



Octopath Traveler II Jump
v.1

by Lambstts

Ochette the Hunter, **Castti** the Apothecary, **Throné** the Thief, **Osvald** the Scholar, **Partitio** the Merchant, **Agnea** the Dancer, **Temeos** the Cleric, and **Hikari** the Warrior. Eight souls chosen by the gods to save the world of Solistia from its looming destruction. And yet, potentially, a ninth has appeared, you. Shall you help these eight travelers save this world, or shall you help destroy it? The choice is yours.

Take **1000 Choice Points** to fund your adventures.

Starting Location

You may choose any of the listed locations as your starting one, or gain an extra +100 CP and roll 1d8 for it. If you replaced a traveler you have to choose your replaced travelers starting location

Beastling Village, Toto'haha

A small village on the island of Toto'haha, inhabited by the beastling race, and home of Ochette the Hunter. Soon to be plagued by an invasion of monsters, Ochette will go out to gather three legendary beasts to help prevent The Night of the Scarlet Moon.

Canalbrine, Harborlands

A seaside fishing town, where the amnesic Castti will soon find herself and help cure the illness plaguing the area. After finding her bloodstained journal, she will go on a quest to recover her lost memories and find the person who saved her life.

New Delsta, Brightlands

A bustling city, home to many workers, scholars, merchants, and nobles, but hiding underneath the golden layer is the current home of the Blacksnakes, a gang of assassins and thieves led by a pair only known as Mother and Father. Soon the pair will leave, and have the remaining Blacksnakes kill each other off, leaving Throné as the sole survivor, where she will hunt down the pair to earn her freedom and revenge.

Cape Cold, Winterlands

Cape Cold is a small fishing village south of the Frigit Isle Prison, where Osvald will end up after his daring prison escape. While great hauls of salmon, trout, mackerel, squid and more are brought into Cape Cold almost daily, it doesn't really have much else going on until Osvald arrives.

Oresrush, Wildlands

A relatively new town, founded only 16 years ago, while it was thriving a decade ago, after a harsh landlord set in, the town has become destitute, with most of its citizens in poverty, at least until the merchant decides to get rid of the landlord's goons.

Cropdale, Leaflands

A small village in the forest, where most citizens pick peaches and raspberries for their upcoming annual festival. It is also the home of Agnea, daughter of a famous dancer, who wants to follow in her late mother's footsteps and leave town to become a star.

Flamechurch, Crestlands

A town home to Flamechurch Cathedral, a waypoint for worship of the Sacred Flame. It is also home to Temenos, an inquisitor who doubts even the gods, who will soon go on a mission to uncover the secret heresy residing in the dark.

Ryu, Hinoeuma

A small trading town, where Prince Hikari of Ku will end up after being ousted by his older brother's hostile takeover of Ku. Until then though, it is a small town with an abundance of trade, but little else to offer.

Age and Gender

You are **18 + 2d8** years old while your gender is whatever you were previously. It is **50 CP** each to freely choose your own age or gender. If you replaced a traveler, you are both their age and gender, no matter what you rolled or picked.

Jobs

Instead of Origins in this jump, you will have the pick of 12 Jobs, based on the 12 Classes of the Gods. Octopath is also famous for having their characters have two jobs should they meet the requirements. By adding 100 CP to the original price of a job, you may select one more Job to get Freebies and Discounts on.

Hunter [Free]

The starting job representing Draefendi, with axe and bow proficiencies, focused around capturing and utilizing monsters that you encounter in the wild

Apothecary [Free]

The starting job representing Dohter, with axe proficiency, focused around using regents to create concoctions that can heal your friends or harm your foes.

Thief [Free]

The starting job representing Aeber, with dagger and sword proficiency and that can use the dark element to damage foes, steal life from opponents, and weaken enemies.

Scholar [Free]

The starting job representing Alephan, with stave proficiency and the ability to call upon fire, lightning, and ice magic to harm foes and the ability to grant bonuses to yourself and others.

Merchant [Free]

The starting job representing Bifelgan, with polearm and bow proficiencies. It is focused around its ability to collect and spend money to aid you and your allies, and donate your own power to strengthen those who fight alongside you.

Dancer [Free]

The starting job representing Sealticge, with dagger proficiencies, and the ability to use dances to buff your allies and use wind magic to hamper your foes.

Cleric [Free]

The starting job representing Aelfric, with stave proficiencies, and the ability to use light magic to heal and buff your allies or to harm your opponents.

Warrior [Free]

The starting job representing Brand, with sword and polearm proficiencies. The only starting job with no elemental capabilities, it makes up for with the power to learn techniques of foes, and to deal out massive physical damage.

Armsmaster [100 CP]

The advanced job representing Winneheld, this job grants mastery in all martial weapons, and the ability to use special techniques from unique or rare weapons.

Arcanist [100 CP]

The advanced job representing Steorra, with proficiency in daggers and staves and the ability to use both light and dark magic, though mainly focused on buffing allies, debuffing enemies, and turning weakness into strength.

Conjurer [100 CP]

The advanced job representing Balogar, along with bow and stave skills, is focused on granting elemental effects and restoring the strength of allies.

Inventor [100 CP]

The advanced job representing Dreisang, despite having no magical capability. Instead, along with its sword and axe proficiency, this job focuses on creating and using specialized inventions to perform acts only magic could usually perform, such as buffing allies, dealing elemental damage, weakening enemies, healing, and more, but with the restriction that time must be taken to repair each invention after use.

Race

Human [Free]

Humans are the most common species in the land of Solistia, inhabiting almost all towns and cities. They hold no special advantage besides the fact that they are everywhere.

Beastling [100 CP]

Beastlings are a race of partially animal people, granting them increased strength, speed, and senses. But despite these advantages, they are a peaceful race, rarely leaving their home island of Toto'haha, and those that do, and even those that don't, are likely to be discriminated against, for some humans see beastlings as lesser than themselves. If you take this race, be prepared to get some backlash from foolish people.

Demi Human King [200 CP]

Rats, Lizards, Birds, Frogs, Moles, and Apes. These are the forms of the lowly demihuman, creatures that are more animal than man, and are highly aggressive. While a normal demi human could beat an untrained human in a fight, they come with the drawback of being more savage than any other sentient creatures, not even having proper towns, and preying on the unaware to fill their bellies. You, though, are special. You are a King demi human, reigning well above even a normal demi human, with the drawback of being seen as a violent monster wherever you go. Though maybe you can change this, with enough time, patience, and the ability to avoid any hordes hunting you down.

Perks

Origins get their 100cp perks for free and the rest are discounted to 50%.

General [Undiscounted]

Basic Proficiency [Free]

Solistia is a dangerous land. Fortunately for you, all 12 jobs come with the ability to use at least one weapon, and now so shall you. You gain basic skills in the weapons given by your chosen jobs.

Point Counter [Free CP]

Every action has a cost, and in this case it's Skill Points, or SP for short. These points can be spent to freely use a skill or spell with no other cost. This perk allows you to keep track of both these points, and your Health Points, which measure how damaged you are. Keep an eye on the numbers.

Unlikely Allies [300 CP]

You have the darndest ability to befriend other people, even those that would not normally want to be your friends. This is a surprisingly quick process, only taking days to make a friend, weeks to make a close ally, and months to make a die hard companion. This process can even be sped up by fighting alongside them, or helping them complete their goals. I hope you enjoy your new company!

Bounty of War [300 CP]

While life isn't really a video game, you can now treat it like one, at least to a limited extent. You have the power to gain three things after you defeat an opponent. Money, Experience, and Job Points. While money is self explanatory, experience will make you stronger should you acquire enough of it, and job points may be spent to instantly master techniques and skills you have access to. Don't become a serial killer for the gains though. That might be unpleasant for all involved

Daughter of the Dark God [600 CP]

Interesting, I thought The Fallen only had one child, but it appears there was a second, you. You share the blood of the 13th God Galdera, God of Life and Death. This accursed blood running through your veins grants you immense capabilities, including extended life which you can share with others, the ability to commune and summon the spirits of the dead, hypnotise others by looking them in the eyes, grow at an astounding rate, and empower your spells and stikes with the wrath of the Accursed Flame, making them stronger then usual. I pray that you use this immense power wisely though.

Hunter

Monster Hunter [100 CP]

What would a hunter be without their companions? Much less. You now have the ability to capture any monster you come across, as long as they are not human-like. The weaker the monster, the easier it is to capture them. You can then summon these monsters to assist you in combat an infinite amount of times, though you may only have 6 total monsters at your beck and call. While not summoned they seem to disappear from existence, and are fully healed whenever they are summoned, so have fun being a pokemon trainer!

Thunderbird [200 CP]

This perk grants you a power one might not expect. This allows you to summon a falcon made of lightning, which shall seek out and strike one target, upon which it will explode in a blast of lightning. Teach your opponents to fear the might of the thunderbird.

Take Aim [400 CP]

A Hunter needs to be aware of their prey, and know their weak spots, and as a hunter you can too. This perk grants two features. First, you can not be ambushed, always aware of when you are about to be attacked. Second, you can see the weak points on the opponent's body, and when you hit these spots you achieve a 'Critical Hit', striking twice as hard as a usual blow would.

Draefendi's Bow [600 CP]

Sometimes a single shot is not enough, sometimes you need more. And with Draefendi's Blessing you shall never want for more again. At the cost of a large amount of energy or SP, by firing a single shot into the sky, you can create a hail of spectral arrows, each as strong as the original, to rain upon all opponents who would dare oppose you. Show them the wrath of the Hunter!

Apothecary

Concoct [100 CP]

What kind of Apothecary would you be if you could not remedy the sick and wounded? Apart from being able to create a large variety of medicine, you now have the knowledge to create a wide variety of concoctions that can heal, buff, harm, debuff, and even restore the fighting strength of others.

Pinnacle of Health [200 CP]

With how much an Apothecary comes across disease, it makes one wonder how they don't get sick themselves. This perk might be why. You have a very healthy body, not only capable of taking more damage than usual, when healed you recover more than others. This perk also grants you immunity to non magical disease and poison. Only somewith with magical poison could hope to kill you with the sneaky method.

Venomous Wrath [400 CP]

While most don't think of poison when they hear the word Apothecary, it is certainly an ability they have. You can now create a wide variety of poisons that would make most assassins jealous. Even more dangerous, should you have enough time and materials, you can replicate Trousseau's poisonous rain, which can purge life from a massive area. Be warned, this power does not grant the user immunity to their own poisons, so be careful not to kill yourself with your own wrath.

Dohter's Charity [600 CP]

An Apothecary has a duty to heal, but sometimes you have too many patients to heal at once. No longer. Anytime you cast a spell or use an item that would target a single person, you can use it to affect up to 9 people at once, allowing you to affect swaths of people in a single cast. Just be careful to not bite off more than you can chew, for even this perk has its limits.

Thief

Steal [100 CP]

What kind of thief would you be if you couldn't steal? You now have increased sleight of hand skills and stealth, allowing you to sneak around a crowded city, pickpocket the unaware, pick even the most stubborn locks, and subdue others as long as they haven't noticed you. With these skills you could even challenge a mid level Blacksnake, though probably not the best of them.

Darkest Night [200 CP]

You now have the ability to manipulate shadows and darkness. Starting out, you can only shoot blasts of darkness, but with enough training, you could enhance your weapon, hide yourself in shadow, snuff lights, or even fill an area with a pitch black darkness that only you can see through. The moon is the limit.

Touch Of Death [400 CP]

Despite being called Thief, you could also make a half decent assassin. You can inflict upon those you touch weakness and decay, reducing their strength, defense and magical power, along with denying them the ability to heal for a few minutes. This power is even more effective should the target not notice you before the effect occurs, so be sure to ambush all those irritating guards first.

Aeber's Reckoning [600 CP]

You must be the chosen of the Prince of Thieves with the skills you bring. You can now create illusionary copies of yourself that hit just as hard as you do, allowing you to swarm your enemies in a horde of blades, though they will vanish in a single hit. The more magic you have the more copies you can summon, but be aware that the copies are partially see through, so these are better as a weapon than to trick others.

Scholar

Analyze [100 CP]

A scholar knows a lot, and they learn more. Just by seeing a person or monster, you can immediately identify one weakness they have, whether it be to a certain element, or to a type of weapon. You can also see how healthy they are, and how close to defeat they may be. Never be wanting for an opponent's weakness again.

Elemental Barrage [200 CP]

Scholars are famous for the use of the three main elements, so you'd be a pretty poor scholar if you couldn't. Fortunately for you, you can! You now have the skill to create Fireballs, Lightning Bolts, and Ice Shards to harm a large number of enemies, or you can shoot small rapid fire blasts to cause extra harm to one target.

Stroke of Genius [400 CP]

A spell not commonly seen, you can use magic to slightly strengthen yourself in a variety of ways, from speed, to strength, to defense, to magic power, and many more. The main downside, though, is that the granted buffs are completely random, with you not knowing what they are until you receive them.

Alephan's Wisdom [600 CP]

You are not a simple scholar anymore, but a master of magic. By doubling the cost of a spell, you can triple the strength of the spell. You can also add the cost of another's spell from your own pool of mana to triple their spell's strength.

Merchant

Money Master [100 CP]

What kind of merchant would you be if you couldn't barter? You are now a proper merchant, able to buy and sell most things with skill that would impress even seasoned merchants, though beware you won't be cheating anyone out of any belongings here. Only honest merchants here. You also have better luck when it comes to getting money, whether finding a bill on the ground, or hearing about a potential business venture.

Booster Gold [200 CP]

You're A Superhero! Not really, but you might as well be with this perk. At the cost of money, you can coat your body and an object you're touching in a golden light which makes them stronger and tougher. The more money you spend, the brighter the shine, and the stronger the boost. You can also spend money to boost other people and their objects at twice the price. Go out there and spend some cash!

Hired Help [400 CP]

Sometimes you have so much money you don't know what to do with it. Well, no more. By spending money, you can summon spectral warriors, capable of a variety of things, from attacking enemies, to casting spells, to buffing allies or debuffing enemies. The more money you spend the stronger the summon, so while 100 leaves might cut down a weak opponent, by sacrificing a few billion and your specter could cleave a mountain in two.

Bifelgan's Bounty [600 CP]

As you might have noticed, a lot of these merchant perks require money to use, and this is where you'll get it. Any time you or an ally defeat an opponent, you will find a boost of money inserted into your bank account or wallet. Heck, you don't even need to beat people up, because you will get a constant trickle of money into your bank account no matter what you do. Don't forget to use this bounty wisely!

Dancer

Basic Dances [100 CP]

What is a dancer without their dances? By taking this perk you learn how to perform the two basic dances, Lion's Dance and Peacock Strut, which boosts an allies physical and elemental attack respectively. Buff your allies to victory!

Bewildering Grace [200 CP]

Sometimes something happens that can't be predicted, and now you can weaponize this. By performing a specific dance, a random effect will occur, which could be beneficial, like strengthening you and your allies, damaging your opponents, or giving you money, or harmful effects, like bowing you all up. So be careful when you use this dance, for it could change the tide of battle both ways!

Dance Battle [400 CP]

When one thinks of a dancer, they don't tend to think of a fighter in the same vein, but you are different. You can mix dancing and fighting perfectly, making yourself incredibly hard to hit, very agile, and swing your blade exactly when you need to. It's like every battle is a song, and you happen to be the only one knowing the lyrics.

Sealticge's Seduction [600 CP]

With a flourish and a swing you can now hypnotize those that see you dance, making them more suggestible to your words. You could even get them to give you their money for free. The downside is that you can't get them to harm themselves or anyone they usually wouldn't. While this might not sound powerful, it works on ANYONE who sees you dance, including everyone in a crowd, and even through video. Become a superstar and the world will be yours!

Cleric

Holy Light [100 CP]

A Cleric, at least here, is defined by their ability to use Aelfric's flame to both heal their allies and call divine judgment upon their enemies, so as a cleric yourself, you should to right? Well now you can, and that's not all! You can even create a shield of light magic, reducing damage taken by a small amount. Be blessed in Aelfric's light!

Luminescence [200 CP]

Not satisfied with jump light magic? Well now you can imbue your other spells and your weapons with holy light, granting them the ability to deal extra damage to evil beings and, should you use them on your allies, heal them too. Now you will never want for the Sacred Flame

Rise Again [400 CP]

Once per month, should you perish, Aelfric the Flamebringer shall take pity upon you and return you to full health and capability. While very useful, once called, it will be a full month before he will resurrect you again, so be careful not to overstep your boundaries.

Aelfric's Blessing [600 CP]

Aelfric is technically not the God of Life, but after Galdera's betrayal he has taken the closest role. Once per week, should you have the remains, you can resurrect a person from the dead, bringing them back to full health in their prime. Be careful who you resurrect however, for they need not hold loyalty to you.

Warrior

Learned Skills [100 CP]

As a warrior, you seek martial perfection, so as you fight, you learn along with it. Every time you defeat a foe, you gain knowledge on a technique you could use related to them, with stronger foes giving better techniques. These techniques could even be elemental in nature, granting you an even larger variety of abilities. The only limit is how many techniques you can remember, so I suggest you practice the ones you want.

Vengeful Blade [200 CP]

As a warrior, you should strike back any blow dealt to you, and so you shall. Should someone attack you, a phantom attack will project from their body to strike them. Should it land, while the blow won't deal any actual damage, it will stun and weaken them for a moment, hopefully allowing you to strike while they are unable to dodge.

Cursed Blood [400 CP]

While you may not be a biological member of Clan Ku, you now share their curse. At any time you may summon a dark power that massively increases your strength and speed, allowing you to cut down opponents in seconds. Fortunately for you, since you are taking this perk with CP, it has no drawbacks apart from an ominous black mist and red eyes whenever you channel it, leaving activation of the technique obvious.

Brand's Blade [600 CP]

You have mastered the art of the Thunderblade. You can now imbue your weapon with power it should not be able to wield. Any opponent you strike with the weapon will be launched back at high speeds. While airborne they will be paralyzed until they come to a stop, plowing through anything and anyone in their flight path. Even without launching the victim, you can imbue yourself and anything you touch with electricity, shocking and paralyzing those you strike. Beat down your opponents with Brand's Thunder!

Armsmaster

Master of Offense [100 CP]

You are a step above even the warrior, with skill granted to you by Winnehild the Warbringer. You are now a skilled combatant with any object you hold, able to use it and any abilities it has masterfully, though as soon as the weapon is not in your hand you lose your skills.

Peak Performance [200 CP]

Immense physical capabilities are what you have been blessed with. Even if you had no skill, you could go toe to toe with even highly trained mercenaries and soldiers with ease, you are just that capable.

Invigorating Break [400 CP]

Any time you strike an opponent, you shall recover a small amount of health and energy, as a form of life drain. The larger the wound, the more you recover. As long as you slay, you will never be stopped. A living blender.

Arms Reignment [600 CP]

While a warrior learns skill based on who they beat, you learn skills based on the weapons you wield. As long as you are holding a weapon, you are capable of using a special skill with it, and the weapon will be made unbeatable. Instead of relying solely on the weapon's strength, the skill also gets stronger the more rare or unique the weapon is, so go out there and get collecting!

Arcanist

Blessed Malice [100 CP]

As an arcanist you take a skill from both cleric and thief. You can now call upon both light and dark magic to harm your enemies, and any damage dealt with this magic shall slightly restore the energy or health of you and your allies. To heal and harm, that is your purpose.

Seal Magic [200 CP]

While most spells only require some words, and maybe a hand gesture or two, you can perform a special type of magic. You are capable of creating seals, drawings on people or objects, that are capable of doing a variety of things, such as extending a buff's duration, increasing the reach of their skills, inverting debuffs, helping an ally survive a lethal strike, and more. Your skill and creativity is the limit.

Reflective Barrier [400 CP]

Magic is hard to defend against, for it is usually an area, not a single strike. Fortunately for your team, you have the ultimate defense against magic. When someone casts a spell in your line of sight, should you have enough mana to cast the spell yourself, you can force the spell to turn against the caster, damaging them and leaving the original target unharmed. Remember, you must be capable of spending the energy cost of the spell yourself. If it is more than you are capable of, then the spell shall go uninterrupted.

Of Equal Might [600 CP]

Usually a person is either skilled in magic or in physical strength, not both. But now you can change that. By touching a person, whether friend or foe, you can equalize their magical and physical might, allowing you to help allies become more well rounded, or throw off enemies, as they suddenly don't hit as hard as usual. With enough practice though, you could even go beyond equality, and swap them entirely. Teach foes to fear your touch.

Conjurer

Conjure Elements [100 CP]

As a conjurer, you are capable of granting elemental effect to you and your allies weapons. These elements include fire, ice, lightning, and wind. Let your enemies feel the wrath of steel and sorcery.

Purification [200 CP]

A conjurer isn't simply a mage, but also a form of a priest. So it makes sense that they could do things similar to a cleric, yes? You can now heal those you are touching, regenerating their wounds and purifying them of disease and poison. You are the supporter, not the fighter, and let that show.

Rite of the Sun [400 CP]

Should you and your allies be below the rays of a star, you may call upon the sun for aid, and it shall grant it. You and your allies shall slowly heal, become stronger and more durable, and have all your spells hit slightly harder. And while it may not grant the same effects of being under natural sunlight, you are capable of summoning a small sun above your head, which shall act as natural sunlight for those who fear its touch. The Sun is your ally, and it will never leave you to die.

Divine Wrath [600 CP]

As a messenger of the gods, once per day, you may call upon them to smite those that would dare oppose their servant. You may call a giant pillar of light that will scorch all those in it, and leave all those that survive temporarily cursed. They will be immobilized for a few seconds, allowing you and your allies to deliver even more punishment upon them. Show them the wrath of the gods!

Inventor

Upgraded Accessories [100 CP]

You are now an expert at taking already existing objects, and with some scrap, imagination, and hard work, creating an invention capable of doing something great. The inventions function is based on the components, either combining the effects, or creating a unique one based on the parts. The stronger the parts, the stronger the invention. These creations don't even need to be magical. You could create the Steam Tank Obsidian if you had enough resources and time.

Strength in Adversity [200 CP]

Very rarely do inventors create what they want to. It is more trial and error then success, but they never stop. You have an undying will and patience, capable of working on what you want for weeks on end, no matter how frustrating it may be. You also have a sense on when something you try will truly never bloom, allowing you to give up before you spend months on a dead end.

A Step Ahead [400 CP]

An inventor must prepare for any situation, for they can not craft during a fight. You now have a precognitive ability, knowing what you will need to pack, even if a situation is unexpected. You will instinctively know what to prepare for, even if you should not need to prepare for it, and potentially giving you clues of what challenges you will face.

Fruits of our Labor [600 CP]

An inventor is best suited for plenty of prep time, and then fighting after every option is covered. But sometimes this is not possible, you simply won't have the time to prepare. Fortunately, that threat is now reduced, for you have the ability to spend mana to instantly craft an object you want that you have 80% of the non essential parts for, with mana making up for the missing materials. These objects will last forever, but require the mana of the wielder, not the crafter, to be usable. Never want for a specific tool again!

Items

Items may be imported into similar - items, weapons to weapons, clothes to clothes, etc.

Any item alterations and upgrades made will be maintained between jumps and are fiat-backed.

All jobs get one item discounted out of every cost tier, because there are no job specific items.

General

Relevance Weapons [Free]

What would a traveler be without a way to defend themselves? You now have a set of plain steel weapons for each weapon your job teaches you. These weapons, while basic, are indestructible, making them reliable weapons in your arsenal.

Leaves [Variable]

The money of this world, you now gain a stockpile of leaves for your own use. You start with 8000 leaves for free, adding two zeros for each 100 cp added to the cost. This money will translate to an equivalent amount of money on each later jump.

Soul Stone Set [200 CP]

Soul stones are a form of elemental attack, detonating in a blast of elemental energy. You now have a set of these which restocks weekly. 8 large stones of each element, 16 mediums, and 24 smalls. A small arsenal of elemental damage to hurl upon your foes.

A Set of Accessories [200 CP]

You now have a set of accessories which increase your physical attack, elemental attack, speed, evasion, health, and sp.

Melia's Gift[400 CP]

You gain both Melia's Amylat, which restores HP and SP after every turn, and Brooch of Joy, which helps you gain experience and skills faster. Take these gifts and use them wisely.

Armsmaster Weapons[400 CP]

While they may not be the strongest weapons in the world, each of these weapons has a long history, giving each of them special powers and a unique skill.

Battle Tested Weapons [600 CP]

The strongest weapons in the world, these weapons have seen centuries of conflict and war, granting them the greatest physical and elemental stats out of any weapon, despite not having any other ability.

Jumper's Order [600 CP]

A surprisingly powerful organization, despite its few members, its secretive members are spread across the continent, and will inform you of anything you ask, and grant you items you need, while also following your every command. This order will also follow

you into your next adventures as an pre existing but unknown entity in every jump hereafter.

Companions

Companions can purchase more companions.

Companion Import [50-200]

So you want to create your own crime fighting sidekick or family? Do you want to rule St. Canard at the head of your own Dreadful Duo, Threatening Three, Frightful Four, Fearsome Five, Sexy Six, Scary Seven, Eviscerating Eight, or even the Nightmarish Nine? Well import a single companion into any origin and race for 50cp each or eight for 200cp.

Canon Companion [100]

So you want to take any other existing character from this world. Well then this option is for you.

The Travelers [100 CP]

Each purchase of this allows you to recruit one of the 8 travelers to follow you as companions on your adventure. Each traveler, post jump, has all of their jobs perks.

Scenarios

Scenario One [Octopath Traveler]

You must help save the world, by either replacing one of the 8 pre-existing travelers, or by taking up the mantle of the 9th traveler. You must help defeat Vide, otherwise you fail the scenario, and gain no rewards.

Reward

As your reward for saving the world, you get all 8 travelers as your companions for free, and also get the power of the sacred flame, granted to you by the gods. Similar to the Cleric's perks, you may create and control fire imbued with holy power, burning the undead, alien, and demonic, even those thought invincible and healing the living and holy from poison and wounds. You may also grant your weapons and magic these properties. You also have a stronger body, on par with Demi-gods like Lyblac, who fought all 8 of the previous travelers at once. Lastly, you have extended age, though unlike Daughter of the Dark God, you cannot share it with others.

Scenario Two [The Shadow]

You must help Vide consume the world and defeat the travelers. By the end of your 10 years, Vide must have won, either by killing the travelers, or making sure they don't have the chance to find and kill Vide, and if you should have died to his hands by his betrayal, you still complete the scenario and move on to the next jump.

Reward

You get two rewards. One, you get the item Jumper's order for free, and a refund if you already purchased it. Second, you gain a fraction of Vide's power to consume, allowing you to drain the energy of anything and anyone you touch, weakening them and eventually killing them if used for too long, and disintegrating objects.

Scenario Three [Sins of the Father (Requires the Daughter of the Dark God Perk)]

You carry the blood of Galdera, the original antagonist of Octopath Traveler, and with it comes a demand. His blood demands the faker to his throne be destroyed. You must assist the Travelers in killing Vide. Once this happens though, you have a choice. You can either choose the path of redemption, staying with the Travelers while gaining Galdera's power, or you can betray the Travelers and continue your father's plan of consuming the world. While the first path is basically scenario one, the path of betrayal requires you to complete scenario one, and then fight all 8 Travelers at full power, who are enraged by your betrayal of their trust, and will do their best to kill you.

Reward (Path of Redemption)

You have chosen to redeem Galdera's power, granting you his power over life and death. Along with the rewards from scenario one, you can freely resurrect the dead and heal or rot anything you touch, similar to the secondary rewards of the previous two scenarios. You can also create new life by expending mana. You have taken his throne and made it so much more, now bask in your glory!

Reward (Path of Betrayal)

For succeeding in your father's plan to consume the world, you have gotten the greatest gift of all, your Spark. But I ask you, was all this really worth it?

Drawbacks

Self-Insert [+0]

So you want to be one of the Travelers? Well if you take the appropriate background and race then you are free to go in as any of the eight you would like. Remember though. These people lived lives of hardship and you shall gain all their memories. Are you ready for that?

Plot is King [+0 CP]

You may leave any time after the main plot is complete, unless any drawback or scenarios are still in effect and incomplete.

Extended Stay [+100 CP]

For each purchase of this your time here is extended 10 years.

Villainous Ventures [+300 CP, Mandatory with Self-Insert]

One of the eight villains of the travelers sees you as a threat to their plans, and will now spend their resources hunting you down to kill you. Good news though, they know nothing of your abilities, not even where you start, just that you entered the world, and by killing them, or removing their hostility, they will stop sending forces after you.

Wrath of Entropy [+600]

Bad news Jumper. Vide, the god of entropy and the main villain, knows of your existence, and will now spend as many resources and they can spare to kill you. The only way to stop this is to kill Vide, which is no easy task as it took eight chosen adventurers to kill them. Fortunately for you, they start with the same conditions of the Villainous Ventures drawback, though this won't protect you for long, as Vide has servants everywhere. I suggest you recruit some help, maybe those previously mentioned adventurers?

Lockdown [+400]

You have no **Out Of Context** items, powers, or warehouse.

Decisions

You have three choices ...

Go to next Jump

Continue onto the NEXT GREAT ADVENTURE!!!!!!

Stay

Stay and enjoy your current life.

Go back

Tired of your travels and want to rest back home, well then this is for you, grab this ticket back to your starting point and go see old friends.

Change Log

V.1 initial release.