



A Jump by Sistercomplexkingpin
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Introduction

Once upon a time, Bahamut the Omnipotent created a world where land and sky were one. Life flourished under the creator's watchful eye. However, in their arrogance, the inhabitants rebelled against the Omnipotent, causing him to split into two entities: one of creation and one of destruction. And with the Omnipotent's defeat, the world shattered into countless floating islands. The being of creation fled to the farthest reaches of the skies and formed a new world known as the Estalucia, where he created a race called the Astrals. Meanwhile, the being of destruction remained in the shattered world, now called the Sky Realm, where they continuously tore it apart and resetting it in an endless cycle of destruction.

The Astrals, immortal and stagnant in the Estalucia, grew envious of the Sky Realm's capacity for evolution and desired to claim it for themselves. To achieve this, the Astrals gave concepts physical forms and personality known as Primals. With these creatures at their command, the Astrals invaded the Sky Realm, subjugating and enslaving humanity, now known as Skydwellers. However the Skydwellers would not be enslaved forever, as they waited and learned from the Astrals, waiting for a moment to strike.

However, guided by the hands of another Astral, some of the Primals decided to rebel against their creators, seeking to overthrow them from their throne. However, the rebellion failed, and the rebellious Primals were chained and cast out to Pandemonium. Weakened by the rebellion, the Astrals became vulnerable, and the Skydwellers seized this opportunity to break free from their chains. A war between the Skydwellers and the Astrals erupted, scarring the land and skies. In the end, the Skydwellers emerged victorious, banishing the Astrals back to their realm and regaining their freedom.

The story begins when the Protagonist has a fateful encounter with a mysterious Girl in Blue, awakening a fragment of God. This awakening sends ripples that will alter the Sky Realm forever as darker forces begin to rise from their slumber. You will enter this world a week before the Protagonist receives the letter from their father, and you'll remain here for the next decade.

Take these +1000 CP as you start your adventures into the skies.

Locations

You can start at any location, or gain +100 CP to roll for your starting location.

1. Zinkenstill

A small island with a forest where primal crystals can be harvested. The inhabitants of this island are friendly and cheerful, making it a calm place to rest. However, the island also holds many hidden secrets and unknown mysteries. The Protagonist and their friend Vyrn both grew up on this island.

2. Port Breeze Archipelago

A group of islands that serves as a hub for Skyfarers across the realm. The archipelago is blessed by the Primal, Tiamat. The blessing generates gentle winds around the islands, ensuring smooth voyages. The main island, Eingana Island, is home to a bustling metropolis that serves as the center of commerce within the archipelago.

3. Lumacie Archipelago

A group of islands covered with lush, magical forests. Many of these forests are ancient, dating back to the Astrals' invasion of the Sky Realm. Ancient ruins can be found deep within the forests, with plants long thought extinct in the Sky Realm still existing here. This archipelago is under the protection of the Primal, Yggdrasil.

4. Golonzo Island

An island renowned for maintaining and repairing airships. Constant research and innovation on airships are carried out here, with new airships regularly built within the docks. It's the only island in this part of the realm trusted for large repairs and upgrades to airships. The island is also home to many skilled craftsmen.

5. Agastia

This island is the capital of the Erste Empire, where the lights never fade as torches are constantly relit day and night. The island is always under construction to integrate the latest technology, leaving no part of nature intact. It has the highest population in this part of the realm but struggles with environmental and civil order issues.

6. Dydroit Belt

A large group of islands straddling multiple skydomes, consisting of vast rocks and cliffs held together by the power of the Primal, Kikuri. The islands have few permanent residents, with most inhabitants being merchants and explorers. This archipelago is the only place you can travel to other skydomes without an airship, but the journey is very dangerous.

7. Groz Island

The capital of the Idelva Kingdom, this island features plains, lakes, and a central mountain. The capital city, Luxurios, is one of the wealthiest cities in the entire skydome. Despite numerous technological advancements, Idelva has designated several areas off-limits for development to preserve the island's natural beauty.

8. The Edgelands

A Primal that exists at the boundary between the Sky Realm and the Crimson Horizon. The Crimson Horizon is a different realm. As such, returning to the skies once you find yourself in the Edgelands is nearly impossible. Time works differently in the Edgelands, and as a result, the inhabitants living on the Primal, Ebisu's body, come from different time periods.

9. New Utopia

The capital of the Istavion Kingdom, this island embodies the True King's ideal reign. The True King believes that freedom must be stamped out to ensure the happiness of the masses. This ideal is evident throughout the island, where structures exhibit uniformity and even nature is influenced, as trees never wither and storms never form. This island also houses the secret projects of the True King.

10. Free Choice

If you roll on this option, you may choose any location in the world as your starting location, even places such as the Pandemonium or the Estalucia if you so desire.

Races / Origins

Any race can be taken as a Drop-In. You would receive no additional memories from the race you chose besides how to communicate with the Skydwellers in the Sky Realm.

Humans (Free)

Humans are one of the four main races in the Sky Realm. Compared to the other races, humans are relatively average, possessing no special traits or abilities. However, humans in the Sky Realm have higher physical abilities than the average human found elsewhere. Like all other races in the Sky Realm, humans are capable of using magic.

Draphs (Free)

One of the four main races in the Sky Realm, Draphs are humanoid beings with horns and pointed ears. Male Draphs are taller than average and have muscular bodies compared to humans. Female Draphs are shorter in height but have larger proportions compared to humans. Draphs also possess the highest physical capabilities among all four races.

Erunes (Free)

Erunes, one of the four main races in the Sky Realm, resemble humans with animal-like ears instead of human ears. Those of royal lineage also have tails. Erunes are attuned to nature and magic and can resist abilities that target the mind and soul. Among the four races, Erunes boasts the highest magical capabilities.

Harvins (Free)

Harvins, one of the four main races in the Sky Realm, are significantly shorter than the other races, with a height similar to that of dwarves. Harvins also have pointed ears. Harvins have a natural aptitude for trading and are highly attuned to science and technology. Harvins excel in weapon mastery and are more agile than humans, though Harvins possess the weakest magical capabilities among the four races.

Golems (-100 CP)

Mechanical creations brought to life, golems come in various forms, with some appearing more human-like than others. The key feature distinguishing these human-like golems from actual humans is the visible doll-like joints on their bodies. Golems don't need any subsistence, fuel or air to function and are capable of experiencing emotions. Because there are plenty of spare parts, you can choose to have an identical appearance to Orchid.

Primal Beast (-300 CP)

Primal Beasts, or Primals, are myths, faiths, concepts, etc. given physical form. Primals' personality and sentience are created by the Astals. Primals can originate from existing myths, ideas that exist solely in the mind, or concepts that influence the inhabitants of the realm. As creations of the Astals, Primals lack the concept of death and are inherently incapable of dying. However, a Primal can still perish if its myth, faith, or concept is destroyed or absorbed by another. Primals are extremely powerful, capable of destroying entire islands. Primals are immune to powers that alter history or reality as Primals exist on a different plane of existence.

Primals' powers are based on the concept they have, however Primals can harness only one of the six elements: Fire, Water, Earth, Wind, Light, or Dark. The only exception to this is the Supreme Primarch, who possesses the unique ability to wield all six elements simultaneously. Primals are also immutable, and can only be changed by an Astral. Since Primals are concepts given form, you can choose to have the same appearance and powers as an existing Primal.

Astrals (-600 CP)

Astrals are a race created by the Astral god in the realm of creation. They lack a concept of death and cannot be killed by conventional means. Astrals have the unique ability to bring nonexistence into existence, creating something out of nothing. As the creators of the Primals, the Astrals can control any Primal except for the Primarchs, though some Primals could resist this control. Additionally, Astrals have immense magical capabilities and can nullify magic weaker than themselves. However, because Astrals were created by the Astral god, they are unchanging and cannot evolve or have the ability to destroy. As a result, they are immune to powers that alter history or memories and are aware of when such tampering occurs.

Perks

Perks are discounted 50% for their respective Origin, with the 100 CP Perks being freebies.

General Perks

Magic Affinity (Free)

You'll gain the ability to manipulate one of the six elements: Fire, Water, Earth, Wind, Light, or Dark, and be able to use the magic associated with your chosen element. The possibilities with magic are endless. You could create weapons from your element, shoot out elemental blast, imbue your weapons with it, etc. Those who achieve mastery in their magic can rival the strength of a Primal. **You can purchase additional magic affinities for 100 CP each.**

Sky Faring (-100 CP)

You are now one of the best helmsmen in the Sky Realm, capable of piloting an airship through the most dangerous weather conditions. Passengers on your ship won't suffer from motion sickness or discomfort. You can also maneuver the airship expertly, dodging monster attacks without causing the vessel to rock excessively.

Upgrade from the Moon (-200 CP)

Parts of your body have been converted with machine cells, similar to the Moon dwellers. These machine cells reduce your need to consume substances and need for sleep. While greatly extending your lifespan compared to the four races. Additionally, these cells store all your body's data and information, allowing you to revive from these cells should you perish.

Potential of Eternal (-400 CP)

Choose a weapon type: polearms, bows, swords, gauntlets, or guns. You will achieve unmatched mastery with the weapon you select. Your skills are unrivaled, with only the Ten Eternals, the strongest crew in the Sky Realm, capable of challenging you in skill. However, this perk increases only your skills, not your physical abilities, so if you aren't physically strong enough, others can still overpower you if you're not careful.

Power of Evolution (-600 CP)

All Skydwellers possess a unique ability: as long as they never give up, they will always achieve whatever they believe in. With a strong enough will, they can resist any ability that tries to rewrite history. Born in the realm of the Sky God, Skydwellers also have the power to evolve to new heights. Now, you can too.

When you set a goal or destination, fate will align with your objective, making it possible to achieve it no matter the odds, as long as you don't give up halfway. You are immune to any abilities that alter the timeline and can retain memories of both timelines or discard the memories of the new timeline if you choose. Additionally, you can learn incredibly fast, compressing ten years of training into just one week or even shorter should you have a decent teacher. **This perk is discounted for Humans, Draphs, Erunes & Harvins.**

Humans

Forging Bonds (-100 CP)

The bonds you forge with others will develop much faster than usual. People you become friends with will trust you with their lives after only a week, feeling as though they've known you for years. These friendships become unbreakable, and if you desire, they can blossom into deep romance. However, this ability only affects those who have already formed a bond with you and has no effect on strangers.

Life-Linking (-200 CP)

You can link your life force with another person of your choice, allowing you to heal each other and sense the location of the other. If you choose to link with a deceased individual, their wounds will heal, and they will be brought back to life. However, if you die, the person connected to you will also perish, and vice versa. If your lifespan is longer than theirs, they will stop aging and only die when you naturally pass away. You can link your life force with only one person at a time, and you may choose a new person to link with each year. However, if the person was deceased when you linked with them, they will die again if the link is undone.

Jumper in Blue (-400 CP)

You gain the ability to summon, sense, and communicate with Primals. You can summon the Primals in two ways: by calling for aid, in which a random Primal is willing to assist you will be summoned, or by summoning a copy of a Primal you have previously encountered. Regardless of the situation, you can always summon the dragon Proto Bahamut to aid you. In future jumps, you will still be able to summon Primals, as well as summon, sense, and communicate with local monsters, just as you do with Primals.

The Singularity (-600 CP)

You are a Singularity, a being unbound by fate. As a Singularity, you are not restricted by the rules of the world or the God who created it. You have infinite potential, capable of growing stronger without any limits, as anything you do will enhance your abilities. You are unbounded by fate or reality, capable of achieving the impossible. You are also immune to fate and reality manipulation abilities. However, your most important ability as a Singularity is the ability to defy God. Any God you face will lose their divine protections, making them as vulnerable as mortals, and their powers become less effective against you.

Draps

Golden Body (-100 CP)

Your body shape will remain the same even without exercise, and it won't change no matter how many calories you consume. You can choose a desired body shape, and your body will naturally transform into that shape, giving you a muscular physique without any training. Additionally, you can adjust your body's proportions to your preference.

King of the Outlaw (-200 CP)

You gain a charisma that attracts criminals to your side, encouraging them to assist you. As long as they aren't completely insane, you can quickly form friendships with those shunned by society. Once they become your allies, this ability ensures they won't betray you unless you betray them first, allowing you to build a loyal team of bandits and thieves.

Bull's Will (-400 CP)

You are as stubborn as a mule. Once you set a goal, nothing can sway you from it. You gain unlimited motivation to pursue your goal. And abilities like mind control, seduction, or memory wipes won't stop you. Even if your memories are erased, you will instinctively recall your goal, ensuring you remain determined to achieve it no matter what.

Divine General (-600 CP)

You possess physical and magical abilities similar to the Twelve Divine Generals. Your physical strength is immense, capable of destroying half an island. Your magical abilities can match the Astrals in prowess, casting multiple spells with minimal drain. While you are not capable of defeating the strongest Astral, you can defeat most of them without a problem.

Erunes

Art of Winemaking (-100 CP)

You gain expert knowledge in winemaking, enabling you to craft the finest wine in the entire realm. You possess mastery over every winemaking process, from growing and harvesting to crushing, pressing, fermentation, and aging. Additionally, you can accelerate the aging process by four times, allowing you to enjoy perfectly aged wine in a fraction of the time.

Charming Thief (-200 CP)

You now possess expert skills in lock-picking, pickpocketing, and persuasion. You can steal from a Luminary Knight without being detected and persuaded out of most situations. Even if you appear suspicious, as long as you haven't caused significant harm, people will still be willing to listen to you and ally with you.

Dead and Alive (-400 CP)

Like Ferry, you have become an entity similar to a ghost. Unlike a ghost, you are fully visible and tangible to everyone. However, you no longer need any substance or air. And you are immune to aging, illness, and physical pain. Undead creatures of all kinds are friendly toward you, with mindless undead refusing to attack and even protecting you if you are in danger. You also can travel freely through the local afterlife without any difficulty.

King's Eye (-600 CP)

The King's Eye grants you clairvoyance, allowing you to see everything in the past and present. The King's Eye also lets you observe near-infinite possibilities within your world, though this can be mentally overwhelming if you can't process the information. Additionally, the King's Eye allows you to detect otherworldly threats that could endanger the world and perceive invisible attacks from enemies.

Harvins

Short but Serious (-100 CP)

This perk ensures that people will take you seriously, no matter how small or youthful you appear. You will also not be dismissed or discriminated against because of your appearance. You can turn this perk's effect on or off as needed.

Tiny Merchant (-200 CP)

This perk makes people more inclined to check out what you're selling and less likely to haggle for a discount. You gain a sixth sense of what customers are most likely to buy. Along with the ability to accurately evaluate the value of items and how well they will sell.

Wonders of Technology (-400 CP)

You gain the ability to reverse engineer any technology you encounter. By examining the technology closely, you can recreate it, though the more advanced the technology, the longer it would take. For example, Sky Realm technology may take a few days, while Astral technology could take several weeks to replicate.

One Step Ahead (-600 CP)

You can now always stay one step ahead of anyone you choose. By selecting a person or group, you can teleport to their destination before they arrive. You have control over where you teleport, ensuring you won't accidentally appear in a dangerous spot. This perk also gives you the knowledge of where the person or group is heading, giving you an edge in any pursuit.

Golems

Artificial Puppeteer (-100 CP)

You gain expert knowledge in animating puppets using strings. Your puppetry skills are so advanced that the puppets you control appear lifelike. You can animate any puppet, mastering a new puppet's control within minutes of handling it. Additionally, you can manipulate multiple puppets simultaneously without any difficulty.

Strings of Magic (-200 CP)

You gain the ability to produce magical strings from your fingertips. These strings are very sharp and able to slice through steel with ease. You can also alter their properties, allowing you to bind enemies without causing harm. If a person is willing or unable to resist, you can control them like a puppet using your strings. You can strengthen the strings using your willpower. The stronger your will, the stronger the strings become.

Sky Realm Alchemy (-400 CP)

A unique branch of magic created by Cagliostro, alchemy allows you to convert matter into any form you desire. You can use it to make weapons, fire explosive constructs, and summon alchemical creatures to assist you in battle. You can also telekinetically control anything you create using alchemy. As long as the law of equivalent exchange is maintained, there are no limits to what you can make.

Pride of the Erste Kingdom (-600 CP)

You now possess all the knowledge about golems held by the Erste Kingdom. You can recreate any golem they've ever built, provided you have the necessary materials. If you are a golem yourself, your body will have the physical abilities to match with a Luminary Knight, and you can easily swap or incorporate parts from other golems, as they will automatically resize to fit your body. Every time you visit a new jump, you automatically acquire all golem-related knowledge from the setting.

Primal Beasts

Core of Yourself (-100 CP)

A Primal Beast is composed of two components: a core and an Astral's power. By modifying the core, an Astral can change the Primal's appearance and strength. However, you can change yourself without an Astral. By interacting with your core, you can change your appearance at will, adding or removing features like ears, tails, horns, and more. You can also adjust your size and height as desired. Additionally, you can redistribute your attributes when needed, lowering one attribute to increase another.

Blessing of Jumper (-200 CP)

Like other Primals, you can bless a location with beneficial effects. However, unlike those Primals, you don't need to form a connection to the place to perform this blessing. You can choose the blessing's effects based on your powers, such as calming winds with wind powers, gentle waves with water powers, or making vegetation grow faster and healthier with earth powers. Your blessings can cover an entire island and expand if you put more power into it.

Primal Weapon Creation (-400 CP)

Primals can create weapons imbued with powers based on their abilities. You can do this as well. You can craft weapons that embody one or all of your abilities. While these weapons will not exceed your power, they remain very formidable. These weapons are made out of your powers, so they couldn't ever harm you. You can choose the type of weapon and its appearance. You are limited to creating one weapon per week.

Supreme Primarch (-600 CP)

You have acquired the powers of the Supreme Primarch through unknown means. As the Supreme Primarch, you can teleport between different dimensions at will and harness all six elements. You can seal off someone's powers and create seals imprisoning beings in other dimensions. You can also create pocket dimensions with unique physical laws, separate from regular space-time. Additionally, you can manifest three pairs of wings in any color of your choice, allowing you to fly and hover. You can command all angels weaker than yourself and calm down rampaging beasts, inducing Primals.

As the Supreme Primarch, you can access an even more powerful state by manifesting twelve wings in colors of your choice. In this state, your physical and magical abilities are massively increased, making you capable of beating any Astral or Primal. You gain passive regenerative powers, allowing you to heal fatal wounds within seconds. You can also fly and hover with these wings. Additionally, your abilities in this state bypass the enemies' durability, letting you pierce through their defenses. You can remain in this twelve-wings state indefinitely.

Astrals

The Immutable Life (-100 CP)

You can alter your perception of time, making long periods feel much shorter. For example, you can experience ten years as if only a week has passed or compress months into just a few days. This perk also allows you to find joy in even the smallest moments, finding entertainment in watching others grow and change over time.

Power of Origination (-200 CP)

Your abilities as an Astral have been significantly enhanced. You can now create new concepts and bring anything into existence from nothing. You can summon weapons out of thin air, give spirits physical bodies, embed ideas or concepts into objects, and turn abstract thoughts into physical forms. You can also produce any material, provided you understand its structure. However, new concepts that you create cannot exceed your power.

Innermost Teachings (-400 CP)

The innermost teachings allow you to form a pact with a Primal Beast, becoming a vessel for their power. This pact allows you to access the Primal's full potential, including any hidden or dormant abilities they possess. While most beings are limited in how much power they can draw from a Primal, Astrals face no such restrictions, capable of tapping into forces far beyond what the Primal can handle, though this comes at a great strain to the Primal.

Your version of the teachings allows you to form a pact not just with Primals, but with any willing being. This pact draws out their full potential, just as it would for a Primal, allowing you to share and wield their power. Like an Astral, you can even exceed their natural limits and draw more than they can handle, though it will be extremely taxing for them. You may only form a single pact at a time.

Chaos Form (-600 CP)

You can now enter a transformation state capable of annihilating all creation. In this state, you become a being made out of pure energy in the next dimension, making existence a mere convenience for interacting with the world for you. Your body in this state is composed entirely of Chaos Matter, which lets you ignore reality, logic, causality, and the laws of physics. As a being of chaos, your attacks can obliterate every fundamental aspect of reality, including concepts, history, and information. This means that your attacks can destroy anything, including immortals, and not even the Omnipotent can restore what you have destroyed. Your abilities are increased immensely in this state, and only the Supreme Primarch working with the Singularity can hope to match you in power.

Additionally, any attempts to predict or analyze you will fail, as the chaos matter will disrupt and corrupt such efforts, causing machines to malfunction and driving people insane. You can maintain the chaos transformation state indefinitely.

Items

All origins gain a bonus of +300 CP to spend in the Items section, except for companions. Items are discounted 50% for their respective Origin, with the 100 CP Items being freebies. These Items cannot be purchased multiple times, unless stated otherwise.

General Items

Fashion of the Skies (Free)

You now have access to a closet filled with every outfit worn by every character in Granblue Fantasy. The closet also includes seasonal attire, such as Summer, Valentine's, Yukata, Halloween, Character Skins, and Holiday outfits. The outfits in this closet don't possess any special properties. However, they are self-cleaning, always comfortable, and automatically repaired overnight. The only outfits excluded are those from collaboration characters.

Sky Map Replica (-100 CP)

A magical gem that projects a holographic map, serving as a replica of the Sky Map. While it lacks the original's abilities, this replica still allows you to find a path to any location as long as you know the name. If multiple places share the same name, it will display all of them and the paths to reach each one.

Grandcypher (-200 CP)

A massive wooden airship capable of handling incredible weight, similar in size to a cruise ship, closely resembles the Grandcypher. It can comfortably house hundreds of people and includes a library, multiple kitchens, a smithy, a storage room, a hangar, and several spacious empty rooms for flexible use. The cabins are all fully furnished, complete with bathrooms. The ship repairs itself automatically and operates without needing fuel.

Crystal of Beginnings (-400 CP)

A giant purple crystal that strengthens the will of humans. You can harvest smaller pieces from it, and the crystal will naturally regenerate what you take. These shards enhance an individual's sixth sense, making divination possible. They also boost the willpower of whoever holds them. The larger the shard, the more potent the effect it provides.

Revenant Weapon (-600 CP)

The Revenant Weapons are the mightiest armaments forged by the Skydwellers to fight the Astrals during the war. These weapons possess immeasurable power, bypassing any immortality or regeneration and permanently killing any being. Each weapon significantly boosts the abilities of its user and enables them to channel their powers through the weapons.

You can choose to purchase one of the ten Revenant Weapons:

One-Rift Spear: A golden spear with a large gem embedded in the spearhead. This spear allows you to summon multiple spearheads to launch at enemies and fire a powerful laser beam from its tip. Additionally, the spear enhances the wielder's insight and wisdom.

Two-Crown Bow: A golden bow with two embedded gems. This bow creates magical arrows that can pierce through space and time, ignoring any fate protections that enemies might have. You can also summon multiple arrows around you to shoot at your foes or release a stream of arrows from the bow.

Three-Tiger Axe: A golden axe adorned with three embedded gems. This axe can levitate and significantly amplify the physical strength of its wielder.

Four-Sky Blade: A golden dagger with four gems embedded in its hilt. This dagger greatly enhances the wielder's agility, allowing them to move with such speed that it appears as if they are teleporting. Each strike from this dagger hits the enemy twice.

Five-Soul Staff: A golden staff embedded with five gems. This staff significantly amplifies the wielder's magical abilities and greatly boosts the wielder's clairvoyance.

Six-Ruin Fist: A pair of golden gauntlets embedded with six gems. The gauntlets conjure afterimages that trail the wielder and replicate their attacks.

Seven-Star Sword: A golden greatsword with seven gems embedded in the blade. This sword enables you to summon ethereal replicas of any swords you have encountered. Each replica possesses the same power and abilities as the original, and you can shoot these replicas at your enemies. Additionally, the sword can summon seven armored avatars, each possessing immense power and god-like sword skills to assist you in battle.

Eight-Life Katana: A golden katana embedded with eight jewels. It can strike ghosts, spirits, and other spiritual beings. Additionally, it can sever a person's soul from their body and is capable of inducing and manipulating dreams.

Nine-Realm Harp: A golden harp inlaid with nine jewels. This harp can influence and alter a person's emotions, evoking feelings they have never experienced. Its music is audible even to entities that cannot hear sound. Furthermore, any musical abilities are enhanced while playing this harp.

Ten-Wolf Gun: A golden revolver with ten gems embedded in the barrel. This revolver fires magical bullets that never deplete. It can create multiple portals that fire a stream of homing magical bullets at your enemies. Additionally, the revolver can induce hallucinations in its target.

The Revenant Weapons You purchased here have no will of their own. The weapons require no maintenance and are unbreakable.

This item can be purchased multiple times, with the subsequent purchases being discounted.

Humans

Transceiver (-100 CP)

A device that enables communication within a fixed range. The transceivers you purchase here allow you to communicate over any distance with anyone who has another transceiver. You receive ten transceivers and additional transceivers provided for each new companion.

Titan Suit (-200 CP)

A mechanical battlesuit with interchangeable parts, built from highly durable components that the average Skyfarer can't damage. The suit has various mechanical weapons, including a sword, shield, cannon, claw, drill, guns, and chainsaw, which can be attached as needed. It repairs itself and places no physical strain on the wearer.

Elpis the Mind Sealer (-400 CP)

A blue-collar that will fit around the wearer's neck no matter the size, with the power to suppress and alter their memories. It also makes the wearer submissive and obedient to whoever placed it on them. The collar is unbreakable and cannot be removed by conventional means, but with this purchase, you receive a device capable of removing it.

Sealed Weapons (-600 CP)

The Sealed Weapons were created by the Moondwellers to combat the Astrals. These weapons can absorb the essence of their target, including their concept, soul, and memories. Each Sealed Weapon can transform into a massive robot known as an Automagod, which the wielder can fully control. The weapons are composed of Machine Cells, capable of self-repairing and replicating themselves. In addition to this, the armaments greatly enhance all of the wielder's abilities. You can choose to purchase one of the three available Sealed Weapons:

Great Scythe Grynoth: A massive scarlet scythe that significantly enhances the wielder's physical strength and durability. It also grants the ability to conjure and control purple flames.

Embrasque Sword: A blue crystal straight sword with a gold-trimmed edge. The sword can envelop itself in energy, causing explosions with each strike. If the wielder is pushed to the brink of death, the sword will unlock all of the wielder's dormant powers.

Spear of Arvess: A blue crystal cross spear trimmed with gold. The spear's strength increases with the wielder's conviction. Additionally, it can convert the wielder's willpower into flames, with the intensity of the flames corresponding to the strength of the will.

This item can be purchased multiple times.

Draphs

Nightcypher (-100 CP)

A small airship, about the size of a car, designed for racing, is exceptionally lightweight and features a single seat to maximize speed. Although it cannot fly very high, it excels in acceleration and drift, surpassing most other airships. The airship you purchased resembles the Nightcypher, is highly customizable, self-repairing, and has unlimited fuel.

Bandit Pack (-200 CP)

A pack of six bandits who have pledged their loyalty to you as their leader. Each bandit is an ex-soldier with exceptional combat skills and remarkable coordination. They are very loyal and will not betray you. Additionally, they are skilled thieves, capable of stealing from people without being noticed. If any bandits perish, they will respawn within a few days.

Colossus, The Iron Giant (-400 CP)

A Primal Beast takes the form of a massive suit of armor resembling a Draph. They can manipulate both magma and fire and are resistant to their effects. Their body is so hot that they leave glowing red trails in the air, and anything they touch is scorched by the extreme heat. This Primal is fiercely loyal to you. If they die, they will respawn within a few days.

The Great Wall (-600 CP)

A towering, wall-like structure equipped with the ability to fire a massive laser beam capable of annihilating an entire island. You can target any location within the realm, provided you have the exact coordinates, giving it an impressive range. The structure has unlimited energy, allowing you to fire it repeatedly, and it repairs itself fully overnight.

Erunes

Barrels of Wine (-100 CP)

You receive two barrels of the finest wine in the Sky Realm, one fruit-based and one grain-based. Wine plays a central role in celebrations across the realm, especially among Draphs, who have a particular fondness for it. These barrels will refill themselves once emptied.

Arcane Bow (-200 CP)

A wooden bow crafted from a sacred tree. The bow can create magical arrows. Targets struck by these arrows have their abilities weakened, with the effect becoming stronger depending on the wielder's magic. If damaged, the bow fully repairs itself by the next day.

Core Monolith (-400 CP)

Two large stone monoliths, one capable of stabilizing magic and the other of amplifying it. The monoliths' effects can cover an entire island. Within their range, novice mages can cast complex spells with ease. Both monoliths are unbreakable and require no maintenance.

King's Testament (-600 CP)

The King's Testament is a golden bangle adorned with five fragments of the Sky Map. It enhances your clairvoyance, allowing you to see all creation, including other worlds. The bangle also reveals the true nature of any being, even those undetectable. The bangle is indestructible and can only be taken off if you choose to.

Harvins

Gearcycle (-100 CP)

The Gearcycle is a two-wheeled vehicle, similar to a motorcycle, powered by fire magic, eliminating the need for pedaling. The Gearcycle boasts exceptional speed and can activate an explosive boost for even faster acceleration. Your Gearcycle automatically repairs itself and requires no maintenance.

Casino Liner (-200 CP)

A massive airship designed as a high-end casino, complete with luxurious furnishings. It features a variety of gambling options like poker, slot machines, and bingo, along with a dueling arena and a bar. The facilities are staffed by loyal bunny girls by default, though you can change this if you desire. The airship's prize pool offers an unlimited supply of common treasures from the jump you are currently in. However, these treasures can only be used as prizes and cannot be taken or used by you or your companions outside the airship. The airship is self-repairing and requires no maintenance.

Ishkur (-400 CP)

Ishkur is a machine capable of controlling the weather in your area, allowing you to make it perpetually sunny, snowy, or any condition you choose. You can also use it to summon weather-related natural disasters like typhoons, tornadoes, hailstorms, and thunderstorms. The machine is self-repairing and requires no maintenance.

Disassembler (-600 CP)

A large machine resembling a sewage system, designed to support life by breaking down anything tossed into it at the molecular level for recycling. The disassembler can automatically produce essential items like food, water, and air. To make something specific, you must throw the material you want to produce into the disassembler so that it will register in the system.

Golems

Basic Maintenance Tools (-100 CP)

A set of tools designed for repairing golems. These tools are simple to use and can fix any golem in the Sky Realm, regardless of size. However, the larger the golem, the longer the repair process takes. No additional materials are required, as the tools regenerate the damaged parts of the golem automatically.

Golem Buddy (-200 CP)

A golem capable of sealing beings inside itself. It matches the physical strength of Primals and grows stronger based on the power of the being sealed within. The sealed entity cannot escape or affect the golem, and its presence remains undetectable from the outside. You can control the golem directly or have it automatically protect you from threats. You can use your abilities through this golem. The golem is self-repairing and requires no maintenance. This golem can share the appearance with Lloyd if desired.

Puppet Bodies (-400 CP)

You gain ten golems that look identical to you but have doll-like joints. These golems possess all your perks except those related to mind and soul. These golems have no consciousness and are meant to serve as your backup bodies. However, you can control all ten golems simultaneously and experience their senses as if they were your own. If you die, your soul will transfer into one of these golems. Any destroyed golems will respawn after a month.

True Philosopher's Stone (-600 CP)

The only item that can bypass the alchemic law of equivalent exchange. When used as a catalyst for alchemy, it allows for the infinite duplication of matter, ignoring the law of equivalent exchange. This stone has already finished the five phases of alchemy and is a complete Philosopher's Stone. Additionally, it can turn any artificial being into a living entity comparable to a naturally born person. The stone is indestructible.

Primal Beasts

Libertaria Masks (-100 CP)

Masks created by the Primal Beast Zoetrope. The masks have the unique ability to store and allow the wearer to experience other people's memories. You will receive several masks filled with thrilling and intense memories from different people. Additionally, there are several blank masks available to store new memories with.

Jumper Island (-200 CP)

You now own a floating island that you can design to your preference, such as a snowy wasteland or a lush forest. The island is inhabited by various monsters that are loyal to you and will follow your orders. You can form a connection with this island to unlock any dormant powers you possess. However, once you form this connection, you cannot leave the island until you decide to break the connection.

Alma (-400 CP)

A miracle elixir with the power to instantly cure all illnesses, including viruses, bacteria, infections, diseases, and remove any parasites from your body. Created solely by the Primal Beast Sylph, this elixir does not heal physical wounds but is highly effective against ailments. You receive a bottle of this elixir, which refills each week.

Primal Weapons (-600 CP)

A weapon crafted by a Primal Beast, which you can customize in both type and the Primal that created it. Each weapon imbues you with some of the Primal's abilities and boosts your physical strength. For example, a weapon from Yggdrasil allows you to control plants, one from Leviathan enables water manipulation, and one from Tiamat grants control over the wind. The weapon is unbreakable and needs no maintenance.

This item can be purchased multiple times.

Astrals

Lucilius's Research Notes (-100 CP)

Research notes detailing the inner workings of the world, including how it functions and the mystical aspects at play. These notes also provide information about the god who rules over the world. You will receive similar notes for each new jump you enter.

Chaos Matter (-200 CP)

A crystallized form of chaos that disrupts logic, causality, and the laws of physics. When crafted into a weapon, the weapon can permanently kill immortals. However, Chaos Matter is delicate and must be handled with extreme care. You will receive a crate of Chaos Matter, which replenishes at the end of each jump.

Primal Cores (-400 CP)

A Primal's core is a large red crystal used by the Astrals to create Primal Beasts by imbuing them with concepts, ideas, or faith. You will receive a large chest of these crystals, allowing you to create a Primal Beast, should you be an Astral. The strength of the concept determines Primal's strengths and abilities. You can customize the personality and appearance of the Primal you create. At the end of each jump, you will receive an additional chest filled with Primal cores.

Akasha (-600 CP)

Akasha is one of the most powerful Primal Beasts ever created by the Astrals, capable of distorting and manipulating history. Akasha can erase a person or a species' existence from the past, present, or future, with changes to the past directly affecting the present. However, using Akasha's powers comes with the risk of potentially erasing the user from all history as well. Akasha has incredible physical abilities, and activating Akasha's abilities requires an immense amount of energy. If Akasha dies, it will respawn after one year.

Companions

Import Companion (-50 CP)

You can spend 50 CP to import an existing companion or create a brand new original companion. The companion can choose any origin, get all the discounts related to that origin and the freebies that origin provides. The companion gets 600 CP to spend on perks and items. **This option can be purchased multiple times.**

Canon Companion (-50 CP)

By paying 50 CP if you can convince a canon character to join your journey before this jump ends, you may recruit them as a companion. This option will make it so that you'll have several chances to meet the character you chose in a favorable condition.

This option can be purchased multiple times.

Drawbacks

Crossover Event (+0 CP)

Granblue Fantasy has had numerous collaborations over the years, featuring characters from various series such as Precure, One Piece, Cardcaptor Sakura, Code Geass, and more. Due to the wide range of crossovers, this jump document can be used as a supplement to another jump document and vice versa. You can merge the settings of both jumps or carry over the purchases you've made into the other jump. There is no running from drawbacks, as similar characters or events will still occur even if you are no longer in the Sky Realm. The CP pools of the documents are kept separate.

Continuity Switch (+0 CP)

Granblue Fantasy features many events that take place in alternate timelines. With this drawback, you gain the ability to decide which of these events occur in the main timeline. You can also include the events from Granblue Fantasy Relink and Granblue Fantasy Versus into the main continuity as you see fit.

Butt of the Joke (+100 CP)

With this drawback, friends and even strangers will constantly make you the punchline of their jokes, often using rude comments about your appearance or poking you with their weapons when they feel embarrassed. Everyone around you perceives this as harmless teasing, and if you try to protest, they'll view you as the one overreacting, believing you're at fault for making a fuss.

Oath Keeper (+100 CP)

All of your promises during this jump are enforced by the Primal Beast Mithra. You now have to keep all your promises or Mithra would force you to do so. The promises enforced by Mithra are absolute and irreversible even by Mithra itself. Better watch out on giving your promises lightly, because you are going to fulfill them no matter what.

Sightless (+100 CP)

Upon selecting this drawback, you will lose one of your eyes for the duration of the jump. No form of healing or regeneration will restore the lost eye. However, if you can acquire a prosthetic eye, you may use it as a replacement.

You can take this drawback multiple times, up to two times.

Monster Bait (+200 CP)

With this drawback, wild monsters will be drawn towards you as if you were a beacon. Whenever you are outside, you will face a monster attack at least once every day. You will encounter monsters even in locations where monsters are typically rare or unlikely to appear, such as towns or ruins.

Personality Flaw (+200 CP)

This drawback gives you a negative personality trait for the duration of this jump. You might become cowardly, fearful of solitude, impulsive, burdened by deep trauma, or another negative trait. The drawback will also place you in situations where you must confront this flaw directly. If you manage to overcome the challenge, you'll emerge as a stronger person. However, if you fail, the flaw will be intensified.

Bleeding Heart (+200 CP)

During this jump, you will be exceptionally merciful. You will strive to spare the lives of your enemies, even if they repeatedly try to harm you or threaten to destroy the world. You would only kill someone if they leave you no other option and force you to do so.

Journey to the Ends of the Sky (+400 CP)

You will be forced to travel with the Grandcypher crew for the duration of this jump. By traveling with the Grandcypher crew, you will face the most dangerous and intense situations this realm has to offer. You will be teleported to the Grandcypher crew after they depart Zinkenstill for the Port Breeze Archipelago.

Memory Seal (+400 CP)

Your memories will be sealed inside a temple at a random location. You have to roll the location again to determine where this temple is. You will have a vague sense of where the temple is. However, only you can break the seal and access them.

Prophesied One (+600 CP)

Your arrival has been prophesied since the dawn of creation. Information about your general abilities, appearance, and the time of your arrival is widespread. While most ordinary people view these tales as myths or folklore, the powerful beings of this world take them seriously and have been preparing for your arrival. Whether their intentions are benevolent or malevolent is uncertain.

The Story has concluded

What is your choice?

A New Story Begins

You'll be moving on from this world, to the next journey that awaits you.

Final Stop

You decided to stay behind in the world of skies, this will be your home for now on.

The Journey Back Home

You'll return to your original world, taking everything you've gained back with you.

Changelog

Version 1.0

- Jump had been created.

Version 1.1

- Changed the **Primal Beast** origin to cost 300 CP.
- Changed **Twelve Winged Jumper** into **Prophesied One**.
- Adjust the wording of **Power of Origination**.
- Adjust **Casino Liner**.