

Adventure Quest Worlds Jump

Location:

1) Battleon

The place where it all started! You are placed in Yulgar's Inn, from which your adventures in Lore begin. Here you can explore Greenguard forest, battle in the Coliseum, explore the secrets of magic with Warlic, acquiring Blacksmithing skills from Cysero, meet with the Trainers of the starter classes and more. Adventure awaits!

2) Swordhaven

The Capital of Righteousness and Justice, this is the heart of the Good faction in Lore located in Oaklore. In Swordhaven, you can serve the court of King Alteon, learn the power of slaying the undead as a Paladin from Artix, acquire some basic weapons to start off your adventures in Lore, and maybe even serve Swordhaven long enough to become a true symbol of Good.

3) Shadowfall

You have discovered the fortress of Shadowfall! After Drakath's advent, the once great and imposing flying castle of the Shadowscythe has now fallen into the mountains of Skullholme. Despite its tattered state, it remains a powerful pillar of the Evil faction, lead by Empress Gravelyn and her army of Undead. It is also the place where you can meet the leader one of Evil's sub-faction, Dage the Evil, who leads Legion and holds many pieces of epic gear that you can earn provided you pay the right price.

4) Mount Dooms skull

How did you get here, hero? The landscape before you is tainted with Chaos energy, as you find yourself in the centre of Chaos. Here, Drakath sits on his throne and plans his moves to spread Chaos across Lore. You can either choose to face him and bring an end to his onslaught once and for all, or you can choose to join his Chaotic crusade, potentially letting you wield a portion of his Chaos empowered magic.

Factions:

Good:

The faction of Good, led by noble King Alteon, is a faction of virtue, truth, and justice. Heroes of Good fight to ordain peace, standing up against the tyranny of evil in order to uphold the safety and equality of all living beings residing in Lore. Oppression and Darkness is crushed, as Good raises its sword to give Lore the freedom it deserves in the face of overwhelming evil.

Evil:

Evil is led by Empress Gravelyn, the daughter of Infamous DoomKnight Sepulchre. Evil battles to exert total dominion over the many nations of Lore. Virtue, truth, justice? These are all broken concepts that have no meaning to Evil. The only concept that functions for Evil is power, and the minions of evil only seek to gather as much of it as it can to further their own goals. Absolute control is the only way Lore can be led.

Chaos:

The battle between Good and Evil is petty. Chaos is above such trifling concepts. As a member of Drakath's Chaos Milita you fight for a faction that represents the truest form of freedom. While Good and Evil seek to place order, Chaos balances such order with disorder to maintain a level of freedom that is unlike anything Good or Evil can offer. Chaos is a necessary force that thrives on doing what it needs to do to survive. The world may not understand it, but Chaos is a quintessential faction in Lore.

Starter Classes

Warrior:

Warriors are brave and courageous fighters who eagerly seek combat. They are trained to head first into battle, ferociously trading blows with immense strength whilst soaking damage to give their other party members leeway to deal more damage. A Warrior can eventually learn how to take on entire armies on their own, if they commit themselves wholly to a life of discipline and training.

Mage:

The wise weavers of magic, a Mage utilizes arcane power coursing through their veins to unleash powerful spells for devastating effects in combat. A mage can cast basic spells like fireball and ice shard, but with enough time and practice, possess the capability to wield magic that can rend towns and explode mountains with relative ease.

Healer:

Healers are magi with the ability to repair wounds rather than inflict them. They wield their knowledge of magic to cure the sick, weak and injured. Healers play an essential role in groups and can be the difference between life and death. Initially, a healer learns to cure minor wounds but can gradually acquire the power required to restore entire parties to full health.

Rogue:

The cunning and stealthy Rogue are unpredictable fighters! They rely on speed and poison to whittle their enemies down and strike them when they are most vulnerable. They also possess exceptional footwork, being able to evade most attacks thanks to flexibility cultivated from years of training and practice. A very experienced Rogue becomes nearly impossible to land a solid hit on, moving faster than the eye can see, while curating poisons that can erode the health of even the most powerful monsters stampeding across Lore.

General Perks:

Humor (Free): You're in an Artix Entertainment game. Loosen up! Your comedic timing is always on the spot, knowing when to make the right type of jokes to have everyone cracking. It's almost endearing in a way.

RNGesus is With You (300 CP): You must have the Leprechaun class equipped, because luck is very often on your side. You get very lucky in your adventures. Monsters drop the items that you need which statistically have a very low chance of dropping. You'll somehow manage to find escapes whenever you're caught between a rock and a hard place during your adventures. You might even accidentally spill some Moglinberry juice on that cute barmaid's shirt. You're just that damn lucky.

Master Blacksmith (200 CP): AQ World's has always given its players a chance to play blacksmith and make some cool items for the game. In fact, that's how player Dage the Evil, a real-life player and one of AQW's most significant NPCs, got his job as an AQW artist. Now you too can become a blacksmith! This perk allows you to craft any cosmetic item of your choice. Have an idea for a cool looking black sword but don't know anyone who can make it? You got it sis. Just spend a couple of hours at the anvil and boom, you it is ready! Wanna make a replica of a weapon from another universe? I gotchu broski. You can make it, though you cannot replicate any powers it may have had from the original. You can make a replica of Saber's Excalibur but it won't come with the power the original Noble Phantasm has. The weapons you make from this blacksmithing perk are purely a cosmetic creation.

You could imbue them with magic, but I'll leave something like that up to you, second-rate Cysero.

Eternal Dragon of Time (700 CP [might make this perk a scenario reward idk]): The world of Adventure Quest Worlds was created as a result of Galanoth slaying the Eternal Dragon of Time. Its innards spilled into a strange cosmic mixture that was powerful enough to reset the timeline, re-creating the universe and Lore as we know it. Though slain at the hands of Galanoth, the Dragon reincarnated as the Hero, who would later become the Champion of Lore that would save the universe from the hands of conniving villains. Such a power is truly impressive, but is reserved for the likes of the Eternal Dragon of Time. Unless, you want a piece of that pie too?

Of course you do.

With this perk you become the Eternal Dragon of Time. Should a timeline worsen to a terrible degree, you can kill yourself to reset your timeline. Then, you are given the opportunity to design a new timeline to try again, so that your chances of victory are slightly higher, though it is not guaranteed.

Another thing to note is that you are reincarnated into this new timeline, but you won't possess the memories of the previous timeline. You don't remember ever being the Eternal Dragon of Time and that remains so, unless there is someone who can transcend space-time and directly discern your true identity.

This perk can only be used **once** every Jump. You only got one shot, do not miss your chance to glow.

Also, if you want, you can turn into the actual Eternal Dragon of Time as a transformative ability. It's not that strong as an alt form. But hey, you're a cosmic Time-dragon. You really got no ability to complain.

CAN SOMEONE HALP WITH BOSS (200CP): You might not want to acknowledge it, Jumper, but sometimes there might be fights you alone cannot handle. No matter, you will always be able to find help. If you do request help, you can pretty much guarantee someone might provide some aid. The aiding party might not benefit from helping you, but they sure do feel good giving you help when you need it.

Good

Will of the Undead Slayer (100 CP): Undead Slayer Artix is the Champion of Darkness, destined to spread evil and doom across lore. Yet, he didn't stray from his upbringing as a Paladin. He didn't turn to the darkness, because he was taught to embrace the light. He stuck to his ideals despite holding a role that directly opposed his ideals. This kind of will-power can't be taught, but can only be fostered from within. Now, you too have the same level of will-power as Artix. Despite how torn down you may get from your experiences, you remain extremely faithful to your ideals. You don't let trivial things like expectations or fate deviate you from the path you've set yourself up for. You do whatever you feel is right, never letting outside influences sway your spirit in the slightest.

Shining Beacon of Hope (200 CP): Few are able to stir the spirits of the weak into battle, and fewer can inspire soldiers fighting a lost battle. It takes one powerful spirit to change that. Your courage in battle is infectious. Every swing of your blade, every opponent slain, every drop of blood spilled, inspires others to follow in your direction. Your passion for your cause instills hope into your allies, giving them the push they need to continue the battle even if the odds are overwhelming against them. With this sort of battle charisma, the masses may even elect you as their king, provided you bring victory to them in your wars.

Spirit Orb Magic (400 CP): Using the souls of the dead to do your bidding sounds like borderline Necromancy, but Spirit Orb magic is far from it. With Spirit Orb magic, one is able to use the power of *willing* souls to cast powerful light-based spells. Spirit Orb based magic allows users to cast power magic blasts and create Spirit Orb weapons that deal immense damage to most dark aligned foes, like the Ultimate Dragon Soul Spear of Ten Million Orbs (Quite a mouthful I know. Blame Artix for that kind of naming).

Initially, you will start off with 500,000 free souls that help you to battle and always return to you whenever you need them. You can always acquire more Spirit Orbs provided you can convince them to join your cause. This by the way also grants you the ability to communicate with the spirits of the dead. The more Spirit Orbs you have, the more powerful your magic becomes.

With enough Spirit Orbs, you can embed them into weapons to create a conduit for your magic, giving this raw power much more focus and strength. Who knows. Maybe you can make your own Blinding Light of Destiny?

Champion of Darkness (600 CP): You are the Champion of Darkness! Given birth in the Plane of Darkness, you are gifted by your creators with powerful magic, which you must utilize to the fullest to open the portal of Darkness into the realms of Lore and bring forth destruction the likes of which have never been seen before. You are a being of pure Evil, whose dark magic puts you on the same tier as the Champion of Light. You are able to heavily resist most Light magic, outright shutting down any purification attempts on your soul. Any magic spells you cast is now bolstered by the powerful Darkness that you command thanks to the curse the malignant forces of the Plane of Darkness have implanted upon your soul.

As the Champion of Darkness, you naturally have a pact with the Plane of Darkness, a realm outside the universe of Lore, whose existence is nothing but pure Dark energy. You are able to enlist the help of familiars from this sinister plane, but be forewarned, the entities here can be very treacherous. They can choose to stab you in the back whenever they wish it, so you must make sure you let them know who controls who with your powers.

Your powers as the Champion of Darkness also grant you the ability to transform into a terrifying black dragon.

For the next 10 years, you are forbidden from using Light magic.

Being the Champion of Darkness, you forfeit being able to cast any form of Light magic. Though, that wouldn't be much of a problem, because you're a being that wants the Light to be snuffed out. Why would you need to use the Light? You are given free rein to use any magic once your time in this realm is over

The Champion of Darkness is a highly coveted role many dark lords in Lore sought to acquire for themselves. Your role can be transferred to another being should they be successful in slaying you. Hence, you must take the **Hunted by Darkness** drawback for no additional CP. Moreover, the Plane of Light sees your existence as a threat. You are capable of slaying their Champion of Light, whose death opens up the portal to the Plane of Darkness. You will be relentlessly hunted for that very reason, so you must take the **Hunted by Light** drawback for no CP.

Should you survive the challenge of being the Champion of Darkness for the next 10 years, then you shall have the sinister denizens of the Plane of Darkness pledge their undying loyalty to you for as long as you wish to be their champion. Even if you are, somehow, slain, your dark powers do not get transferred to whoever managed to get you under their sword. You do not need to follow the whims of the Plane of Darkness. You become the Plane of Darkness itself.

Evil

Used to Evil (100 CP): Enslaving the souls of the undead, sowing destruction across Lore... you're going to have to have a strong stomach to bear with these morally questionable activities. You're now completely immune to the mental effects these atrocities could have inflicted upon you, because you're used to the idea of Evil. It doesn't mean you're necessarily Evil, but you can choose to ignore the inhumanity of these actions which would normally have you second-guessing your motives.

By the Darkness! (200 CP): Fear is a useful motivator. You cannot get a lion to get down on its knees unless you threaten it with the whip. The lion fears the pain inflicted by the whip, so it listens to its masters because it must in order to survive. Your most thunderous and formidable deeds now have a profound effect on those who hear about it, instilling fear which compels them to submit to your will. Just invoking your name alone gets the weak scrambling. Powerful spirits fare slightly better, but will find it hard to deal with your overwhelming sense of dread.

VOIDUMINANCE NECROT-MORPH (400 CP): Necromancy is the art of manipulating the dead. A simple cookie cutter Necromancer can bring the skeleton of a dead person back to life. They're not capable of turning the living into Undead soldiers that do their bidding. But this power...it's different. It is much more than Necromancy. This is a dark art.

Voiduminance Necrot-Morph has the ability of turning the living into loyal, undead slaves. This power overwhelms the person with crushing darkness which sucks the life-force out of them and propels them into the status of undead.

You have the ability to cast this spell, but under a couple of conditions. For one, the soul you cast it on must be weak enough to have its life force submit to the devastating darkness otherwise it won't work. Moreover, you cannot use this ability against beings that are already undead, only living and breathing mortal beings. Finally, you cannot use this ability against the Champion of Light or the Champion of Darkness. Both are exceptionally immune to the dark forces used in this magic, so don't even think of wasting your energy on them.

Champion of Light (600 CP): You are the Champion of Light! Given birth at the Plane of Light, you are blessed with extremely powerful Light-based abilities to end the crusade of Darkness. You are an unparalleled caster of Light sorcery, putting you on terms with the Champion of Darkness. You are extremely resistant to Dark magic, making it borderline impossible to use things like Necromancy to turn you undead. Your Light magic is also powerful enough to purify even the darkest of Dark weapons, turning them into weapons of Light whilst completely wiping out the presence of malignant and sinister Dark forces present in the weapon itself. Moreover, any magic spells or attacks that you perform are now blessed by the divine spirits of the Plane of Light, boosting it to a considerable degree. You also find your healing powers to increase significantly, given your strong connection to white magic.

As the Champion of Light, you have a pact with the Plane of Light, a realm of existence outside the universe of Lore comprised entirely of Light-based beings and constructs. The Plane of Light can assist you in certain matters, providing you with familiars who do your bidding. But don't always expect its inhabitants to comply. You are going to have to persuade them from time to time especially if you need them to co-operate with beings affiliated with the Plane of Darkness, to achieve a mutual goal.

You are also granted the additional ability to sprout angelic wings, which allow you to blaze across the skies at break neck speed.

For the next 10 years, as Champion of Light, you are forbidden from using Dark magic.

The Champion of Light is not able to cast or use Darkness-based magic or relics. You directly oppose that, why would you need to work with it. After 10 years however, you will be beyond the control of the Plane of Light, letting you wield Dark magic should it be necessary for your adventures.

Given you are the Champion of Light, expect many people to be after your head. The Champion of Darkness especially needs you dead because you are the key that prevents the portal to the Plane of Darkness opening and unleashing unspeakable horrors into Lore. You must take the “**Hunted by Darkness**” and “**Hunted by the Undead**” drawbacks for no additional CP.

If you are successful in your mission as the Champion of Light in this Jump, then you will have the complete loyalty of the Plane of Light. All the creatures and beings from that plane will heed your desires without question, removing the need to waste your time persuading them to pursue your goals. You are the will of the Plane of Light, given form to spread good and virtue across the cosmos.

Chaos

Beyond Good and Evil (100 CP): Your power isn't just inherently chaotic, your nature is too. What are Good and Evil to you? None of them know how to do the *right* thing. Being overtly devoted to a single cause isn't good for balance. You're different in that regard. You're much more comfortable making morally grey choices, doing what may be good for the long term and not letting the evil weigh you down.

Power Chaorrups (200 CP): Ah, the lure of power. It's easy to get anyone to start wagging their tails like dogs. If you have power to spare, you can easily have anyone seeking power become very subservient to you. The power you promise and bestow is very intoxicating, making it hard for those who have had a taste of it to let it go easily. Your servants will do anything you desire, just to have a drop of the strength you possess.

Lord of Chaos (600 CP): My my, do you adore destruction that much, Jumper? You can either choose to take the the position of one of the 13 Lords of Chaos or become the 14th Lord of Chaos.

You have been given a portion of Drakath's Chaorruped powers, bolstering your abilities to an exceptional degree. You won't just be rocking purple armor and tentacles, you'll have the ability to spread it yourself too. You can spread your Chaorruped across the lands, allowing you to taint plants and wildlife with Chaos energy that drives them crazy. You also given the power Chaorrup lesser minions to do your bidding, providing you an opportunity to build an army which you're definitely going to need, since the Alliance of Good and Evil are going to work together to stop your Chaotic onslaught.

As a Lord of Chaos, you have the ability to raise *one* Chaos Beast. This is a familiar you can choose to raise and imbue with powerful Chaos energies. A section will be provided for you to customize your Chaos Beast.

Being a Lord of Chaos is a dangerous role. You will be hunted by the Heroes of Lore and even Drakath himself, as he needs the chaos portion of your powers that you fostered to release the Queen of Monsters. You must take **Hunted By Drakath (600 CP drawback)** and **Hunted By Heroes (600 CP drawback)** drawbacks, but you can keep CP for only one of these drawbacks.

Champion of Chaos (1000 CP): In some dark twist of fate, the Queen of Monsters has chosen you instead of Drakath to be her **Champion of Chaos**. You have been granted nearly god-like powers, far above the likes the Champion of Light and Darkness. The magic of Chaos has very significantly bolstered any powers you have to an inane degree.

As the Champion of Chaos, your powers grow the more you spread Chaos across the lands. You possess the capacity to cast magic powerful enough to turn entire landscapes into Chaos infused marsh-lands. Your powers enable you to effortlessly create powerful Chaorrupted armies much stronger than what a Lord of Chaos can construct; giving you the firepower you need to take on the combined forces of Good and Evil.

The Champion of Chaos also has the dangerous ability to manipulate reality and time. This is a power that can be used casually play through alternate timelines, but it can be dispelled if there is potent enough magic to reset the timeline.

Now you must be wondering, can you make your own Chaos Lords? Absolutely. The more Lords of Chaos you create, the more powerful you get. You can even bestow Chaos Lordship to 13 companions of your choice, basically endowing them with the **Lord of Chaos** perk without having to pay CP, whilst giving you the option to import 13 companions for no CP if you wish it.

You play a dangerous game as the Champion of Chaos. Your terrifying powers will have everyone in Lore hunting for your head. Moreover, the Queen of Monsters, the dark mistress that has chosen you as her Champion, has the capability to very easily take away all your powers if you do not follow her whims. You must take **Hunted by Light, Hunted by Darkness, Hunted by Heroes** and **Loyal Dog** for no additional CP. Given your power, you should be able to handle so many enemies, shouldn't you, Jumper?

If you survive the trials and tribulations that entails to being the Champion of Chaos in this Jump, then you can use your powers without the Queen of Monsters tugging your strings like a malicious puppet master. Maybe you can become something even greater than the Queen herself. Sow Chaos, Jumper! Show the world what true Chaos feels like.

If the price for this kind of power is too much, you can take this as a scenario and have the chance to earn it for free.

Warrior

Blessings of Strength (100 CP): Your training as a Warrior has granted you immense strength and endurance, allowing you to casually lift your opponents with one hand, lift huge logs of wood up with ease, shove around huge boulders around and more. This perk caps your strength at 5 tonnes.

Basic Melee Weapon Mastery (100 CP): You know how to handle simple weapons to an effective degree. Swords, daggers, spears, staffs... you've got most of them covered. If these weapons have special magic effects, however, then it's going to take some time to know how to use them.

Uunga Bunga Me Hit Hard (200 CP): You may have brutish strength, but only a skilled warrior knows how to use that strength to strike where it REALLY hurts. You have a higher chance of seriously damaging your opponent, turning your mindless, fruitless blows into critical strikes that can cripple an enemy out of battle. Be careful to hold back if you need to, or else you might end up hurting someone you care about.

On Guard! (400 CP): For a brief period of time, you have the ability to issue an irrefutable challenge to your opponent during combat. During this challenge, you deal bonus damage to your enemy at the cost of having extra damage taken to yourself. This actually allows you to level the playing field of any battle, especially if there is a serious gap in strength between you and the opponent you are facing. However, given the fact that you're taking extra damage, this may backfire on you and hurt you even more, so know your opponent before you issue this Challenge to them.

Warlord (600 CP): You are a truly remarkable Warrior. Your strength and endurance far surpasses your peers and is basically a tier of its own. Your combat capabilities allow you to crush entire armies with ease, making you a frightening opponent in the battlefield. Warrior, you are an unstoppable juggernaut. Make your name known to your enemies. Pick up your sword, spill the blood of your foes, and become a legendary Warrior that stands amongst lore's legends, like Undead slayer Artix and Doomknight Sepulchre.

Mage

Blessings of Wisdom (100 CP): You are a gifted wizard. Learning concepts takes little effort for you compared to other folks. You will of course have to put in some effort to understand but you're more systematic in your learning and can pretty much easily master the concept before you.

Basic Spellcraft (100 CP): Your knowledge of magic is sufficient to let you cast basic spells for a significant amount of mana. The basic spells include: making a fireball, encasing your opponent in ice, small scale explosion magic, and a mana shield that drains you of mana the more it gets hit. It's not much magic, but it can help you do the job.

Methodical Spellcaster (200 CP): You're no amateur. Spells that you've practiced and successfully casted before-hand will now become second nature to you, thereby allowing you to cast the spell without any room for potential error. Obviously, your spells will go wrong if someone directly tries to interfere in them. Otherwise, this perk guarantees absolute success on the spells you invoke with your magical prowess. Not only that, but you know how to spend your mana efficiently so you have plenty of spare mana to cast other spells. You won't feel drained of magic during prolonged battles.

***Insert-Branch-of-Magic* Specialist (400 CP):** You are an unparalleled specialist at 1 field of magic of your choice. Elemental? Time based? Or something more esoteric, the likes of which Lore has never seen? Whatever it may be, with this perk, you're really good at that branch of magic. This perk can be bought multiple times for various different fields of magic.

Sorcerer (600 CP): What a Mage you are! Your magical prowess exceeds most top tier Mages in Lore. Your spells are extremely potent, require much less mana, and can be casted on an extremely large scale without much stress on your part. Given your immense magical wisdom, you pick up on magical concepts very easily too. Weave the fabric of reality with your sorcery, Mage. Enter the realm of legendary spellcasters, such as Warlic the Blue Mage or Xan, the Pyromancer.

Rogue

Blessings of Dexterity (100 CP): As a Rogue, you are a nimble fighter, capable of dodging and evading most attacks thrown at you. You have the footwork of a ballerina and you try not to waste energy on useless movements. Your attacks are also much more likely to hit. Arrows you shoot with your bow hit their intended targets. Blades you swing aren't used to cut air, you ensure they cut flesh.

Basic Rogue-craft (100 CP): You have knowledge of some of the most fundamental skills pertaining to a Rogue. You can create poisons which you can lace with your blade, pick locks, charm people into trusting you with secrets, and you know how to stab them in the back when you need to.

You are Speed (200 CP): Your movements are not just fluid, but they're fast! Like, you're a moving blur fast. Your opponents are going to have a hell of a hard time trying to keep with you because you'll be moving before they know you're moving. You can also use this speed to send short, quick rapid strikes that don't have much power behind them, but maintain an element of surprise which can catch your enemies' off-guard.

Stiletto (400 CP): When the fight is clearly over, some opponents refuse to give up despite how weakened they may seem. You now know how to really finish the fight, with the knowledge of Stiletto. This is a Rogue specialty, which takes total advantage of an enemy's weakened state, in order to launch critical blows that bring about an end to an unnecessarily prolonged fight. Your opponent must be significantly whittled down before you can hit them with Stiletto otherwise these attacks are ineffective. Stiletto is really good if you need your opponents to be finished before they start powering up cause of some weird gimmicks and what not. Put them down before they start getting ideas.

Renegade (600 CP): You embody the idea of a hidden blade. You are an assassin that blends in with the shadows so well; one may consider it borderline shadow sorcery. It's nearly impossible for enemies to even come close to touching you, because your footwork is extremely well balanced. Evasive maneuvers become second nature, as your body moves to dodge attacks before you mind even knows it. People will need to restrain you with magic, or need to be equally as fast as you, if they really want to land a solid hit on you. More importantly, you become a deadly killer whose name strikes fear into foes that you've marked for death, akin to leader of the Rogues, Robina.

Healer

Blessings of Endurance (100 CP): Healers need to have a deep life force if they want to share it to rejuvenate others. Your life-force is especially extensive, making you a very durable Healer who can eat a lot of damage and still have some life-force to spare.

Basic Healing Knowledge (100 CP): Gashes, diseases, broken bones—oh, my! You have obtained knowledge of healing to help cure some of these ailments provided they don't worsen overtime. This kind of healing magic is not especially powerful but it can get the job done in a tight situation.

Did Someone Call a Doctor? (200 CP): Your knowledge of healthcare equals that of a doctor who has practiced medicine for many years. With this kind of knowledge, you will know how to heal wounds specifically so you don't end up wasting your life force healing the wrong parts of the body. This perk comes with the bonus of giving you intimate knowledge of all diseases in any world you visit, not just Lore. You can also figure out how to cure these diseases but you'll need time to concoct a cure. Overall, you're a real doctor. Practice medicine wisely!

I Need Healing! (400 CP): Being the Healer can be a taxing job. Your role is the most critical, being the difference between life and death. At times, you might not be able to tell when to cast a group healing spell, or which single person needs healing the most in a party. This perk makes you an effective healer. You are imbued with instincts that tell you who in your party would really benefit from your last ditch healing spell. Of course, just because you're healing the right person, doesn't mean you are guaranteed victory. You just heal the person who your instincts feel would *increase* the chance of victory. This works as a sort of guardian angel perk. You instinctively know who you may need to save in a tough scenario if it really benefits you.

Acolyte (600 CP): You are a guardian angel, given form. Your life force is ocean like, allowing you casually expend little of it to heal entire parties to full health. You can cure any type of disease, create very powerful health potions, and with enough power, revive people back from the brink of death similar to Twilly the Moglin (don't confuse that last bit for Necromancy though, that's different).

Classes

Adventure Quest Worlds has lots (and I mean LOTS) of classes and branches of magic. You're given free rein to learn whatever class you want, and the knowledge to use that magic will stick to you for the rest of your chain. However, you can purchase some classes here for CP which will allow you to forego the arduous training needed to master the class in question and maybe give you a headstart in your adventures here at Lore.

Note: Explaining the abilities in these classes can be very long and complicated. I will leave links to the AQW wiki that will allow you to check the abilities out on your own accord so you can decide how you want to go about implementing them into your Jump.

All discounts are 50% unless specified.

Barber (50 CP, free Rogue): You control a powerful branch of magic that can be the difference between making your friends look good... or hairable.

(<http://aqwwiki.wikidot.com/barber>)

Ninja (50 CP): Ninja's are the master of stealth and deadly arts. You're not quiet the shadow-clone making type but you're certainly a lethal fighter.

(<http://aqwwiki.wikidot.com/ninja-class>)

Pirate (50 CP, free Rogue): Yarr, you are a pirate! You're a treasure hunting and opportunistic rogue, turning the tide (no pun intended) of battle with your highly unpredictable move-sets.

(<http://aqwwiki.wikidot.com/pirate>)

Blood Sorceress (100 CP, discount Mage): A weaker version of the much better Scarlet Sorceress, you control deadly blood magic with a little arcanic mirror magic to drain your foes and maintain eternal beauty

(<http://aqwwiki.wikidot.com/blood-sorceress>)

Paladin (100 CP, requires either Warrior or Healer origins, discount Good): Soldiers of the light, your sole duty as a Paladin is to serve Good and the forces of... Goodness.

(<http://aqwwiki.wikidot.com/paladin-class>)

Doomknight (100 CP, requires either Warrior or Healer origins, discount Evil): Soldiers of the dark, you dedicate yourself to the cause of Evil and crush your opponents with hardly any remorse.

(<http://aqwwiki.wikidot.com/doomknight-non-ac>)

Pyromancer (100 CP, discount Mage): You have spent your energy mastering the art of fire magic. Set your opponents ablaze and match your fury with your intense fire!

(<http://aqwwiki.wikidot.com/pyromancer-class-merge>)

Cryomancer (100 CP, discount Mage): Look at you, knock off Elsa. You know how to unleash the power of ice and snow. So don't hold back, and let it go.

(<http://aqwwiki.wikidot.com/cryomancer-merge>)

Dragon Slayer (100 CP, discount Warrior): Awh hell yeah. You are the bane of one of Lore's fiercest creatures. You are a dragon slayer, who has picked up your sword to bring an end to the terror of dragons!

(<http://aqwwiki.wikidot.com/dragonslayer-class>)

Shaman (200 CP, discount Mage): The magic of your ancestors flow within you, granting you the power to control the primal elements of Lore to cast powerful elemental spells.

(<http://aqwwiki.wikidot.com/shaman>)

Bard (200 CP, discount Healer): Magic music! You possess the special ability to turn music into an art that can heal your allies, or hurt those that mess with your groove.

(<http://aqwwiki.wikidot.com/bard-class>)

Ranger (200 CP, discount Rogue): You are a master archer, able to take out enemies with your impeccable archery skills from quite the range. Legolas who?

(<http://aqwwiki.wikidot.com/ranger>)

Lycan (200 CP, discount Warrior): You have earned the trust of the Lycans, one shape. You can now walk among them as a fellow Lycan sibling, ferociously tearing at your foes with primal fury.

(<http://aqwwiki.wikidot.com/lycan-class-ac>)

Necromancer (200 CP, discount Evil): Manipulating the dark forces within you, you now possess the ability to control the undead! Summon your skeletal minion and crush your enemy.

(<http://aqwwiki.wikidot.com/necromancer-merge>)

Oracle (200 CP, discount Good): I foresee that you want to predict the future, yes? As an Oracle, you can do just that. You can look a good number of minutes into the future, whilst providing powerful heals to your friends and even giving them a heads up on an enemy attack, before the attack is executed.

(<http://aqwwiki.wikidot.com/oracle>)

Chronomancer (200CP, unlocks option to purchase stronger Chrono-based classes): Or, instead of having hazy and prophetic visions of the future, how about you manipulate time itself to your whims? Delving into Chronomancy, you control the ebb and flow of time to defeat your opponents. Your abilities as a Chronomancer are, however, yet to flourish to its fullest potential. There are many branches of Chronomancy that manipulate time in different ways. Check further down below if you wish to attain more control over the web of reality with the power of Time.

(<http://aqwwiki.wikidot.com/chronomancer>)

[Note: The reason why you need to purchase the Chronomancer class to access the advanced Chronomancy classes is because these Time-based classes are what the game calls 'Calender-classes'. You spend IRL money to buy a calendar which then gives you the code to purchase the calendar class. I wanted to reflect that nature with this. Plus, the advanced Chronomancy classes are really broken.]

Great Thief (600 CP, discount Rogue): Is that Arsene Lupin in the house? You're a fantastic thief, stealing poor, poor artifacts from the confinement of ancient sites to sell them to the corporate overlords at HeroMart. You're a stealth master and an extremely tricky thief to catch.

(<http://aqwwiki.wikidot.com/great-thief>)

Arachnomancer (600 CP, discount Rogue): Spider-mage, Spider-mage, casts whatever a Spider-mage can. You're one with the spiders, allowing you to set up deadly web traps, wait in the shadows, and strike when your prey is most vulnerable. You are about bring a whole new meaning to the word arachnophobia.

(<http://aqwwiki.wikidot.com/arachnomancer-non-ac>)

Blaze Binder (600 CP, discount Mage): Combining deadly fire magic, whilst coercing the souls of your enemy with dark magic, you practice a branch of pyromancy much greater than even the most experienced fire magi could ever weave. Troves of enemies will fall before your flames, as you hold the capability to burn entire armies to a crisp. Light em' up, Blaze Binder!

(<http://aqwwiki.wikidot.com/blaze-binder-merge>)

Royal Vampire Lord (600 CP, discount Mage.): You reject your humanity, Ju-...! Nevermind. As Vampire Lord, you're basically Vampire loyalty, allowing you to rule over lesser Vampires. You know how to cast deadly Vampire magic that turns you into bats, summons ghouls to do your bidding and even let you live forever provided you get your daily blood meals to sustain your immortality.

(<http://aqwwiki.wikidot.com/vampire-lord-class-ac>)

ArchPaladin (600 CP, 50% discount Warrior, 75% discount to Paladins): Your years of serving the order of Paladins has unlocked a special branch of Light magic only a few select Paladins can learn. You control the righteous Light to make the darkness flee at the mere sight of your divine presence. You're a Paladin unlike any ever seen in Lore.

(<http://aqwwiki.wikidot.com/archpaladin-class-1>)

ShadowScythe General (600 CP, 50% discount Warrior, 75% discount to DoomKnights): By Noxus' dark sorcery, you've been reborn as a formidable general of the ShadowScythe. You are a sinister and tanky brute, outright shutting down the light of Paladins and Lightcasters. You proudly march the battlefields under ShadowScythe colors, leading armies of undead to victory. LONG UNLIVE THE SHADOWSCYTHE.

(<http://aqwwiki.wikidot.com/shadowscythe-general-class-merge>)

Chaos Slayer (600 CP, discount Chaos): Chaos...Chaos....How does one go about slaying a nearly unstoppable force in Lore? The answer is simple: with more Chaos! As a Chaos Slayer, you utilize extremely volatile Chaos magic to either destroy your opponents or inadvertently help them. That latter part may not seem so good and in-fact; this class may not seem very efficient given its unpredictability. However, the raw power it offers really shines when it needs to and can be one of the more powerful classes to master!

(<http://aqwwiki.wikidot.com/chaos-slayer-berserker-non-ac>) [note: all the chaos slayer classes are the same. Their titles don't make a difference]

Scarlet Sorceress (600 CP, 350 CP discount Blood Sorceress): You're not quite a Vampire. You're a Hemomancer of sorts. You control deadly blood magic with a bit of some arcanic mirror magic to drain the power of your foes which you use to later destroy them as well as maintain eternal beauty. Scarlet Sorceress do not exclusively have to be sorceresses'. You can choose to be a sorceress or a sorcerer if you want. I won't judge.

(<http://aqwwiki.wikidot.com/scarlet-sorceress-class-1>)

StoneCrusher (600CP, discount Healer): What happens when you combine the powerful natural magic of the Shamans and the soothing healing aspects of the Bard? You get a powerful support class, the StoneCrusher. Your knowledge of Geomancy and the support you provide with your magic is extremely valued. With the Stones you Crush, your entire party will have easy time fighting whatever boss that heads their way.

(<http://aqwwiki.wikidot.com/stonecrusher-merge>)

Lord of Order (600 CP, discount Healer): There's a mirror realm, a universe completely opposite to the Lore you know. Its Drakath isn't the Champion of Chaos, but ironically, is the Champion of Order. He leads a guild of Order Lords, and he has taken it upon himself to make you their 13th Lord of Order, teaching you powerful support magic that greatly benefit your allies. Become the bane of Chaos; balance its disorder with your order!

(<http://aqwwiki.wikidot.com/lord-of-order-0-ac>)

DarkCaster (400CP, requires Undead Armor, discount Evil): Your servitude and offerings to Dage has impressed him. As a reward for being such a loyal minion, Dage offers to teach you the ways of the DarkCasters. Unleash your dark magic and march under the flag of the Legion! Do it all in the

name of the one true leader of the Underworld, **Dage the Evil!** You get to choose which DarkCaster class you wish to take. You can eventually rise the ranks in these classes if you serve Dage well.

Standard DarkCaster: The original one and the first amongst all the Dark Casters. You're a rarity but you aren't particularly the strongest.

(<http://aqwwiki.wikidot.com/dark-caster-class>)

Infinite DarkCaster: A slightly stronger variation of the original Dark Caster class

(<http://aqwwiki.wikidot.com/infinite-dark-caster-0-ac>)

Immortal DarkCaster: You've unleashed your true power as a Dark Caster and are considered to be elite soldier in the Legion's ranks.

(<http://aqwwiki.wikidot.com/immortal-dark-caster-class-0-ac>)

Timeless DarkCaster: You've taken it a step further. Amongst your peers, your mastery of the dark arts would have many consider you to be Legend. You still have more power to attain and there are revenants far more powerful than you. But you are definitely a dark force to be reckoned with.

(<http://aqwwiki.wikidot.com/timeless-dark-caster-quest>)

Advanced Chronomancy classes (800CP, requires Chronomancer, discount Mage): You have dabbled in time, now you deserve to fully know its secrets. The classes below teach a unique subset of time-based abilities that are highly destructive, highly unstable, very difficult to truly master, but all-in-all, extremely worth learning.

ShadowStalker of Time: You have merged with the edge of time, hiding in its shadows to catch your opponents off-guard. Much like how one cannot escape their own shadow, your enemies cannot escape time. You are their shadow. You are their end...

(<http://aqwwiki.wikidot.com/shadowstalker-of-time-class>)

Immortal Chronomancer: You are a chronomancer that has attained ascension beyond the concepts of time and space and, as such, you phase through the dimensions to strike your foe when they least expect it. You are greatly respected amongst other chronomancers and your very presence boosts their strength by a significant magnitude. Eternity is a trifling idea which many work tirelessly to attain. You, however, embody the idea of the eternity. To you, eternity is nothing but a single draw of breath.

(<http://aqwwiki.wikidot.com/immortal-chronomancer-class>)

Corrupted Chronomancer: You're opening up a crazy can of worms here. You are by no means an ordinary Chronomancer. You yearn for more power, so you push the limits of your magic by corrupting the very nature of it, granting you heavily amplified time-distortion magic

You are given two sets of consumables which you must use in tandem with your powers in order to achieve the maximum amount of strength the class offers. One of these consumables are called

Corruptions which directly alter your abilities, while the other set is what is known as Hourglasses, which provide additional buffs to your Corruption, bolstering its abilities.

There are three different Corruptions a Corrupted Chronomancer can utilize; **Infinite** Corruption, **Entropic** Corruption, and **Forsee** Corruption. Additionally, one can use three of the following Hourglasses to further enhance the potency of the Corruptions: Hourglass of **Power**, Hourglass of **Transience**, and Hourglass of **Paradise**

You will gain an hourglass familiar that you can call upon anytime, anywhere who provides these consumables to you endlessly, as these consumables run out after a certain period of usage.

Note: This class is a very complicated class. It's very risky to use in-game and very difficult to master. Moreover, you will need to research deeply to understand what each Corruption and what each Hourglass do. I will provide the wiki link but you should definitely check out more resources online to see how this class works. It is one of the most powerful class in-game, barring the Big Three (which will be offered via scenarios).

(<http://aqwwiki.wikidot.com/corrupted-chronomancer-class>)

Items

Fashion Quest Worlds (Free): Adventure Quest Worlds has a LOT of neat looking cosmetic items. That being said, it would be a crime to leave them behind a CP pay-wall. You can grab as many cosmetic items here in AQW, provided they don't give stat boosts or strengthen your abilities directly. Need Nulgath's Archfiend Blade? Or do you really dig Dage's Paragon armor? Hell, do you want to deck out the gear of a Legion Paragon Fiend Rider? Go for it. As long as the item you chose here are purely cosmetic in nature, it's totally fine.

Health Potion (50CP, free Healer): A nice bottle of good ole' Red. Soothing for the throat and really good to have if you need a quick fix to your wounds.

Gold (100CP): The trademark currency of most MMORPGs. You're given 200,000 gold for your journey. Of course, this isn't going to be enough. Lore is pretty good at sucking up all the money you have. Be mindful of your spendings my friend. You can purchase this multiple times.

Felicitous Philtre (300CP): Alina's trademark potion and quite a powerful one at that. You know Felix Felicis, that liquid luck potion from Harry Potter? Well, you've pretty much got the same thing. Per Jump, you get 30 vials of Felicitous Philtre, which flat out increase your luck by 50%. They cannot be consumed all together, so don't think you can go get 1500% luck in one go. Furthermore, they last for 45 seconds only, so you better make those 45 seconds count. Finally, you cannot replicate Felicitous Philtre artificially. It is a potion which needs to be made under special means which only Alina knows. All attempts to replicate it instead result in the creation of a poisonous concoction which inadvertently inflicts 10 years of severe bad luck that lasts even after the poor sap that has drunk the potion dies. Don't try it bucko.

Good

Axe of Swordhaven (100CP, free Good): Wielding this weapon is the hallmark of all dedicated knights of Axeha-...I mean Swordhaven. You deal 5% more damage to most human enemies.

Blinding Light of Destiny (400CP, discount Good): The bane of all Undead. The Blinding Light of Destiny is a weapon forged to bring an end to the eternal crusade of the undead. It is excruciating to forge, and rightly so, as it deal a whopping 75% extra damage to all Undead and darkness-based enemies. The Blinding Light of Destiny comes with the spirit orbs of the souls that have been freed from the prison of Undeath.

Just like how Mjolnir helps Thor channel his lightning-attacks, the Blinding Light of Destiny is a terrific conduit to channel spirit orb magic, if you possess the knowledge to do so, thereby giving you the opportunity to pull off even more powerful spirit based attacks. Swing the Blinding Light in the name of the Paladin Order, Jumper. Make the Undead fear your presence.

Castle of Swordhaven (800CP, discount Good): When it isn't being pillaged by Evil or Chaos, the castle of Swordhaven is a beautiful citadel for a king to rule his kingdom. A vast expansive garden, a beautiful courtyard with a noble dragon monument at its centre, an underground prison, a large vault capable of holding 3 trillion gold, several bedrooms, a huge library, and a grand throne room...this castle has it all. It is a fitting court for a righteous king.

Evil

Basic Necromancy Kit (100CP, free Evil): You've got yourself a skeleton of a poor dude who got burned to smithereens by a dragon. You can't let it go to waste. With the help of some slime, a necronomicon, and a small harmless bit of dark magic, you can bring this particular skeleton back to life. He is decent at combat, extremely loyal, and will help deliver messages to whoever you need to despite lacking the skill to speak (You could give him a note to carry though.... Like a carrier pigeon of sorts).

Sepulchre's Doomknight Armor (400CP, discount Evil): By the dark! You don the malignant Doomknight armor? How have you resisted its temptations? How have you mastered its dark power? The armor deals an additional 51% damage to any human enemies. Moreover, it has an oppressive dark aura which has the weak, cowering in fear, and the brave, hesitant at its sight. You command the attention and reverence of everyone in the room by just flaunting this armor, whether they know its history or not.

Shadowfall Fortress (800CP, discount Evil): Cast down by Drakath and left smothered against the crevasses of some mountain in the far reaches of Lore, this was once an imposing flying fortress. It was built on the skeleton of a slain dragon and it was an imposing symbol of the Shadowscythe. Even if it may have been brought down, it is still capable of hosting a large army of undead minions. It also has many underground rooms teeming with dark energy that allows for the easy usage of potent dark magic to use for Necromancy. Furthermore, if you possess enough magic on-par with that of an entire 1,000 man battalion of elite soldiers, you could revive the fortress and have it flying again. Once you do so, it will remain flying for the rest of your chain.

Chaos

Chaos Sp-eyes (100CP, free Chaos): Quite a handy familiar you've got here. This is a flying eye-ball which has the ability to stealthily spy on your enemies, relay to you on what it is watching, and zap your foes if it needs to defend itself. These sp-eyes return if they are destroyed and you get to command 3 of them.

Staff of Inversion (400CP, discount Chaos): Quite a powerful weapon you've got here. You possess the Chaos Staff of Inversion. Its ability is to invert whatever its rays of chaos magic hits. Turn it into its complete opposite. Up becomes Down, Inside becomes Outside, Good becomes Evil... and you could potentially invert a mage's ability to cast magic, so whatever magic they cast, ends up reflecting onto them. If they cast fireball, they might end up burning themselves to death. If they cast polymorph, instead of turning you into a frog, they might find themselves turning into a frog. One thing to note, if your staff gets destroyed, then your inversion magic is dispelled, and it will take the staff time to recover. Also, a powerful enough mage can dispel the inversion, though they need to surpass your own power first if they wish to do that.

Mount Doomskull (800CP, discount Chaos): After a treacherous climb towards the summit of a Chaos infested mountain, you arrive in front of the very same floating throne which Drakath sat upon as he plotted his schemes to spread Chaos across lore. Here, you can comfortably watch the world beneath you, and provide yourself or your allies a safe-sanctuary to recover and recollect your thoughts. The floating throne also has the ability to allow you to transport yourself anywhere in the world, provided you possess the magic for it. Moreover, if you have the capability to channel immense chaos magic, you could even transport yourself between dimensions. That itself is not an easy feat but this flying throne makes it slightly easier.