



Al-Revis Academy...The greatest alchemy institute which lies atop a floating land in the sky. It is known for producing many of the greatest alchemists in the world. However, in recent years the Academy hasn't lived up to its reputation, due to a decline in the quality of teachers. To make matters worse, there has been a steady decrease in the power of Mana throughout the world. The Academy, which was held up in the sky by the power of mana, fell to the ground. People lost interest in the failing system, so the number of applicants decreased drastically. The Academy's investors started to back out, one by one...Thus the Academy was facing a major financial crisis.

Eventually, Principal Zeppel was pressured into naming Marta Schevesti, the Academy's biggest sponsor, the new chairwoman of the board. Following her lead, the whole school system was renovated. The three-year school curriculum was compacted into one year. They expanded their teachings to other subjects, such government and law. Up until then, the Academy rejected those with no talent in alchemy, now everyone who applied was admitted. And with this change, all of the academy's expenses were now paid for entirely by the student's tuition. This major change by the school board spurred a negative reaction in some people, but on the other hand, the number of applicants increased every year, and after a few years the Academy was finally turning a profit...which was when Marta disclosed to the principal the next step of her plan: discontinuing the alchemy classes.

You start this jump at the start of the new school year, in which the fateful students Razeluxe Meitzen and Ulrika Mulberry, start their enrollment in Al-Revis Academy and become embroiled in the schemes of manic school faculty, and uncover the cause of the waning power of Mana.

You start with a budget of +1000 Cole Points (cp).

Backgrounds

Select an appropriate background of choice. All backgrounds may be either taken with their background memories, or as a "drop-in." Backgrounds determine starting age.

Alchemy Student

Combat Student

General Studies Student

Faculty

Mana

Outsider



Al-Revis is still primarily a school for alchemists, and that's the department you've enrolled into. Perhaps you came from a prestigious family of alchemists, or or maybe you're a first-generation youth with a talent in the art. Regardless you're here now to attend and learn this prestigious art. Starting age is 10+1d6

Alchemy Student

Combat Student

General Studies Student

Faculty

Mana

Outsider



New this semester is the Combat Course, aiming to teach students everything they need to know about how to fight and fight well within just one year of study. Perhaps you're some kid off the street wishing to learn how to scrap, or maybe you plan on becoming the bodyguard of some rich heir. Regardless of your reasons for attending this course, you're sure to have an interesting time under the VP's Tutelage. Starting age is 12+1d4

Alchemy Student

Combat Student

General Studies Student

Faculty

Mana

Outsider



As mentioned before, Al-Revis now teaches a wide variety of subjects outside of alchemy. Politics, civic, engineering, language, gardening, and all sorts of other fields. You're a student who has chosen to study here for one of those other subjects, though there's nothing stopping you from joining a workshop and helping if you want to. Starting age is 8+1d8

Backgrounds

- Alchemy Student
- Combat Student
- General Studies Student
- Faculty
- Mana
- Outsider

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- Alchemy Student
- Combat Student
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- Faculty
- Mana
- Outsider



Don't wanna be taught? Then might as well teach yourself. Al-Revis currently is suffering from a lack of quality educators, teachers, and other faculty members, so might as

well join in yourself to try and help out and make some money. You could be one of the general education teachers, a janitor, or some other member of the faculty. Starting age is $20+1d20$.



(-200 cp) Mana, the elemental beings that inhabit the world and empower alchemists. Though the power of Mana has declined and fewer and fewer remain in the world each day, there are still some to be found, making contracts with

alchemists and offering them power and assistance in their craft. Starting age is irrelevant, as Mana are supposedly immortal beings.



Ever since Al-Revis fell from the clouds, all manner of beings and people have made their way onto the campus grounds, and a few even get involved in the story of this game. You are one such outsider,

who has made their way onto Academy grounds for one reason or the other. Starting age is $18+1d20$.

Perks

Undiscounted

- Alchemy Student
- Combat Student
- General Studies Student
- Faculty
- Mana
- Outsider

Undiscounted

Alchemy Student

- Combat Student
- General Studies Student
- Faculty
- Mana
- Outsider

Perks are 50% off for their respective origins, with the 100cp perk being free for their respective origin.



Bestial (100/200 cp)

More than just humans attend Al-Revis Academy. Within the halls of this fine institution, you can sometimes find Beastmen students.

and even the occasional domesticated monster. Despite having a lower population, Beastmen are usually faster and have better reflexes than human, along with an excellent sense of balance and equilibrium granted by their whiskers and tail, and incredible hearing granted by their ears. For 100cp you can be a beastman. For 200cp you can instead be a type of commonly found non-unique monster, such as a puni, koalarian, harpy, lizardman, etc. Because hey, if you allowed a bunch of punis into the school why not a brownie too?

Alchemy (100 cp)

Alchemy is more than just the mixing of reagents, it's an actual skill set and capacity one has, which you yourself now possess. This perk grants you the capacity to perform alchemy, to perceive the alchemical properties of ingredients, and synthesize them appropriately. Had the Wind's Corridor still stood, you would also have been able to see it and other normally invisible Mana-based structures. In future jumps, you may use your skills in alchemy to craft other items.

Great Gathering (200 cp)

Any Alchemist needs material for their craft, including you. When gathering reagents in the field, you may increase your yield by playing a mental minigame while gathering the ingredients. If you are successful, you will be able to find extra ingredients appropriate to your location.




Perks

- Undiscounted
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- Combat Student
- General Studies Student
- Faculty
- Mana
- Outsider

Ether Effects (400 cp)

The way you mix alchemical ingredients is just as important as what you mix with. By altering the methodology of your alchemy, you can create alchemical items and objects with effects wildly different from the same object. Want to make a Flame Bomb? You can either make it large with a high noxious yield with a perfect recipe, or you can use different elemental infusions to make it lightweight, small, and produce soporific gas. Even should you botch a recipe, you'll find that the kind of botch can produce new and interesting traits and effects for the alchemical items you create. Your memory is also improved, so you will always know and remember what ether effects for different items you have discovered. So, get to experimenting!

| Ether Effect | |  |
|--------------|-----------|--|
| 0~9 | ?????? | |
| 0~25 | ?????? | |
| 20~40 | ?????? | |
| 60~100 | Well-Made | |
| 70~100 | Stinky | |
| 80~100 | Big | |

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Flame

Well-Made

Stinky

Big

Inspiration! (600 cp)

Necessity, creativity, and accident are the parents of invention, and this perk helps with the latter two. When making alchemical items, if you have new and interesting ingredients or recipes on hand you'll be struck with a sense of inspiration for how to use your various reagents to alter your current recipes, allowing you to make and develop new items and products with a few alterations to your current recipe. This inspiration need not come from you alone, as sometimes people who watch you cook will sometimes make suggestions for new items and recipes for you to make, improve, or develop. Develop this sense well enough, and soon you'll be gaining inspiration from how to make new high yield volatile fluids just from fiddling around a bit with salt or baking powder.

Perks

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Throw A Punch (100 cp)

If you're going to be a combat student, you at least need to have some skill in, well, combat! Pick a single weapon type (preferably the same one you chose for your Cool Weapon). You have a basic proficiency in how to handle the weapon, such as using it to fight off and kill simple monsters and defend yourself. With enough time, training, and improvement you can eventually become as strong as warriors like Flay or Reicher.



Co-Op Skill (200 cp)

While one's personal strength can go a long way, sometimes it pays to have allies you can rely on in a fight. You're much more skilled at fighting in a team, able to jump in and out of combat to help with exploit an opening or protect a flatfooted ally with ease. Further, you find that as you jump in to aid or relive an ally, you tend to experience a boost in strength and stamina as you do so, and relieved allies tend to get their wind back easier.

Unite Mode (400 cp)

Momentum is the key to combat. As you fight and attack, you can build up your strength and energy until it reaches a certain threshold, allowing you to enter Unite Mode. While in Unite Mode your effective attacks become more effective, and you'll find your attacks and movements in and out of the immediate fray becoming much faster. If you have Co-Op Skill, you and your allies can also perform "Intimate Strikes while in unite mode, allowing you and your allies to combine their strength into much stronger team attacks.



Perks

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Finishing Strike (600 cp)

Feel the energy and power surge through you, let it release and destroy your enemies! You possess the power of the finishing strike, allowing you to supercharge yourself, power, or weapon of choice to unleash an attack more powerful than you would otherwise be able to perform. Your finishing strike is something unique and personalized to you: it could be taking on a new form as a Mana (or transforming your mana if you're an alchemist), transforming your weapon into a greater super mode, or even filling yourself with an extreme amount of power to throw a small mountain or summon a dangerous archdemon. Inevitably however using your finishing strike will leave you tired and weakened after committing it. If you possess Unite Mode, then you may instead expend your unite mode to perform a finishing strike without wearing yourself out.



Perks

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Analyze (100 cp)

Forewarned is forearmed. When clashing or fighting against an enemy, you can quickly deduce just from a few attacks what manner of creature you are fighting, including weaknesses and other traits. This doesn't quite give you insight into how to exploit those weaknesses, but every bit helps when fighting to survive.



Educated (200 cp)

While many students were able to enter the academy by virtue of paying steep tuition costs, others are here to actually learn and improve themselves. Choose a single academic field, such as

engineering, biology, medicine, etc. You are quite proficient in your chosen field, to a degree you could be considered a prodigy. With enough study and resources, you can accomplish and complete great projects, such as an electrical engineering prodigy making their own mecha gauntlets.



Animal Heart (400 cp)

Monsters and their existence are a fact of life in this world. From large and violent animals like bears, panthers, and koalarians, to more exotic beings like feral mana, spirits, brownies, and the like. As such, it should come as no surprise that there are some who learn to tame and fight alongside such creatures. You have a knack for learning about

And domesticating various different monsters, but also how to make the most of them and train them to certain tasks, whether that be teaching harpies to be musicians or turning punis into a fighting force.

Perks

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Witchcraft (600 cp)

Alchemy isn't the only mystical power in this world. There are those who dabble in the ways of witchcraft, such as the like of Chloe Herzog, and now you. Just like Chloe, with just ritual, sacrifice, and ingredients, you can perform all manner of dark magics. This includes cursing people, creating magical transforming potions, and sacrificing people to summon demons. Please keep in mind that all these will have some sort of price to them, and many people won't appreciate being cursed and may try to force a cure from you.



- Undiscounted
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- Faculty**
- Mana
- Outsider

Professor Jumper (100 cp)

To be a teacher, generally you need to actually be able to, well, act like a teacher. You're pretty good at coming up with lesson plans and devising ways to set up a curriculum to teach others. So long as what you're teaching is something you yourself are knowledgeable or skilled in, you can develop a series of lesson plans to teach your pupils how to be proficient enough to be self-sufficient with just one year of tutelage. Keep in mind, there's no guarantee they'll actually succeed, after all they're going to need to put in the effort actually want to get that good grade.



Perks

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- Faculty**
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DO NOT FAIL! (200 cp)

Sometimes the best way to motivate your students is the scare the hell out of them. You're very good at threatening people, and you know how to leverage people's fears and what to threaten them with to get people to act, whether that be with a harsh detention or by endangering others as part of a lesson in rescue operations.

I Don't Have To Explain Myself (400 cp)

Spontaneous battle royals? Kidnappings? Mysteriously appearing in people's rooms? A Graduation Brawl? Flay Gunnar got away with a surprising number of shenanigans during his tenure as Vice Principal, and never once did he have to answer for it or explain how or why he did all this stuff. Just like Flay, as long as you act with a strong mixture of confidence, obstinance, and shamelessness, people will also just give up on asking questions on what it is you're up to, or how it's even possible. They'll just grudgingly accept your insanity, and deal with the consequences of your actions. No one will question how you do the things that you do, or where you got any powers resources, or funding. It's just Professor Jumper being his usual self.



Director of the Board (600 cp)

Say what you will about Marta Schevesti, but she has a very shrewd mind for business and management. Just like Marta, you too are skilled in business management, allowing you to develop plans that can bring even the most destitute institution out of the red and fixing the leakiest budgets and funding to make a thriving and profitable business.



Perks

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Elemental Affinity (Free-200, Exclusive to Mana, Undiscounted)

All Mana are beings of elemental energy, possessing an affinity and innate control over a particular element. For free, you may choose a classical element you can have control over, such as fire, wind, ice, wood, lightning, etc. You can manipulate this element to a basic level, and even grant your power over it to any people you are bonded with, though further mastery will require training and growth on your part. You can instead expend 100cp to be able to choose a more esoteric element, such as light, dark, life, or even something more specific like Gold or Sulphur. For 200cp you can instead choose to become a Soul Mana like Uryu, capable of directly causing damage and manipulation to the souls of mortal beings.

No, you cannot become a Wish Mana.

Contracted (Free, Exclusive to Mana)

The main reason alchemists and warriors seek mana out is to form a contract with them. Doing so allows the mana to share their power with the alchemist, and in turn the mana grows in strength and as they're exposed to human emotions. As a mana, you too can form a mystical contract with someone, allowing them to summon you to their position whenever they wish. As part of this contract, you grant a fragment of your own power to the contractee, allowing them a limited degree of control and power over your chosen element. Further, should your affinity and trust in each other be high, you can even temporarily fuse together, gaining a significant boost in power higher than either of you could achieve on your own. For the duration of this jump, this contract only grants your partner control over your chosen elemental affinity, after this jump though when forming a contract, you may instead choose one of your other elemental powers, affinities, or perks to share with your partner instead.



Perks

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Live to Serve (100 cp)

It's an inescapable fact that many mana live to serve their contracted alchemists, and for those mana born in the human world this may be the only lifestyle they know. As such, many mana will, over their long life, pick up skills to best serve their various masters they have through their long lives. You know some basic skills in how to be a good servant, such as good manners, how to serve tea and food in a professional manner, how to walk with grace and refinement, and the basics of housecleaning.

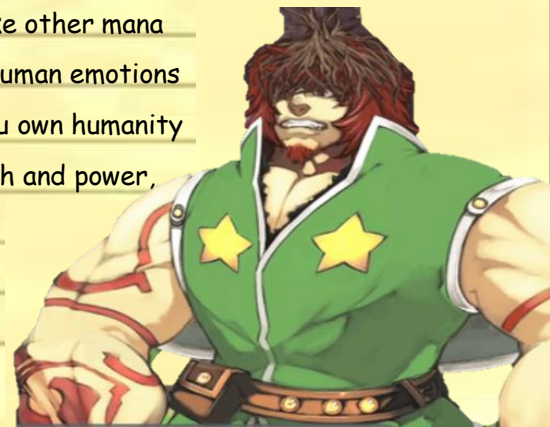


Labor Fees (200 cp)

Everyone needs money, doesn't matter if you're a mortal or a mana. When offering your services to a contractor, you're fairly good at gauging the costs and value of your labor, and both how to spot people trying to shortchange your work, and how to haggle effectively to get the rates you think are more appropriate for your time and labor.

I'm A Fairy! (400 cp)

You're not just a normal mana, you're something else. Just like Pepperoni, you are actually a hybrid, a being who is half human and half mana. Being neither a human nor a mana grants some special privileges, first of all you're immune to weapons and magic that specifically targets mana and other spiritual beings, such as the Rings of Light. Further, unlike other mana you don't need exposure to human emotions to grow stronger, instead you own humanity allows you to grow in strength and power, like Pepperoni training to become the muscle-headed fairy he is.



Perks

- Undiscounted
- Alchemy Student
- Combat Student
- General Studies Student
- Faculty
- Mana
- Outsider

Mana King (600 cp)

You're not just some ordinary mana. You are one of the Mana Kings, a mana's who's existence effects the rest of your kind like the Light Mana and the Dark Mana. Just like the Mana Kings you can move to and from the Mana Realm on your own, and can affect a little of how much energy flows from the realm, effecting the strength of Mana in the world. In future Jumps, this allows you to make changes to the strength and occurrence of magic and mystical beings in future worlds, though the change is gradual would take years to manifest (matching the rate of change in the strength of mana as seen between Mana Khemia 1 and 2). This can also be used to cause the appearance of Mana in future worlds, provided there are enough natural elements and human emotions for the mana to be nurtured and birthed from.



Perks

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The Wanderer (100 cp)

Not everyone has a fancy school with a provided bed and three meals a day to fall back on. You know how to best survive on your own in the wilderness, how to build a camp, fire, and hunt and clean food. You're also a decent tracker, able to recognize and follow the tracks of different animals and monsters commonly found in this world.

So Fluffy! (200 cp)

Perhaps you're covered in a luxurious fur coat, or maybe you just have really nice hair. Regardless, hair is incredibly fluffy and soft and pettable. People will enjoy petting and stroking your fluff, and doing so is great at calming people down and getting them to listen to you, especially if doing so lets them pet your fluff some more.



Monstrous Strength (400 cp)

Have you ever wanted to suplex a bear? You have great physical strength, able to perform great feats of strength such as wrestling wildlife, carrying felled trees over your shoulder, accidentally ripping doors off of hinges, and swinging a massive granite club as easily as a baseball bat. Combined with Finishing Strike, and you might even have the strength to lift and throw a small mountain. At least once. Also, as an optional bonus, upon taking this perk you can decide where or not you are now built huge or like a brick shithouse



Perks

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Wild Beast's Charisma (600 cp)

Have you been taking lessons from Goto? You're a real Casanova, capable of drawing hordes and hordes of adoring crushes and suitors towards you. Even if you are constantly dressed in a goofy animal suit your raw animal magnetism will shine through, causing you to attract a stream of adoring suitors, and so long as you keep acting nice to them and giving them attention and affectionate words they will keep coming back to you. Please keep in mind this may not stem any sense of jealousy and possessiveness they may have, so you might want to take responsibility for any women who become deleteriously enthralled by you.

If you're worried about attracting too much attention, you can choose to suppress the power of this perk, and if you so choose you can even choose to exclude certain individuals from falling sway to your exceptional charisma



Items

Items are 50% off for their respective origins, with the 100cp items being free for their respective origin. Lost or destroyed items are returned to your warehouse at the end of the Jump.

Undiscounted

- Alchemy Student
- Combat Student
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Starting Clothes (Free first, 50 cp later)

You get a free closet of clothes based on your background. If you are any of the student backgrounds, you gain a closet full of student uniforms. Mana get a bunch of nice butler or maid outfits of a preferred style. Outsiders get a closet full of animal costumes. And finally, Faculty get a closet of custom fancy clothes and robes, because that's the perk of being a teacher. If you wish, you may purchase this option multiple times, allowing you to get more clothes from another background.

Wings of Icarus (Free/100 cp)

While students may be able to buy many things on campus, many classes and recipes will see students travel to the areas surrounding the Academy. For such field exercises, all attending students and faculty are given a special charm



known as The Wings of Icarus. For the duration of your school year here, this charm may be used to teleport you and your party back to the school campus grounds from just about anywhere, and will even activate automatically should you fall unconscious out in the field. Normally this free version only works for the school year, however for 50 cp you may instead get a custom version. This version allows you to key it to a single place or location, allowing you to use it to teleport to that location from wherever. Once a year, you may attune this charm to a new location you're currently standing in.

Alchemical Symphonie (free)

Mana Khemia 2, despite its flaws, has a very excellent soundtrack. With this purchase you gain a copy of this game's soundtrack on a vinyl record. Further, so long as the record is playing somewhere you can hear the OST to this game as "background music" wherever you are.

Items

Undiscounted

- Alchemy Student
- Combat Student
- General Studies Student
- Faculty
- Mana
- Outsider

Material Stipend (50 cp per rank, first rank free for Alchemy Students)

Alchemy is a material science, so you need materials to practice it, and being able to make the items you learned to craft here in future worlds would be hard without the proper ingredients! For each rank of this purchase, you will get a monthly shipment of materials that could be found around Al-Revis academy. This shipment will be delivered directly to either your warehouse or any property you own, and will have enough resources to fill a large crate.

Rank 1 will give you a shipment of materials that can be found at The Learning Bridge, Living Water Forest, Fairy's Tree, and Old Quarry.

Rank 2 will give you a shipment of materials found at the Library, Training Sea, Broken Plank Bridge, and Underground Sewer, as well as crafted materials made from Rank 1 Materials.

Rank 3 will give you a shipment of materials found at Cruise Ship of Time, Fruitful Hill, Eternal Frozen Peak, Deep Sea Ruins, and Millenium Forest, as well as crafted materials made with Rank 2 materials.

Rank 4 will give you a shipment of materials found at the Windy Field, Dragon Graveyard, Deep Ruins, and Mana Sanctuary, as well as crafted materials made with Rank 3 materials.



Items

Undiscounted

Alchemy Student

Combat Student

General Studies Student

Faculty

Mana

Outsider

Gathering Tools (100 cp)

Alchemists are generally expected to gather their own ingredients for their alchemy, and to do so you of course need the tools to do so. This toolbox contains four essential tools for your work: a shovel for harvesting botanical and soil supplies, a pickaxe for harvesting ores and crystals, a fishing rod for catching fish (and sometimes monsters), and a boomerang which can be used to knock down fruits and nuts from tall tree branches.



Maiden's Tears Bombs (200 cp)

Need to break up a crowd? Or perhaps defend yourself from an angry mob? This small contains a bunch of "maiden's tears" smoke bombs. Essentially, these are tear gas grenades, and excellent at pacifying even the rowdiest mobs. This pouch has seven such bombs, and refills each week.

Growbook (400 cp)

This growbook is a record of all the things you have crafted and made. As you craft new and interesting items, the pages will fill in and grant you minor increases to your ability, whether that be boosts to your physical capabilities, to unlocking new skills and uses for your powers and abilities. Further, finding new and novel ways to build or create items recorded in your growbook may also grant further increases as well.



Items

Undiscounted

Alchemy Student

Combat Student

General Studies Student

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Outsider

Workshop (600 cp)

Every alchemist needs an atelier, and this one is yours. This workshop is staffed with all the essentials, a cauldron, chimney, bookshelves, water spigot, and plenty of floor space for your projects and materials. If you're a student, this atelier may start as your school workshop, otherwise it can be found attached to either your warehouse or any other property you own.



Undiscounted

Alchemy Student

Combat Student

General Studies Student

Faculty

Mana

Outsider

Fancy Weapon (100 cp)

If you're going to take a combat class, you're going to need a weapon. This could be a giant chakram that turns into a bow, a huge mecha gauntlet or sword, a giant club or scythe, or some other big fancy weapon that may or may not have fancy mechanical parts. With this purchase you now have that weapon, though it's a simple one yet to be upgraded or built upon. Still, it's solid and will serve you



Bounty Map (200 cp)

As a fighter, you're often going to be hired to fight monsters, and so you'll need something to help keep track of the job. This map will fill in as you explore a location and, whenever you take on a job to hunt a monster, will mark on the map where the beast can be found.

Items

Undiscounted
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Ring of Light (400 cp)

Created from the power of the Light Mana King, this ring is his weapon to sneakily achieve his goal of returning the Mana to the Mana realm. This ring cannot be removed once put on. Those who wear this ring can use it to enhance their being, allowing them to weave beams of light into enhancements and extensions of whatever weapon they wield. Its true power however is that of banishment, any mana that is cut by a weapon enhanced by the ring is immediately banished back to the mana realm. After this jump, the ring loses its inability to be removed, and its banishment power affects other spiritual beings such as demons, outsiders, and other mystical beings that come from another realm..



Jumper Cave (600 cp)

Need a secret hideout to plan your adventures/villainy? Or just a place to hang up your trophies? This secret hideout known only to you is hidden somewhere underneath one of the locations around the school. This secret lair contains long hallways where you can set up encounters/ambushes against any plucky heroes, as well as a password set hidden teleporter so you can quickly get to your inner sanctum without having to go through the gauntlet yourself. After this jump, you may either attach this property to your warehouse, or import it somewhere appropriate.

Items

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- Undiscounted
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- General Studies Student
- Faculty**
- Mana
- Outsider

Bazaar (600 cp)

Need a space to make some extra cash? This bazaar stall in the academy's student store is yours to do with as you wish. In addition to being a place to sell your goods and services and practice your haggling, you'll find that your products may have a larger market effect than normal. By placing an item on sale, you'll soon find afterwards that other nearby stores and business may start selling similar products as those placed on sale (though not before trying to buy a sample from you first). After the school year, you may either take this stall with you or keep it at the academy to make money there. After this jump, you may either install the bazaar stall on one of your properties or import it somewhere appropriate.

Dramatic Scarf (100 cp)

Sometimes it pays to look impressive to get the student's attention. This stylish scarf will always fit on you comfortably, and will always blow in the wind in an impressive way. It also works well as a flourish when you reveal yourself for a stylish entrance.



Lesson Planner (200 cp)

Due to many of the classes and lessons at the Academy being field related, you're going to need something to help with grading and planning lessons. This planner notebook is an excellent place to write down plans for assignments and homework you give your students, and help keep track of their grades. Further, whenever you give your class an assignment, this planner will let you know if the students actually finished the assignment and whether they cheated or not.

1st Term First Half

Units



Items

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Cloning Tubes (400 cp)

Are you perhaps a member of Flay's organization? Or maybe someone unscrupulous owes you a favor? This giant apparatus with a massive fluid tank is a cloning device. Just gather enough genetic material, some unique alchemical ingredients, and wait a bit and you can create your very own clones of other people. Clones can be aged to whichever age you prefer, though unfortunately the cloning process leaves the resulting creation mentally underdeveloped, so don't expect it to be a good conversationalist.



Al-Jumper Academy (400 cp)

Though Al-Revis has always been the premier source of education and certification for alchemists, its not the only such institution. You are now the proud



owner and headmaster of your own large Alchemy academy. This academy is also thankfully located in the middle of several places with unique and useful materials and reagents for alchemy, so you'll have plenty of places for students to learn and gather necessary alchemy supplies. After this jump, you may either place this university on any property you own, or have it be imported somewhere appropriate when you jump.

Items

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Tea Set (100 cp)

The perfect tea set to satisfy your master's tea parties. The tea pot is climate controlled and keeps the tea at the ideal temperature, the pot, cups, and cup dishes can be easily washed with either a rag or a dishwasher. Tea not included.

Job Board (200 cp)

Need to make some money quick? This job board will often have listed on it various odd jobs that people may want done and are willing to pay for, this can be something simple like delivering 5 salty ice-cream cones, to something difficult like hunting and killing a giant monster that's causing a ruckus. This job board, or one similar to it, can be found in most major towns or cities in any worlds or jumps you visit, and you always have a good idea where you can find said board .



I-Scream Machine (400 cp)

What appears to be a massive shaved-ice machine is actually a useful alchemical tool. By placing the remains (dead or otherwise) of a creature or monster into the machine, it will be processed into an edible sweet, treat, or a cooking ingredient of excellent quality. Quality and flavor improve with the power of the creature.



Items

Undiscounted
Alchemy Student
Combat Student
General Studies Student
Faculty
Mana
Outsider

Undiscounted
Alchemy Student
Combat Student
General Studies Student
Faculty
Mana
Outsider

Mana Gate (600 cp)

Just like the one designed and built by Flay, this is a magic doorway that opens up to the Mana world. This doorway is attuned to a specific location within the Mana World, and whenever you open it you may seamlessly walk to and from the human and mana worlds.



Upon purchasing this item, it attaches itself to either your workshop, your warehouse, or one of the other properties you own. In future jumps, this doorway will allow you to instead travel to the local mystical world/mana world equivalent, though if there are multiple of such worlds it only opens to one of them.

Pop-up Arena (100 cp)

Have an argument with someone that needs to be solved with some sparring? Pull the string on this box, and it will unfold into a small wrestling/boxing arena. It's not a full sized one, but just big enough for a decent spar between friends. To fold it back up again, pull the string on the side.



Communicators (200 cp)

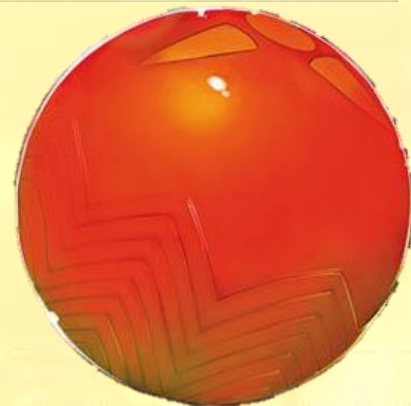
These small devices, small enough to fit in one's pocket, are a pair of communicators made with alchemy, able to transmit sound across long distances. Essentially, these are alchemical walkie-talkies, very useful if you want to spy in on people spilling their dirty secrets.

Items

- Undiscounted
- Alchemy Student
- Combat Student
- General Studies Student
- Faculty
- Mana
- Outsider

Possession Ball (400 cp)

Need to scout a place out, but don't want to be seen there yourself? The red ball has a unique trait, allowing you to project your soul into it to animate and see through the red ball. Being a red ball, it can't really do much on its own aside from roll and bounce around, but if you have the means to project power or energy from your soul you can do so while possessing the ball. Should the ball be destroyed your soul will return back to your body, but otherwise you'll need to return the ball back to your body to regain your soul. While possessing the ball your body doesn't die, it just goes into a deep sleep.



Tree House (600 cp)

This cabin, built from woven together trees and bushes, is located in the middle of the wilderness, in a location only you know about. Despite its humble appearance, this abode is furnished with many modern appliances, and even has a hot spring in the back for bathing. The best part about the cabin is the fence around it though, which despite its meager appearance is able to ward off all manner of monster and beast from entering it. All in all, this is the perfect place to train in isolation from the hustle and bustle of civilization.



Companions

Here are some options for companions and followers. If one has a discount associated with it, it will tell you so right next to the price.

Imported and Created companions still have to pay the cost of the Mana background!

Import/Create (50 cp each/200)

School is boring without some friends to attend with. Each time you purchase this option, you may either create an original character or import an existing companion to be with you in this jump.

They start with a background of choice, and have a budget of 500cp to be spent on perks and items. Companions created and imported in this way may take any drawbacks except "Fall of Alchemy". Companions cannot purchase companion options of their own.

You may choose to also spend 200cp on this option to create/import up to **eight companions at once!** Quite the deal, no?



I'm not telling you to make an OC student companion with Bestial and Monstrous Strength to recreate a certain manga character...but it would be based.

Canon Companion (50 cp each)

Have a character here you wanna take with you? For 50 cp you can offer that canon character the opportunity to be your companion and join you on the chain. The character in question has to agree to be a companion though, no kidnapping!

A Pet (50 cp each)

Al-Revis academy has all manner of stray cats and dogs roaming the campus, and many students even bring their own pets with them, so might as well grab your own. With each purchase of this option, you get a normal mundane breed of cat or dog as a pet/follower. That's it, nothing special about it...though if you want:

-A Memory of Sixteen (50 cp, requires A Pet)

Rather than a normal mundane pet, this one is something special. It's intelligent and able to communicate with you, and can even form a bond with you as if it's a Mana. While not exceptionally powerful on its own, it can change shape to any mundane weapon or tool that you can wield, and its strength grows with yours. This option applies only to one pet per purchase, multiple pets require multiple purchases.

Is the "A Memory of Sixteen" actually a mana? I'll leave that up to you for fanwanking. Regardless, unlike a mana it doesn't have an innate element and outside of its intelligence and shapechanging its nearly identical to a mundane cat or dog.

Companions

The 200 cp companion options can be any gender you want, they're essentially OCs.

Mana Egg (200 cp, Discount Alchemy Student)

Perhaps the Dark Mana decided to trust more than one human with his plan. You now have in your possession one Mana egg. Within sixth months of the start of the jump, it will hatch into a newborn mana (on an element of your choice). The young mana will be impressionable and have the mind of a small child, and may not even be able to speak correctly. However, it will grow up quickly and will develop in a way based on how you raised it. This is a heavy responsibility to bare, I hope you're worthy of it.



Tame Monster (200 cp, Discount Combat Student)

Sometimes you need some extra exotic muscle to get things done. You've managed to tame one of the less intelligent/bestial monsters. This oversized pet will serve you loyally so long as you take care of it properly, and can be trained to follow orders and even carry/used equipment you get for it, much like Flay's Buffacow.



Companions

The quality of goods cycled in the cat merchant's wares is almost entirely random, but they'll never offer anything innately one-of-a-kind from previous worlds and jumps.

Cat Merchant (200 cp, Discount General Education Student)

Money is what drives the world, as this merchant know. This beastman merchant isn't a companion per-say, but will appear in both this world and future worlds. Their



stock is constantly changing every week, and they're willing to sell you goods and materials not just from this world, but other worlds you've visited previously. Further, occasionally they may offer to pay you commissions for helping them acquire various items of interest every so often.

If you're a bit strapped for cash, the merchant will also accept alternative means of payment, such as bater, lifespan, experience, growth, strength, and other forms of trade. If taken to a world with an in-universe rpg system, expect them to be willing to trade in EXP/AP and other points.

Little Master (200 cp, Discount Mana)

This brat is rotten, no doubt about it. This small child, no older than 12, despite their bratty disposition is the heir of a large fortune and estate and is looking to be your Master. In addition to their immense wealth, the child themselves is frightfully clever, and knows lots about both economic and legal theory and has a twisted mind apt for financial crimes and schemes. Now if only they weren't such a brat!

Fairy Friend (200 cp, Discount Outsider)

Since days of old, fairies have assisted alchemists and those in need, and this one has chosen to be your friend.

Despite their diminutive stature, this fairy is freakishly strong, able to casually throw trees around and wrestles



bears for fun, but has great muscular control and can avoid damaging even a single flower in a field. Also, an expert botanist.

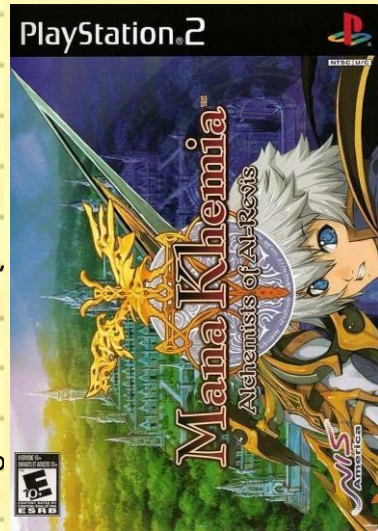
Drawbacks

If you need some more points, here are some drawbacks you can take. There is no limit to the number of drawbacks you can take, and drawbacks will always supersede/override any perks or items you have.

If you haven't, please play Mana Khemia: Alchemist of Al-Revis. It's a really good game, and honestly superior to this game in nearly every possible way. Honestly, Mana Khemia 2 kinda sucks in comparison.

Alma Mater (±0)

Been to this world before? If you've already jumped to Mana Khemia: Alchemist of Al-Revis, then you may choose to instead jump to the same version of the world you've been before, keeping continuity with all the things you've done there. Further, you may optionally choose to extend your stay in that world from the end of that jump to the start of this one so you don't have



to explain to people where you've been gone for the past five years. Play your cards right, and you might completely sidestep the plot of this whole game!

BARREL! (+100 cp)

You have a problem, more of a compulsion really. Every time you come across a barrel, you must stop what you're doing, stand in front of it, and loudly proclaim "Barrel!". Don't ask why that is, but you



can't help yourself. You don't have to walk across a street or room to greet a barrel, but if you're walking past it you will always stop and proclaim that this barrel is, indeed, a barrel. Barrel!

Et-Tarded (+100 cp)

You're a real idiot. Not just kinda stupid, I mean really stupid. Your attention span sucks, you come up with the weirdest conclusions, you constantly forget things, and you never notice or recognize when people don't want to be with you. Worse, your idiocy tends to get the people around you in trouble. You might decide to take your friend with you on a field trip, so you kidnap them in a burlap sack to take with you, only to forget about said sack for several days until said friend nearly dies of dehydration. Bless your heart.

Drawbacks

In short, its like being the worst combination of a dederere and a tsundere!

Young Miss in Love (+100)

You appear to have a crush on someone. Could be a canon character, could be a companion. Doesn't matter, what matters is how you express it...or rather how you can't express it. You're running on a dangerous cocktail of hopelessly smitten and unable to honestly express yourself. You will spend hours of the day fantasizing about your crush (sometimes out loud and in public) and how to get close to them, yet when the opportunity arises you just can't seem to admit your feelings at all. Worse still, you will constantly be trying to come up with convoluted and insane plans and schemes to get close to the object of your affection, or for them to consistently blow up in your face.



Curse Magnet (+200 cp)

There are many mysterious forces in this world, among which are curses. For some reason you keep accumulating and getting struck by various curses, usually around ever 1-3 weeks or so. Curses can vary from effect, and each will have a uniquely different way to lift them. Sometimes you'll wake up constantly covered in centipedes, other times you'll become weaker and sicklier the more money you pick up, and on rare occasion you may end up having your body swapped with someone else. Lifting a curse usually isn't too hard, but it will take around a whole day's worth of effort to get done. Don't expect to suffer from the same curse more than once a year.

Zeppel Cringer (+200 cp)

Say goodbye to your dignity. You have no spine, you are easily browbeaten into doing things, and have a hard time standing up for yourself. Whenever anyone gets upset at you, you'll either just roll over and take the insults meekly, or you'll recoil back in fear and run off. I sincerely hope you aren't the head of a school or organization.

Drawbacks

Don't even try to game this drawback. If you purposefully try to ruin something, it will either not ruin it or somehow make it better. And no, reverse psychology doesn't work on the drawback you numpty.

Ether Crasher (+200)

I hope you didn't come to Al-Revis to be an alchemist,

because you have no talent for it. Worse than no talent, you're the "somehow managed to burn water" kind of talent at alchemy.

Synthesis you perform never get the results you want, don't even think just helping out an alchemist will go smoothly. Ingredients you gather will either be the wrong kind or spoiled, you will constantly be klutzy and damaging important glassware and utensils, recipe books will get smudged or misread, etc. Really, you should stay as far away from an atelier as possible, because your mere presence is going to act like a hex.



Uhhh! (+300 cp)

This one is quite simple: You can't talk correctly. Perhaps you can only make grunts and noises. Or maybe you can only repeat one word constantly like a Pokémon. Regardless, your ability to verbally communicate is now severely restricted. You can still engage in nonverbal communication like writing or charades, but be prepared for a life of inconvenience your mutism will incur.

Criminal Scum! (+300 cp)

STOP! YOU'VE VIOLATED THE LAW! There is currently a warrant out for your arrest, and a certain guardsman and his crew are on the hunt for you. If they manage to catch and arrest you, you'll be locked up for



the rest of the jump's duration, so it's probably best to avoid getting caught at all. Even should you avoid them or kill the officers, more will come to try and bring you to justice!

Drawbacks

Do not take Soul-Soured with Young Miss In Love, unless you want to become a murderously psychopathic yandere/tsundere hybrid.

Puniphile (+300)

Pick a particular type of monster. You are now hopelessly obsessed with that type of monsters. Its looks, smells, and how it feels to stroke are all like a drug to you, and you will constantly have self-control issues when placed in front of the creature. You will constantly go out of your way to touch and pat such a creature, and people can easily bribe you with them and exploit your obsession. Further, the way you act publicly towards them tends to be viewed as "inappropriate" by most people around you and your reputation will absolutely suffer for it.

Soul-Scoured (+400 cp)

There's some sort of damage deep in your soul, a fundamental wound in your heart. You are prone to violent and obsessive behaviors; your empathy is



lacking and you will constantly lash out at others. Worse, the more you engage in behaviors that encourage such a mindset, the worse and worse you shall get. It will take an exceptional amount of self-control, personal work, and at least a few beatings to try and wrangle these murderous and violent impulses under control

Fear The Light (+400 cp)

The Light Mana is a being of great seething resentment and hatred, and there are plenty of people he greatly loathes. You, for whatever have made it to the top of his shit-list, and now he's going to start making your life miserable. At first it will start simply, various human operatives of his will start sabotaging and attacking you. After that first batch of lackeys, he'll send those mana sympathetic to him to wreak havoc towards you, and eventually he'll muster his most powerful servants like Tetri and Reicher to destroy you. Eventually, you will have to contend with the Light Mana himself.

Drawbacks

No, taking Alma Mater as a toggle won't prevent this violence from occurring, though the conditions and context may change slightly

Fall of Alchemy (+400)

The Peace between Light and Dark, Human and Mana. It has been shattered. Rather than wait for the infant mana to be born and raised, the Light Mana King has declared war on humanity. Now the mana are embroiled in a violent civil war, one that has spilled over into the human world. Operatives loyal to different sides are stoking armed conflict, and large swathes of Al-Revis have been destroyed in terrorist attacks. And to top it all off, the secret evil organization Flay is a member of have started making their own moves towards nefarious goals and purposes themselves.

The Fall of Alchemy has happened, can you survive the crash?



Ending

Your 10 year stay has ended. All your drawbacks are hereby removed, the dead companions and broken items restored. Its time to choose an ending.

-Special thanks to the Jumpmaker who made the Mana Khemia 1 jump for inspiring me.

-Special thanks and apologies to Yorokonde. I couldn't get the OC companion you wanted, but I got close enough.

Tenure (Stay)

Has this world grown on you? Well, you may choose to end your jump here and stay in the world you've come to know, keeping all the perks, items, companions, and various other things you've collected across the chain up to now.

Homecoming (Return)

Perhaps you've grown nostalgic for your own home and life. You may of course end your chain and return to your home dimension, keeping all the perks, items, companions, and various other things you've collected across the chain up to now and taking them back to your home dimension with you.

A Gentleman's Romance (Continue)

No time to stop, you've been here too long as it is. Continue on your chain to another jump of your choosing, that spark won't come to you on a silver platter after all.