. No other deity will ever be able to touch your soul or mind without their blessing, nor will anyone else.

This renders you immune to the blessings, curses, and geas of other gods, unless you allow them to affect you. Your patron defaults to Jumpchan, don't worry, she won't ask much of you, just some amusing antics.

Industrialized Magic [600 CP]: You grew up in a world of sufficiently understood technology, now you find yourself able to bring that same understanding to magic! You could create magic factories to manufacture... anything, really, replicate the functionality of GPS on a map, or otherwise replicate the effects of any technology you're familiar with, using magic.

This perk also provides a significant boost to the other Champion perks, as well as increasing the power of your **Sorcery** perks.

==== Items ====

These items will be returned or restored in 24 hours from being lost, stolen or destroyed. They can be imported into any similar items you possess, and will retain any modifications or improvements that you might make. Items are discounted for the appropriate Origin, with 100 CP items being free. Any of these items can be purchased multiple times, 100 CP items are only discounted for additional purchases.

General

Essential Supplies [100 CP]: It is hard enough to survive in a normal winter, and the Fimbulwinter is anything but normal. Thankfully, you are fully supplied with all needed survival and camping gear. Combined with a bit of luck and some wilderness skills, this will ensure that the monsters will be the ones to kill you, not the weather.

Sugar and Spice and Everything Nice [100 CP]: You have all the supplies and equipment needed to set up a full kitchen. This includes a refilling supply of all staple foods and spices.

Revels and Feasts [100 CP]: There are certainly plenty of those around, for as serious as the story is. This is a magnificent party on a level most people can barely even imagine, that you can summon

around you at will. Endless amounts of the very finest alcohol and foods, are generated somewhere barely out of reach, brought in by wenches and fey attendants that redefine the very meaning of beauty.

This item cannot be used for anything other than throwing the best party possible, but in regard to that there are no limits. Anything that comprises a divine feast or a fairy revel can be summoned in endless amounts, be it food, alcohol, women that happen to be your personal vision of beauty personified... you just have to ask.

Magical Gear [200 CP]: You have an enchanted item of some sort. This could range from a flamer (magical flamethrower), to a sword enchanted to ignore magical protections, to a shield that projects a force field, to a magical rifle that creates its own bullets, or any other minor magical item from the books. Unlike those made by Daniel Black, these are self-powering.

Trade Ship [200 CP or 300 CP]: You are the owner of your very own ship, in the northern cog style. It has been enchanted to be fireproof, and self-repairing. The best part however is the wind elemental bound to your sails, allowing you to quickly sail up rivers, or through storms. With this you could either make a living trading, or try to get far enough south to avoid the worst of the coming ice age.

For an additional 100 CP, this ship is also an icebreaker, shattering any obstruction with ease.

Sympathetic Library [300 CP]: A large tome with thousands of onion-skin paper pages that was made with sympathetic magic during the binding process. It can display the pages of any book you know the title of, except for books that are inherently magical or magically protected. Only bound books can be called upon, sorry no stone tablets, e-books, or loose pages.

If you push enough magic into the book, you can even display books from previous jumps. You will need both the book title, and the jump name to call on, and if multiple books use the name, you will need the author or edition number to narrow it down. You should really take notes on how to call specific books.

Air Ship [300 CP]: This 40-foot-long enchanted aluminum zeppelin is surprisingly robust, and has a factory enchantment, bomb bay stocked with 500 pound bombs and a factory for more, and several gunner stations, capable of destroying nearly anything you fly over.

It can lift hundreds of tons and move at substantial speeds and considerable altitude, and exerts a calming effect around it that can soften even the worst storms. Be careful not to let the Dwarves know about it.

Atlantean Plans [400 CP]: Ah, Atlantis. A dream made real, mankind's attempt to breach the firmament and claim dominion against the gods. The dream failed, but the heights of magical mastery, knowledge and exploration reached in those days remain unmatched even now. Except, perhaps, for you.

You have a full collection of lost Atlantean knowledge, a giant archive full of spells of terrible power, blueprints for unspeakably mighty weapons and artifacts, and so much more. All the secrets that the Atlanteans had are now yours, to use as you will. This includes everything you need to know to build their greatest weapon, the god slaying machine powered by the sun itself.

In future worlds too, you get similar lost secrets and esoteric lore, magical methods forbidden and forgotten.

Interdimensional Trading Company [400 CP]: Power comes in many forms. Wealth and influence can be as effective as magic and military prowess, if leveraged properly. And now, you have something to leverage.

You are now the owner of an extraordinarily large trading company, one that manages to encompass virtually the entire world. Offices and branches of this trading company can be found virtually anywhere there is profit, and power, to be acquired. Only in places that are utterly inimical to you, such as the strongholds of your direst enemies, will be lacking such. And even then, your company might be tied into their black market.

This provides you with extreme wealth and influence in many places, and also provides access to virtually any commodities or items that would be on sale anywhere. Your purchasing agents can acquire your desired merchandise and deliver to you quite rapidly, assuming you are not completely cut off from your trading network. Your trading company will run itself fairly well without your involvement if you so choose, but will not grow or become more profitable without you.

In future jumps, this company will adapt to fit the setting and be as nigh-ubiquitous as it is in this world. In addition, the company will still be able to provide materials and goods available for sale in any Jump you have visited in the past.

Atlantean Artifact [600 CP]: You have a genuine artifact from before the fall of Atlantis. Its actual purpose has been lost to the ages, however it can be used as a soul catcher, allowing you to set up a body for you to hop into after your death. Using it for this will temporarily exhaust its capability, so it may only do this once every ten years. It can however be used as a tool to move yourself or others between bodies without damaging it.

Mundane

Tools of the Trade [100 CP]: You have all of the tools and equipment required to perform your trade while on the road. This can include weapons, armor, and possibly even a horse or other mount of some sort, or even a wagon.

Wealth [200 CP]: You have sufficient wealth, in whatever the local currency might be, to make you equal to the wealthiest individual in the society you live in. The source of this wealth will never be questioned and you will never have to pay taxes. You receive similar wealth in all future jumps.

Transformation Amulets [400 CP]: A collection of small amulets that will permanently change your body, wearing one over the course of a day will change your physical appearance, and the DNA behind it. There is a hair color collection, an eye color collection, there is a set that will slowly make you taller, or shorter, thinner, or fatter, more or less muscular. There is even a set that will make men or women more or less endowed. Boosts to physical abilities peak at normal human maximum for your body type/build. These are fully reusable.

Fiefdom [600 CP]: You are now the titular lord and master of a large city, similar to Kozalin. This city is prosperous, well-defended, and well-supplied. It will run itself even if you ignore it, but if you want it to grow or expand, you will need to get involved. In future jumps, this city can be inserted or be a Warehouse attachment. It will adapt to fit future settings.

Adept

Wizards Staff [100 CP]: A gaudy walking stave, serving as a focus for your spellcasting and able to hold several enchantments. This staff can safely channel any energy you can utilize.

Battle Golem [200 CP]: You have a powerful golem, which is controlled from a saddle/cockpit on the back, which is incredibly strong and tough, easily capable of tearing apart a troll. It can also channel your battle magic, enhancing spells cast to more than double their normal strength.

Alternatively, it can be a Mercury Golem, a nearly indestructible construct shaped basically like an amoeba. Capable of fighting by forming pseudopods and tentacles. Any wound it causes will leave small bits of enchanted mercury behind in ensuring that even small injuries will be deadly. This golem will obey all of your commands and is about as intelligent as a dog.

Davdanyak [400 CP]: This is a long rod, around six feet, of green crystal inset with gold tracery. It is topped with a transparent crystal the size of a man's fist and the other end comes to a sharp point. This is no mere trinket or casting focus. Its name means Devouring Rod and it is a very potent weapon of Atlantean design.

And, unlike the one Daniel Black was presented with, it is in perfect repair.

The Davdanyak can project a wide variety of offensive and defensive spells. These range from an attack spell that melts nonliving matter without harming living creatures, to a blinding flash that can stun a target for several minutes, to a crimson energy that binds a target and prevents a wide variety of escape methods, including teleportation, shapeshifting, dematerialization and active spellcasting in general. All of these spells are designed to disable or capture rather than kill.

The reason for that design is that the true purpose of the Davdanyak is ripping souls out of sacrificial victims to feed them to other artifacts or beings. It has magics for extracting souls, ejecting them, implanting them in containers and even spells designed to destroy any soul defense

effects the victim might possess. The soul extraction process is a bit slow for use mid-battle, hence the wide array of capture spells. The Davdanyak is quite effective on normal people, but it will need a boost to affect a god or a similarly powerful; being. That is why it comes with the capability to be attached to any form of external magical power source and can send souls back to the attached source once they are extracted.

Jumper's Conclave [600 CP]: Not a lone wizard anymore, you now lead a whole organization of powerful magic wielders, located in a city of your choice. This comes with hundreds of acolytes and dozens of powerful Adepts, and a citadel that contains all the workshops, libraries, living spaces, and ritual rooms such powerful wizards might need to hone, perfect and practice their craft.

The citadel is staffed by magical servants of some sort, your choice. It is protected by extremely powerful wards and magical guards, such as bound golems, elementals or demons. Your own facilities are, of course, absurdly superior to even the best anyone else has, being practically a magic tower of your own within the castle.

This citadel has huge, complicated ritual arrays that will allow you, and others you permit, to vastly magnify the effects of spells, casting spells that affect a massive area around the tower, possibly as large as a small country. And that's just one of the effects, with many more available.

The citadel also has ancient vaults holding the great and terrible secrets of wizardry in this world. Nothing quite in the league of the Dark Portal, but some very powerful items all the same. Any of the high adepts in this place would be a match for some of the best magic users in this world, in terms of skill and power.

In future jumps, this can be placed in a city of your choice or kept as a Warehouse attachment.

Witch

Athame [100 CP]: A small silver dagger, bound to you and acts as a focus for your more complicated spells and rituals. It is always in hand when needed.

Magical Tools and Equipment [200 CP]: You have all the tools needed to work all your magics. This doesn't provide unique or rare reagents or equipment, but does provide an unlimited supply of all the more standard materials for any form of magic you possess.

Essence Collection [400 CP]: A collection of small self-refilling bottles each containing the condensed essence of a different monster or demon. Useful when cooking or for absorbing directly as if you had just killed said monster. They start out filled with a random assortment, but you get new bottles for every significant being you kill from hereon.

These bottles refill every week, whether you spend the previous allotment or not.

Domain [600 CP]: This can be a kitchen, a house, a temple, a Dryad's Bowery or a small extradimensional space. Whatever form you choose to make it; this is the heart of your power. You are a near god of your domain, able to change its shape and layout, teleport anywhere within it, become invisible, or bind anyone who steps inside. There is almost no chance of being overpowered in this area. It can grow in size as you grow in power.

Champion

Enchanted Cloak [100 CP]: A cloak imbued with warmth, self-cleaning, weather repelling, and minor protection spells. In future jumps, this can become any kind of similar clothing, such as a jacket or a trenchcoat.

Healing Amulet [200 CP]: This small unbreakable amulet is well-made but inconspicuous. In fact, no matter what the circumstances, no one will notice you wearing it unless you let them know. It is also perfectly comfortable and never catches or snags or gets in the way in any manner, nor can it get lost accidentally.

Which is a good thing, because you are not going to want to take this one off. It is enchanted to provide a powerful healing effect to your entire body. This is strong enough that you could be stabbed, crushed, set on fire, and be seemingly dead, and you would recover in a single night. This also fights off diseases, poisons, toxins and even radiation.

Under normal circumstances, the healing effect is applied evenly to your whole body, but you can consciously focus it to a single area to speed the effect greatly. This is fully capable of regrowing lost body parts. The enchantments on this amulet are self-powering.

Granite Rod [400 CP]: This rod is pre-enchanted to expand into a ten acre, overbuilt keep like Black Castle at the end of Book 4, having room for thousands, internal magically regulated farms, fey groves, barracks for a small army, and much, much more. It can be reshaped to fit whatever floor plan or design you wish; however, it will take a great deal of magic to do so. It can be collapsed back down into a rod and deployed again later,

It retains any improvements you make, and even any items you leave within between deployments. You get one more every jump.

Power Stones [600 CP]: You possess two very special stones now, like the ones Daniel makes, along with plans to reproduce the enchantment. What they do is extraordinarily simple, especially considering how game breaking it is.

Put simply, they produce infinite magical power by converting their own mass into magic. One is a 60-pound granite rock that comes with 9 Amulets allowing wearers the capability of tapping into this energy source. The other is a personal Power Amulet separate from the 9, which is entirely independent of the main stone, having its own generation enchantment instead.

While both produce unlimited power, the size of the main stone allows it much greater throughput, ,enough to fuel all nine attached amulets and an assortment of lesser enchantments, like unique magical armaments and vehicles for a small army, defensive, quality-of-life and production enchantments covering a mighty fortress, and basically anything else you may care to fuel with this.

The personal amulet, on the other hand, serves to provide you an unlimited *supply* of magic, but your storage *capacity* remains the same unless you expand it separately. This is still enough to let you do things like reshaping geological features on the fly or power a demon until it slaughters an entire nation, mind you. Additionally, it comes loaded with very powerful healing and shielding enchantments on it, and they're automatically fuelled to full power at all times. As are any additional 'personal' enchantments you care to place on it.

Unlike Daniel's power stones, these stones and any others you create will

reset to full mass/power every 24 hours, giving you an effectively eternal source of power. Also unlike Daniel's stones, these aren't limited to producing this world's mana, instead producing whatever energies you may need. Ki, Psychic Power, Soulstuff, a million and one shades of Mana, they produce an unlimited supply of any and all of them you need.

Purchasing this allows you to create larger or smaller versions of these, depending on your needs, with ease, even if you lack Mana Sorcery.

==== COMPANIONS ====

You can create or import as many Companions as you are willing to pay for. You are free to decide the personality, history and appearance of created Companions and these Companions are as loyal as you want them to be. They can even be loyal enough to forgive you for using Jumpchain fiat to ensure their loyalty. Companions can take Drawbacks that directly affect them, not those that alter the world itself, and you can transfer cp from yourself to a Companion, at a ratio of 1:2, respectively.

Create/Import (50 CP for 1, 200 CP for 8): You can create new Companions or import existing Companions. They get an Origin, with all freebies and discounts, along with +600cp to spend, but cannot purchase Companions.

Canon Companion [50/100 CP]: You can recruit any canon character as a Companion, even if that character died during the story. That character will be as loyal to you as any OC character you might create, and they will have all the abilities and personal items they possessed in canon.

Mortals are 50 CP, Gods and such cost 100.

Mercenary Unit [200 CP]: You have a company of soldiers, 200 in total, that are well-trained, well-equipped (by local standards), blooded, and completely loyal to you. These soldiers cannot be imported as Companions, but they will retain any changes or enhancements you make to them, and will return to life 24 hours after being killed. This can be purchased multiple times, and subsequent purchases are discounted.

Bristlecone Pine Dryad [Free/100 CP]: This is an immortal breed of tree, containing an immensely ancient, absurdly powerful dryad. It's hard to define her age in numbers, because she's older than numbers and letters and the working of metal. For practical purposes she's able to turn into a very strong piece of armor, and if killed will reform in her tree.

But all that aside, her true power is her knowledge. This dryad is a true Ancient of this world, in every way peer of Alanna herself. It might take some time bonded with you for her to remember it, but she has lived a life measured in millennia, seen every corner of the Nine Realms, been familiar to mighty wizards and generations of rulers, and knows many great things from ages gone by that might prove to be useful in any number of ways.

One purchase is free for all purchasing or importing at least two Sorceries, as Dryads like this enjoy associating with powerful and influential mages.

Great Beast [200 CP]: Somehow, you have obtained the allegiance of a Great Beast of your own. A mighty being from the Primordial days of humanity or the dreams of animals, this is a titanic wolf, dragon, serpent or other kind of great mythological monster, capable of tearing apart small pantheons by itself.

While far from being comparable to the likes of Fenrir or Jormungandr, this beast is of the direct lineage of someone just as mighty, and holds all the potential to get there one day.

Ragnarok Refugees [200 CP]: Much like the Nethwillin, the various Dryad Groves, human villages or other such groups, you have a small but strong but highly capable and significantly powerful group serving you. They come to you to find shelter from the apocalypse raging across Europe right now, and are more than willing and able to pull their weight. They might or might not have a lot of highly beautiful women, that's all up you along with all the other details.

Hordes of the Apocalypse [300/800 CP]: Goblins, trolls, Dragons, giants and more comprise the various armies raging across Europe to bring an end to the Aesir and their works. You have a significant chunk of these forces at your disposal, now. Maybe you're a leader serving Loki and Gaea in their war, maybe you seduced these forces away from the war into your service.

Either way, they are yours now, and while they aren't likely to listen very much to any kind of discipline, they're loyal to death and beyond, and are rather terrifyingly effective as all-rampaging, savage hordes go. The composition is left to you, but you can have basically any mix of Giants, Felwolves, Dragons, Goblins, Trolls... and pretty much any kind of monster from a European

religion/folklore show up... or even monsters from 'ersatz' european settings like D&D. Not sure how many goblins actual European myth ever had, after all.

For 300 CP this is a vast but limited force, like the Frost Spirits besieging the Nethwillin, a single Giant clan, a fairly medium-sized collection of eclectic monsters, several thousand goblins and trolls... and so on. You can buy multiples of this for more forces or variety. For 800 CP, however, this is an obscene force on the scale of the Andregi Sleepers, or Hela's endless Undead Horde complete with the portal ships. You *could* buy multiples of these too, but... *why?*

Slave Goddess [400 CP]: Much like Aphrodite, there's some other goddess who was also captured and enslaved sometime in the past, and now events conspire to place her in your hands. This can be a goddess from any pantheon west of India (excluding India) other than the Egyptian and the Norse.

An extremely powerful being every bit the equal of Aphrodite, this goddess actually *doesn't* hate you and is more than willing to help you with whatever you might want to do, so long as you treat her with basic decency.

==== Scenario ====

The Black

Turns out Daniel isn't coming. The crazy bad shit that happened to him was derailed somehow, and he's living his life just fine in the 21st century. However this does mean someone is needed to do all the shit he'd have done, and that's where you come in.

You find yourself needing to take his place, and must take charge of fulfilling all the major objectives Daniel Black had achieved at least as of Book 4. That is, you must save Cerise and Avila, prevent the fall of Kozalin, get Elin out of her situation and help Mara with hers, ensure the world doesn't drown under a tide of Andregi, that the Nethwillin survive when called to, so on and so forth.

You don't need to do everything the way Daniel did it, but the results you achieve must be superior to his. Beyond these metrics you're free to do whatever you want. You can side with Asgard or Loki, fuck off to the East or another world entirely, pretty much anything you want to do so long as the basic criteria are fulfilled and at least as many people and things Daniel saved are saved.

To accomplish this scenario you receive any four Sorceries of your choice at whatever strength you prefer, along with an additional 400 CP. Completing it successfully allows you to take on with you, fully fiat-backed, any items, powers, enhancements you gave yourself, along with all your allies, friends, servants and so on as companions in full. Any lands you're ruling/running also come with you as a pocket realm/warehouse attachment or to be placed into future jumps.

==== Drawbacks ====

You can take as many Drawbacks as you think you can handle. Just don't come whining if you get stomped.

Winter Is Coming [+0 CP]: Want a chance to prepare for the apocalypse, or do you just like prequels? You may now start your time in this jump at any point since the fall of the Greek Pantheon. If you take this in conjunction with **The Long Winter** then you will be stuck here however long it takes to reach the original estimated end date of the Fimbulwinter. Hope you have a solution for that aging thing.

The Long Winter [+100 CP]: Instead of just ten years, you are now stuck here for at a minimum the full thirty years that the Fimbulwinter is supposed to last. Even if the Fimbulwinter is sealed away early, you are stuck for the full time.

Illiterate [+100 CP]: You can no longer read whatever these people write and, for some reason, you cannot seem to manage to figure out how to do so until the end of the jump. This does not stop you from reading materials you brought with you, only local materials.

Misshapen [+100 CP]: You have been cursed with a face and body that only a mother could tolerate. You might be able to shift into a better form, but it will burn like mad until you revert back to your disfigured form.

Buck Naked [+100 CP]: No matter where your starting location is, you begin this Jump completely nude, with all your items stored away in the Warehouse, and you are guaranteed to have to deal with at least the initial situation before you can take time to go in and retrieve anything.

Special Needs [+100 CP]: There is something you need to survive, beyond the normal requirements. This could be sugar and special spices, or it could be human flesh or blood, or anything similar.

Demonic Traits [+100 CP]: You have absorbed power from something you shouldn't have, and it has altered your body. You have noticeable horns, and a long spade-tipped tail. These aren't impossible to hide, but it will take some effort.

Damn Politicians [+200 CP]: Even in Ragnarok, people are going to be scheming for their own benefit, and those schemes may very well hurt you. None of the mortal leaders you encounter can be trusted, being vicious liars and manipulators like the worst stereotypes about politicians.

Aphrodite's Revenge [+200 CP]: You share the same punishment that Aphrodite has worked on the Vanir females. You are going to exist in a constant state of lust, driven to distraction by anyone even decent looking. This will affect you, even if you are male.

Look, Don't Touch [+200 CP]: You have been cursed to be surrounded by beautiful men and women, you can do nothing about it though. You are incapable of engaging in any form of sexual activity.

The Original Sin [+300 CP]: Atlantis sought to take dominion over the Earth for mankind, breaking and binding all gods and spirits underfoot. For this hubris the combined Pantheons not only shattered their civilization, but also stripped the very heart of humanity from us.

Dreams were taken away from Man, and turned into nightmares, and the spirit of Innovation lost until Prometheus set it loose again. Not for you, though. You find your thoughts sluggish and your thinking rigid. All nights are occupied by nightmares and imagination is something that happens to other people now.

Bound [+300 CP]: Either the church, or an Adept has bound you via the Riven Covenants. You will spend the jump forced to do the bidding of your Binder. Hope you have a companion you trust. Cannot be taken with Witch Hunters.

Witch Hunters [+300 CP]: There will always be someone looking to bind you if you are captured. There are books on the best methods to torture a witch into accepting a binding, and those methods will be used on you if captured. Cannot be taken with Bound.

Just A Man [+400 CP]: That One Drawback. You are going to have to face the Twilight of the Gods without the advantages you are accustomed to. All of your perks, powers, abilities and items from previous Jumps are locked away until the end of your time here.

Interesting Times [+400 CP]: I hope you like fighting, because you will not have any more than a week of rest between battles for your life and the lives of everyone around you. There will always be some new group of goblins, or giants, or trolls, or demons wanting to knock down all you've built and/or take it for themselves.

Hunted [+400 CP]: A great enemy among the immortals of this world wants you dead. Not one of the lesser spirits or minor gods, this. A being as powerful as Jormungandr the giant snake, child of Loki is the one hunting you. Jormungandr can shapeshift, usually into either a giant cat, or a dragon, with powers at least equal to what Fenrir was shown as having.

Whoever your enemy is, they are also at a minimum this powerful, with unique and immensely great abilities of their own. Be it land, sea, or air, you can't escape this enemy for very long. Not that fighting is such a great option, as your enemy will keep coming back to life from anything short of total destruction, in which case fate (or rather, fiat) conspires to recreate this enmity with another being just as powerful.

'Beloved' of the Gods [+600 CP]: The gods of this world have seen your works, and they admire them a lot! They have high respect for you and desire your service! This... might be less of a good thing than you might imagine.

You find some demigod or the other hounding your doorstep for this or that without end. No matter what you do, they just never leave you alone, always wanting you to do something or the other. They'll promise great rewards... but promise is about all they'll ever do.

If you ever fall in their power, such as accepting a job in Asgard, they'll never let you leave. They'll take and torture your friends and lovers to 'motivate' you, threaten and mistreat you at every opportunity, and... look, the gods of this world are like the ones from the myths. The *original* myths, not DC and Marvel. They're not nice and they're a part of your life now.

Last Man Standing [+600 CP]: Everyone seems to have problems with you. If the monsters don't get you, the gods will want you out of the way, and you make the human rulers uneasy, they would prefer not having you around. The Dwarves think you're out to ruin their economy and the elves think you are hiding the keys to their low birth rates. Basically, you have to survive Ragnarök, with everyone out to get you. Good luck.

==== Final Choices ====

Do you want to stay here in this world, gaining an additional **+1000 CP** to spend in this document?

Or do you want to go home, with two sets of beautiful leather bound copies of the Daniel Black series, one canon and one your adventures, both signed by the author and JumpChan?

Or do you want to continue your adventures in another Jump?

==== Notes ====

Touched By Magic

As an example, a Wolfen, a person enhanced with the essence of a fel-wolf, would be physically on the level of the comics Black Panther, including the enhanced senses. Meanwhile, a part-Grendel could be significantly stronger, enough to tear a troll limb from limb with ease, and extremely tough, sufficient to keep chunks of a quicksilver golem from moving through your body, but lacking other enhancements.

Another example are the warriors in Valhalla, nourished by Odin's ancient spells. Unlike mortals they never stop growing, never reach the 'full' extent of their potential, continuously growing stronger and faster and sharper.

Dryad Tree

The Dryad Tree can be of any variety you wish if you don't want the Bristlecone Pine (good way to get a companion that provides free food without wasting a companion slot).

Daniel Black Series

This series is by E. William Brown. As of right now, there are four books, Fimbulwinter, Black Coven, Extermination, and Thrall. You can find them on Amazon for a very reasonable price, and they are quite good.

Capstone Interactions

Just fanwank how they boost the appropriate perks for now. We might add specifics later.