

The year is 2199, the setting Earth. Almost a hundred years ago, a great calamity shook the world. A great monster, known as the Black Beast, appeared from out of nowhere and covered the world in a mysterious substance called Seithr. Harmless in small quantities but deadly in high concentrations, Seithr is addictive and can even cause one's body and mind to deteriorate. A great many perished to Seithr corruption before anyone knew what was happening, for Seithr cannot be seen or smelled.

The world banded together and brought all of its might to bear against the Black Beast, bathing it in nuclear fire- but to no avail. The Black Beast rampaged across the world, leaving destruction and terror in its wake. Only through the might of Six Heroes banding together was the Beast vanquished.

During the course of the First Magic War, as it has come to be known, one of the Six Heroes, the great wizard Nine, invented what is called Ars Magus- A fusion of magic and scientific practices. Magic was previously only accessible to a select few, but Ars Magus tap into the ambient Seithr of the world in order to summon columns of fire, barrages of ice shards, or merely to enhance the wielder's strength and physical ability. Ars Magus are also known as Grimoires, despite taking many forms - from articles of clothing to weapons to entire artificial limbs.

Since then, the world has done what it can to recover from the devastation unleashed by the Black Beast. Seithr having covered the lowlands and valleys and spawned monsters, the only safe places to life are high up in Hierarchical Cities built on mountains, where mankind has been ruled since by the Novus Orbis Librarium - A world government with an iron-fisted rule. The NOL does not tolerate rebellion, and has already crushed a nation called Ikaruga who dared declare independence - And now an uneasy peace has formed with their rivals, the scientists of Sector Seven.

Your goal is to survive the next ten years in this world, but not all is as it seems- Those ten years might take a lot longer than you'd think...

To help with this, you are given **1000 cp**. Spend it wisely, and good luck, Jumper.

Starting Location: Roll 1d8. If for some reason you dislike your location, you can pay 100 cp to choose freely.

1. 1st Integration City of Okoto: The first and biggest hierarchical city, Okoto is the seat of power for the Novus Orbis Librarium. Okoto houses the Imperator as well as the Mutsuki family of the Duocecim, powerful nobles who are descended from the first twelve humans who mastered Ars Magus.
2. 5th Hierarchical City of Ibukido: The former capital of Ikaruga, Ibukido was blasted into nothingness by the NOL during the Ikaruga civil war by a great and terrible weapon. Nothing is left of the city but ruins, but some say that there's still something to be found

in the depths...

3. 6th Hierarchical City of Yabiko: One of the cities of the former Ikaruga Federation, Yabiko was left largely untouched by the war. It now stands as the seat of power in Ikaruga, ruled by an agent of the NOL, Kagura Mutsuki. It's a fairly peaceful and prosperous place, and many people live normal lives here.
4. 7th Hierarchical City of Kazumotsu: One of the cities of the former Ikaruga Federation. Kazumotsu was left largely untouched by the war, and is now a tourist town more than anything. Famous for its gorgeous view and beautiful waterfalls, Kazumotsu is a popular tourist destination - especially since it's one of the few places left with safe swimming water!
5. 8th Hierarchical City of Wadatsumi: One of the cities of the former Ikaruga federation, Wadatsumi is largely left in ruin after the Ikaruga Civil War. It is now a shell of a city, and all that remains is ruins and refugees. And monsters. Don't forget the monsters.
6. 9th Hierarchical City of Akitsu-Kou: Akitsu-Kou used to be ruled by the Novus Orbis Librarium, but the local branch in this city was wiped out completely by the infamous criminal Ragna the Bloodedge. As a result, the weather-control was destroyed, and this has had an alarming effect on the local ecosystem- Everything is covered in snow. Better pack some warm clothes.
7. 13th Hierarchical City of Kagatsuchi: Ruled strictly by the Novus Orbis Librarium, Kagatsuchi was supposedly built on top of a town of beastlike creatures called the Kaka Clan. A lot of strange things seem to happen around here, such as rumors of a slimy black thing lurking in the sewers, or the rumor that this is the last seen location of the infamous criminal Ragna the Bloodedge...
8. Free Pick: You lucky son of a gun. You're free to pick from any of the above cities for your starting location.

Age and Gender: You keep your gender, and to determine your age you roll 1d8 and add 17. You can choose your gender and age by paying 100 cp.

Backgrounds:

Drop-in (Free): You enter the world as you are. No memories cluttering up your head and influencing your decisions - But nothing to work off of and no friends in this world, either. You at least start off with enough ID and documentation to not get hauled in by the NOL.

Ikarugan Refugee (100 cp): You're one of the unfortunate masses who were displaced by the Ikaruga Civil War. You were forced to flee your lifelong home, and your family's probably dead - You cannot help but feel resentful towards the NOL. Your experiences at least give you some

ability to survive and endure in the wilderness and high-seithr environments.

NOL Officer (100 cp): *"Dispatched in Mankind's darkest hour, we are the knights of the blue flame!"* These are the words you live by, as the creed of the Novus Orbis Librarium. The Librarium's purpose is not subjugation of the masses, but to maintain the balance of the world by safeguarding and relegating dangerous sources of power such as the Ars Magus and keeping them out of the hands of those who would use them for evil. As a part of your training, you're instructed in the use of Ars Magus, and you have some contacts in the military- But you're also expected to follow orders.

Sector Seven Agent (100 cp): The Library is a bunch of scared, ass-backwards idiots who are too busy sticking their noses into Grimoires to make any real progress. Ars Magus are dangerous and unpredictable tools- And any tool that cannot be controlled is an incomplete one. To the end of perfecting Ars Magus, you are trained in the creation and modification of Ars Magus, and you have contacts in Sector Seven- But you're also expected to follow orders.

Duodecim (300 cp): The descendants of the original twelve humans who mastered the use of Ars Magus, the twelve families of the Duodecim make up a large part of the NOL's commanding force. Possessing natural talent with Ars Magus, most members of the Duodecim join the NOL's military academy at a young age, and upon graduation are guaranteed a rank of at least First Lieutenant. Members of the Duodecim have special privileges and responsibilities, often expected to serve as role models, volunteer, and take part in public events. They are also expected to attend family meetings and - of course - follow orders from the Imperator.

Perks: As usual, Discount is 50% off.

Stylish Mode (100 cp, Free for Drop-In): You have no trouble chaining together impressive-looking combos, and you can effortlessly shout the names of your attacks while you're attacking, even if it'd normally mess up your breathing. This doesn't actually enhance your fighting skill, it just makes you look cool.

Survivability (100 cp, Free for Ikarugan): Harsh training and physical struggles have conditioned your body to be resistant to harsh conditions. Not only are you more resistant to hot and cold climates, but you also gain a resistance to Seithr, allowing you to survive longer in areas of high Seithr concentration. This ability has its limits, though, and it'd be wise to spend as little time in such areas as possible.

Ars Magus Training (100 cp, Free for NOL and Duodecim): You have basic training and aptitude in the art of using Ars Magus. Ars Magus, notably, are not weapons - They are multiple-purpose magic, and can be used for a variety of things, from levitating a book into your hands to assembling a machine automatically to making a pole extend and contract. Still, Ars Magus are very useful tools.

Ars Magus Creation (100 cp, Free for Sector 7, Discount NOL): You have basic education in the creation and modification of Ars Magus. You understand how they work and how to create non-combat Grimoires, though you require time and resources in order to do so.

Big Name (100 cp, Free for Duodecim): Whether it's out of fear or admiration, people know who you are. Wherever you go, your face and name will be recognized (for good or for ill) and your prestige will let you get into places you otherwise wouldn't be able to get.

Human GPS (300 cp, discount Drop-in): Your innate sense of direction is exceptional. No matter where you go, you never get lost, and for some reason you always manage to stumble upon something or someone to help you get to where you need to be, no matter how unlikely. You could probably just pick a direction, walk in it, and somehow end up where you need to be.

Ninja Skills (300 cp, Discount Ikarugan): You have studied Ikarugan martial arts under a ninja master. You gain remarkable skill in a variety of martial arts and dirty-fighting techniques. A master of ninjutsu, You can hide in any room unnoticed, and you gain the parkour skills required to jump between tree-branches or rooftops. Like a ninja.

Armagus Training (300 cp, Discount NOL and Duodecim, Requires Ars Magus Training) You have advanced training in the use of Ars Armagus. Armagus are specialty Grimoires used specifically with the intent of killing another, and have no utility outside of that one purpose. Make no mistake - Ars Armagus are weapons. Armagus are also unstable and dangerous, and people without skills such as yours are liable to have their weapons blow up in their faces when they try to use them.

Armagus Creation (300 cp, Discount Sector 7 and NOL, requires Ars Magus Creation) You have advanced education in the creation and modification of Ars Armagus. Armagus on the whole are dangerous and unstable weapons if they're used by someone who doesn't know what they're doing, and creating them is no less dangerous because even one glimpse into the Boundary is enough to shred a man's sanity permanently. However, anything you make will invariably be better than anything you can buy in a store or on the black market.

Gadgeteer (300 cp, Discount Sector 7) Ars Magus aren't the solution to every problem, and more often than not end up causing more than they solve. You have training in "Traditional" science, and can create purely mechanical devices and weapons, such as magnetism-powered gauntlets.

Lead by Example (300 cp, Discount Duodecim) You set a sterling example for your fellow soldiers, and you're always eager to teach your lessers the finer points that you grasp more easily. You gain a bonus to your charisma and leadership abilities, and you're capable of teaching people how to use Ars Magus and Armagus (assuming you know how to use them yourself, of course).

Observer (600 cp, Discount Drop-in): As it turns out, Time is easy to mess with. Time Loops, the Continuum Shift, Chronophantasma... All of these things mess with causality. You, however, are immune to all that. You remember everything that happens in a time loop, even though you should forget what happens when time resets, and are aware of all the fracticious possibilites in a Continuum Shift. Whenever something isn't Observed by someone like you, it's left in a quantum state (just like Schrodinger's cat) and can possibly be manipulated by causality magics- so when you're Observing something, it becomes a concrete fact in reality and cannot be changed. However, you must be Observing yourself at all times, lest you fade away into nothingness, which means that you have to be careful about what you do- Because it can't be undone, no matter what weird time shit you try to use.

Fu-Rin-Ka-Zan (600 cp, Discount Ikarugan): A forbidden technique, yet still taught to the most powerful students of Ninjutsu, Fu-Rin-Ka-Zan is a technique that unlocks the limitations of the body and pushes it to the limit. While using Fu-Rin-Ka-Zan, Your speed, strength, and reaction times are increased exponentially, and you're even able to jump off thin air. This ability lets the user stand toe-to-toe with even the most powerful of Ars Magus users. But this great power is not without cost- The toll it takes on your body will leave you incredibly exhausted and severely injured. As an additional plus, you get kickass theme music whenever you use it.

Smelter (600 cp, Discount NOL, Requires Armagus creation): The secret processes that created the Nox Nyctores have long since been lost to time- But not to you. You are privy to the terrifying secret of creating the most powerful weapons the world has ever seen, the Nox Nyctores - Causality weapons that operate by altering reality itself. However, doing so requires a Cauldron (A gate to the boundary) and a sacrifice of hundreds of souls. Beware, for the Nox Nyctores possess a will of their own, and influence their wielders by supressing emotions such as fear, compassion, and remorse...

The Power of Science (600 cp, Discount Sector 7): You are a living testament to the might of science. More machine than man or woman, you're a walking tower of metal. Incredibly durable, strong, and with built-in weapons and even rocket boosters, you're practically a one-person WMD. Not even you are sure of all of your capabilities - Your creator mentioned something about a giant robot form once...

Ars Aptitude (600 cp, Discount Duodecim): The effectiveness of Ars Magus varies on the user - Some people don't have the ability to use it effectively or even at all, while others find themselves ahead of the curve. You're one of the extreme outliers- Your ability to use Ars Magus is through the roof, thanks to your heritage. Any Ars Magus or Armagus you use is doubled in effectiveness.

Beastkin (600 cp, Incompatible with Duodecim, Murakumo Unit): The Beastkin are humanlike beings possessing animal features, vastly superior physical and sensory abilities, and very long lifespans. Originally created to help stop the assault of the Black Beast, nowadays Beastkin are

largely treated as second-class citizens despite their incredible strength. Being a Beastkin grants you features similar to an animal of your choice, as well as hugely enhanced strength, agility, endurance, and perception - at the cost of having your animal instincts get the better of you sometimes.

Mage (600 cp): Mages are born with the ability to use magic without the help of Ars Magus. It utilizes Seithr in order to perform otherwise impossible feats, and the potential of a Mage can greatly surpass those of Ars Magus and Armagus, for powerful Armagus more often than not come with a nasty drawback. Magic can even scar victims' souls.

Murakumo Unit (900 cp, requires Interesting): The Murakumo Units are artificial humans, created as weapons. As one of them yourself, you have no memories of your creation. Your memories and programming are dormant within your subconscious, but they can be awoken. Murakumo units are capable of summoning Nox Nyctores: Lux Sanctus, a huge sword that transforms into a set of armor and eight blades. The armor allows the unit to hover and fly short distances, as well as boosting defenses, strength, and agility. It comes with a built-in visor that lets the user scan the opponent to identify strengths and weaknesses, access combat diagnostics such as their physical condition, and review battle data to correct mistakes. The eight blades hover behind the user like wings, and move with a thought. Lux Sanctus also allows the user to summon blades made of energy out of seemingly nowhere, allowing a Murakumo unit to pressure an opponent even from far away. However, being a Murakumo Unit comes with a heavy price, for you have an unwanted attachment to a truly mad scientist... (This requires you to take the Interesting drawback. You still receive the CP for it.)

Equipment:

Survival Equipment (200 cp, discount Drop-In, Ikarugan): All the equipment you need to survive a few nights in the wild. A reinforced tent, a bedroll, some rations, rope, a lantern, flint and steel, the works. The tent is reinforced because, well, there are monsters out there...

Ars Magus (Discount NOL and Duodecim): Grimoires capable of performing various spells, ranging from combat applications to pure utility.

- Ars Magus: Nekomata (200 cp): An ars magus that takes the form of a pair of black slippers. Nekomata allows the user to slow their momentum and always remain upright. The primary purpose of this is to allow the user to fall from any height and land safely, but creative users might find other applications.
- Ars Magus: Carbuncle (200 cp): A purely defensive Ars Magus taking the form of a bracelet. Carbuncle temporarily projects an impenetrable shield of force in front of you - emphasis on temporarily. The energy drains very quickly and recharges slowly, so you have to be very careful with how you use it.

- **Ars Magus: Arachne (200 cp):** An Ars Magus taking the form of a dagger. Instead of being designed to strike a foe, this Ars Magus spins a thread stronger than steel from its tip. The user can choose to make this thread smooth or sticky in order to set traps or make rope.
- **Ars Magus: Slepnir (300 cp):** Taking the form of a white pair of running shoes, Slepnir allows a user to run so fast, they appear to have eight legs. Using Slepnir, an average user can reach a top speed of around 200 mph. Slepnir also provides immunity to damage from wind resistance and the shock caused by a sudden stop (This does not include the blunt trauma one suffers from hitting a solid object), as well as the ability to turn and brake on a dime - But not the reflexes to do so effectively.
- **Ars Magus: Phoenix (300 cp):** A noncombat Ars Magus taking the form of a pair of gloves. When the user rubs both hands together, they can create a fire of renewal that heals wounds. The process is long and painful for the user due to the heat, and almost unbearably painful for the receiver, but when it's over any and all wounds will be closed without complication, bones will knit back together, and their skin will be silky-smooth (and hairless).
- **Ars Magus: Nemea (500 cp):** An Ars Magus taking the form of a grand, flowing cape with the color and texture of Lion's fur, with a hood like a lion's mane. The cape is completely invulnerable to every kind of damage except blunt trauma - even swords and bullets merely glance off its lustrous fur. The cape is also capable of flaring out large enough to cover twenty square feet and retracting back again on command.

Ars Armagus (Discount NOL and Duodecim): Powerful Grimoires specifically designed to be used with killing intent. The nature of these weapons is purely offensive, and cannot be used as utility, but their combat ability greatly exceeds that of Ars Magus.

- **Ars Armagus: Chimera (300 cp):** An Armagus taking the shape of a buckler adorned with a goat-horned lion's head. Chimera can emit and control a flammable, poisonous gas, and chomp its teeth to ignite it. The bites can also be used offensively to attack a foe or defensively to catch a foe's weapon.
- **Ars Armagus: Dullahan (300 cp):** A lantern Armagus shaped like a head, with a violet flame held in its jaws. Calling its name causes the jaws to open and pour out a gout of violet flame like a common flamethrower, but from there the flames can be manipulated into a variety of shapes. The flame also has physical form, able to strike and push foes.

- **Ars Armagus: Cerberus (400 cp):** A brutal Ars Armagus taking the form of a pair of metal caestus, each inscribed with an image of a dog's head. The Armagus is activated when a punch is landed with killing intent, creating an "Image" of a dog biting down on the foe, creating puncture wounds. The force of the bite is equal to force of the connecting blow.
- **Ars Armagus: Bloody Bones (400 cp):** An Armagus resembling a simple revolver, albiet blood-red in hue. Each shot splits apart into two and ricochets when striking a hard surface, potentially splitting infinitely. The bullets and the revolver do not make any sound, save for that of rattling bones.
- **Ars Armagus: Hresvelgr (500 cp):** An Armagus taking the form of sword, shaped like a feather. A single swing of Hresvelgr creates deadly blades of wind capable of cleaving boulders in two. Hresvelgr can also be used like a fan to create lethal vortexes of cutting winds.
- **Ars Armagus: Echidna (500 cp):** An armagus that looks like a smoothbore hunting rifle - However, when fired, the bullet transforms into terrifying, Seithr-infused monster that will do its best to devastate everything in its path for three minutes before dissolving back into Seithr. Caution is to be exercised, for the monster will not exclude you from its rampage. The monster will have a random appearance each time, and is roughly the size of an adult grizzly bear. Ars Armagus: Echidna has a large recharge time, due to using a lot of Seithr.

Ars Creation Tools (200 cp, discount Sector 7): Tools required to make Ars Magus and Ars Armagus. Without these, creating such things would be impossible, because creating the converter to let the user manipulate Seithr requires these specialized tools for the process to work properly.

Maghammer (400 cp, Discount Sector 7): A powerful weapon of science, the Magammer is a truly massive peice of machinery in the shape of a hammer. Requiring impressive strength to use properly, The Maghammer can crush many things by merit of its own weight, but can use built-in magnets to move a weight inside the head in order to provide extra momentum or crushing power. It can also be used to magnetize an enemy's clothing and pull magnetic objects towards the hammer's head, allowing the user to control the battlefield.

Artificial Causality Weapon (800 cp, Discount Sector 7): A nonmagical imitation of the Nox Nyctores, an Artificial Causality Weapon replicates a Nox Nyctores' reality-altering abilities using atomic power rather than life energy. You can only purchase one Artifical Causality weapon, and you must choose from the table below. While it isn't quite as powerful as its real counterpart, it also won't influence your emotions.

- **Mucro Glaciei: Boreas** - A sword that uses enhanced technology to forge its blade out of permafrost using ambient water vapor. The blade it forges is cold enough to destroy a human limb with just one cut, as the blade will cause all the blood in the arm to freeze and it'll die of frostbite within seconds. The sheath can also generate blasts of icy wind that covers anything it hits in freezing ice.
- **Arcum Dei: Odin** - A pair of guns that do not fire bullets- Instead, they pierce through space and collapse it at a point in line with the barrel. Odin can even fire through walls and other obstructions. Using it properly requires excellent kinesthetic sense and the ability to estimate your distance from the target. Theoretically, you can use it at any distance, but this becomes more and more difficult the farther you get away due to the extreme precision required.
- **Mortalis Machina: Athena** - A human-sized, feminine automaton that follows your orders and protects you to the best of its ability. It is extremely durable and stores a variety of weapons inside its long arms. Athena also possesses the ability to teleport itself and its user short distances. Athena requires almost no maintenance whatsoever.
- **Mucro Regis: Takezo** - A pair of samurai swords stored in a single sheath, one on each end of it. Takezo possesses no actual edge, but can cut anything the user wishes it to, even things that cannot normally be cut- Physical objects that are normally indestructible, magical barriers, and even abstract concepts can be cut with practice and focus.
- **Sonax Campana: Liberty** - A long staff ending in a glowing orb. Liberty is capable of manifesting matter in almost any way the user can think of, albeit temporarily. The matter is projected from the orb at its end. Anything created by Liberty will invariably fade in a few seconds, and Liberty cannot create anything larger than a refrigerator. The only limit to Liberty's potential is the user's creativity.
- **Aeternus Serpens: Nidhogg** - A steel snake-head attached to a chain of seemingly infinite length. The snake-head can be launched out of a portal to attack, and the snake-head can attach itself to anything, even thin air. It can be used to propel the wielder around the field of battle, or to pull opponents closer to the wielder. Supposedly, it can also latch on to a victim's psyche, allowing the user to exploit psychological weaknesses and manipulate memories.

Airship (500 cp, discount Duodecim): You have a personal airship that can ferry you between the Hierarchical cities. Travel otherwise is dangerous and can be fatal if one dawdles too long on the Seithr-flooded surface, and airship tickets trend on the expensive side.

Loads of Money (50 cp, free for Duodecim- see text) You get \$200,000, accounting for inflation.

Duodecim get \$1,000,000 for free. Enjoy the dosh.

Drawbacks: You can have two. Drawbacks override any conflicting perks.

Gag Reel (+0 cp): All of the gag reels in Blazblue are canon. The universe becomes much more lighthearted and silly, making your stay a lot less stressful, for the most part. However, if you're male, you'll probably somehow end up with the Spectacles of Eros stapled to your face- Or if you're female, you'll probably end up being a model for Litchi's wardrobe. Whether that's actually a drawback... Well, that's up to you, I guess.

If you take other Drawbacks with Gag Reel, they change to match the new, silly nature of the universe. Your Stalker is now less murderous and has a valley-girl accent. Your intelligent weapon doesn't push you to bloodshed, it just thinks you should take your [HELL'S FANG] and [GAUNTLET HADES] that girl's [INFERNO DIVIDER]. Relius is just a dentist who's *really interested* in your monthly checkup, and Boundary corruption just makes you spout terrible jokes. And the horrific, heinous crime the NOL has put a bounty on you for? Skipping out on toilet-cleaning duty.

However, due to the decrease in danger, all other drawbacks only give you half as much cp when you take Gag Reel.

Loud (+100 cp): You're loud and boisterous, prone to wearing flashy clothing and making overblown speeches about Truth and Justice. In addition to ruining any kind of stealth you may attempt, this seems to mean that nobody but your companions ever takes you at all seriously, no matter your accomplishments.

Uncouth (+100 cp): A certain vampire loli has a habit of visiting you and insulting you on a regular basis. While she might provide useful advice once in a while, her insults always have a way of getting under your skin and making you mad. Beating her in a fight will not make her shut up.

Mooch (+100 cp): You somehow stumbled onto a member of the Kaka clan (Not Taokaka), and in a moment of pity, you gave them some food. Big mistake. Now wherever you go, this kitty is sure to follow and mooch off of you, and their appetite is insatiable. And they're pretty annoying, too. Beating them in a fight will not make them go away.

Stalker (+200 cp): There's someone dangerous after you, and you're not quite sure whether they want to chop off your head, or if they want into your pants. Either way, they're five kinds of crazy, and have a habit of surviving anything you throw at them, always ready for more next time you see them. There's always a next time.

Ditz (+200 cp): You have a reputation for being an airhead, and that reputation is well-earned. You tend to forget details and plans, mispronounce words and names, and in fact you

sometimes forget what you were doing in the middle of doing it. You're also really easily distracted. Hey, I smell some meat buns. Mmmm... Now I'm hungry. What was I talking about?

Intelligent Weapon (+200 cp, requires Ars Armagus): Your Ars Armagus is something you stumbled upon by happenstance while you were exploring some ruins. Figuring you'd scored the jackpot, you took it, but as it turns out this Ars Armagus has a massive downside - It's intelligent, and angry. Without realizing it, your actions will be influenced by this thing. It will push you endlessly towards bloodshed, and it might even send you into a battle frenzy where you hurt an innocent or someone you care about. Whenever this happens, you black out and can't remember what you did. No matter what you try, you can't get rid of the weapon - It's indestructible, and throwing it into a pit doesn't work because it always finds its way back to you. Perhaps eventually you could master it.

Criminal (+300 cp): You're a wanted criminal, and the NOL has placed an ridiculously huge bounty on your head. Not only will you never be left alone by bounty hunters, but wherever you go within NOL territory you'll be chased down by the authorities mercilessly. And to add insult to injury, the wanted poster makes you look ugly, too.

Tainted (+300 cp): You glimpsed into the Boundary for just a moment, the eldritch place from whence the all Seithr comes, and boy did it ever stare back. Before your ten years are over, your body and mind will deteriorate into nothingness and you will be left a shell of your former self unless you find a way to reverse this death sentence.

Interesting (+300 cp): Colonel Relius Clover has taken interest in you, and wishes to... examine you. The Mad Puppeteer will use all of the considerable resources at his disposal in order to bring you to him, and if you're at all affiliated with the NOL, it would be treason to ignore his command. If he somehow catches you... Well, don't get caught. I'm sure nobody wants Relius to become the next Jumper.

Endgame:

So, you've done it. You've somehow broken through all of the Time-travel bullshit and survived an actual ten years. All of your drawbacks are revoked as per usual. Your Seithr-dependent abilities and equipment will still work outside of the universe of Blazblue - you will automatically tap into the boundary and take only the Seithr you need, but this still runs the risk of overuse.

You once again have three choices.

Back Home: You've had enough. All this time-travel bullshit has made you fed up with Jumping. You return home with all of your abilities and belongings, along with a phonebook with a way to contact all of your companions.

Stay Here: You've grown to like this world, for whatever reason. You keep all of your abilities

and equipment, and time is no longer frozen on your home Earth- Where you go missing, never to be found.

Keep Going: You go onwards to the next adventure. You keep all of your abilities and equipment, and time stays frozen on your home earth.