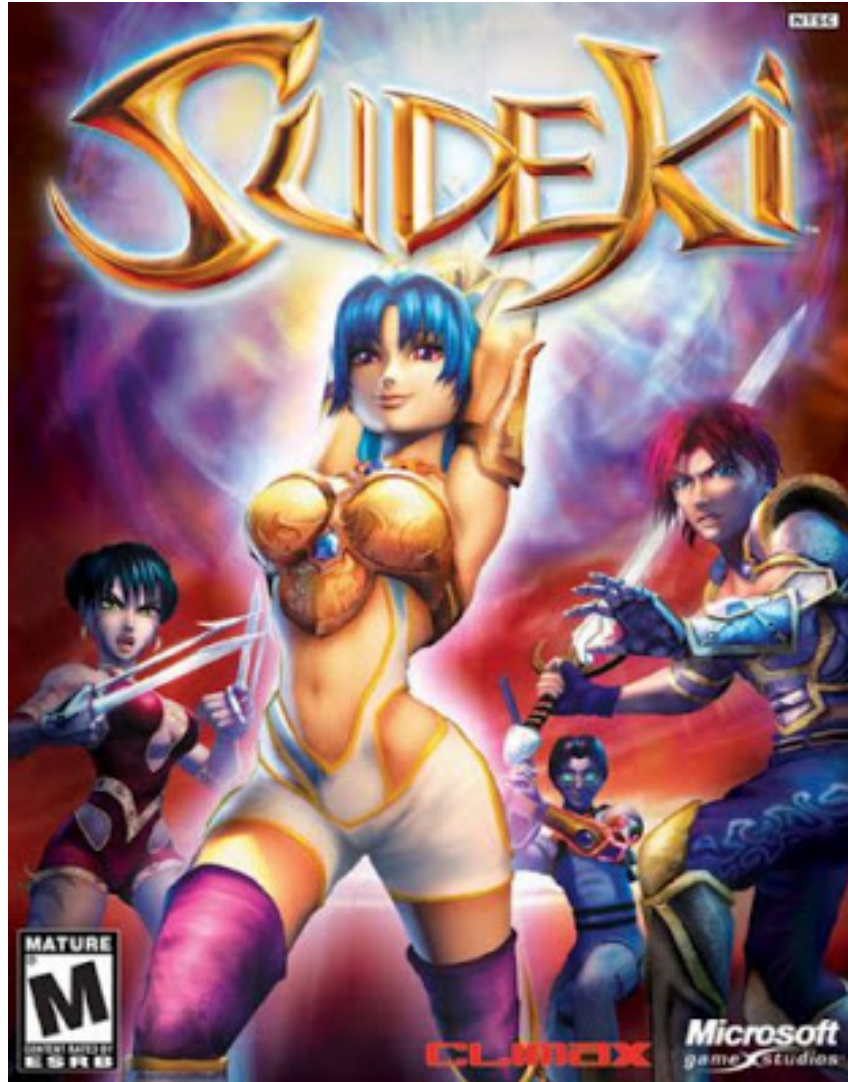


Sudeki Jump

By Bean_Counter or Brother_Anon



In the Radiant land of Haskilia, a world of endless day, for the past number of years, at times the sky darkens and the maddened hoards of her dark sister world Akloria, invade to ravage and destroy until fought back or flee of their own volition. These attacks are only getting worse and many innocent souls have fallen prey to this relentless barbarism. Worse, other things have followed the Aklorians from the strange places between worlds and are in some ways even worse for the land of Haskilia. But there is hope, the engineer Elco, a prodigy in his field, has been working on a device a powerful piece of magically fuelled technology that will safeguard Haskilia for generations! But where there is the light of hope, there is a shadow for monsters and conspirators to lurk. Things are not so simple as they may appear, as will soon be discovered by Elco, the precocious Princess Alish, the young Guard Tal and the fierce Shadani-Mo warrior Buki as they go forward looking for the essential crystals for the machine and from there answers...

Locations

Roll a dice or flip a coin. On an even number or heads, you will find yourself in Haskilia. On an uneven number or tails you will find yourself in Akloria. Then roll a d6 dice and refer to the table below

Haskillia	Akloria
<p>(1) Illumina Castle</p> <p>It is no surprise in the beautiful and bountiful land, in blessed Haskillia, that it's shining gem, Illumina Castle is the fairest and most remarkable location in the land.</p> <p>Built on the massive peninsula east of the mainland, it is a place with a bustling fishing industry and large marketplace although recent events with the Aklorian invasion are starting to be felt even here.</p> <p>It is from this shining beacon of civilisation that the fair Queen Lusica resides and rules. Recently she has commissioned her young and idealistic Head Science Officer to build a remarkable machine within the Castle itself that will surely safeguard Illuminia and her people from the menacing hordes of Akloria.</p>	<p style="text-align: right;">Cyantine Citadel (1)</p> <p>Illuminia's dark reflection loses little in comparison with its bright twin in terms of scope and grandeur, although it is perhaps more austere, gothic and run-down due to the changes that have afflicted Akloria recently.</p> <p>While decidedly more dangerous, there are treasures, largely unguarded to be found here.</p> <p>While many of the residents are now mad, or monsters, there are some sane people here, sympathetic enough to help out a stranded stranger, should you not appear to be a threat.</p>
<p>(2) Illumnia Countryside</p> <p>The beautiful and peaceful greenery of the partially tamed countryside of Illuminia, this piece of beautiful tranquil combination of farmland and well-travelled roads, has in the last few years become a place of regular tragedy as it is the least well-defended place in the world against the Aklorian hordes. The time it takes for reinforcements to arrive from the Castle is often far too long for them to find any survivors, but sometimes fast enough to avenge them.</p> <p>The Countryside is north of Shadani-Mo, west of Illumina Castle and New Brightwater and south of Transentia,</p>	<p style="text-align: right;">Devil's Belch (2)</p> <p>While decided more apocolpytic than its Haskilian equivalent, there is a certain harsh majesty to the Aklorian Countryside, with its sharp rock formation, plentiful lava flows and strange denizens.</p> <p>This is a place where weakness goes it die and that was before the natives of this world became increasing maddened due to the violation of the natural order perpetrated by an unknown evil.</p> <p>Cyantine Citadel is to the north east, while the Aklordian Stronhold it to the east and Crystal Reef is to the south.</p>
<p>(3) New Brightwater</p> <p>South the capital and on the coast, this sleepy town relies largely on fishing to support itself. While largely untouched by the Aklorian hordes, perhaps due to how unimportant a place it is, the influx of Shadani-Mo refugees and the dangers of travel to and from the capital are leaving people increasing worried and uncertain for the future of their little town.</p>	<p style="text-align: right;">Crystal Reef (3)</p> <p>This gothic mirror of New Brighwater is an eerie place full of the reek of fish and brine, with few if any people brave enough to roam the streets and strange noises echoing through the air.</p> <p>Even the light from the local lighthouse seems unwholesome.</p> <p>This village covers a dark secret, a place of horror accessible through a strange door on the cliff face under Mewsley Manor. You might want to avoid going there. Seriously!</p>

<p>(4) Shadani-Mo/Transentia</p> <p>You may freely decide whether to begin in either the spiritual and martial culture of the Shadani-Mo, a primarily anthropomorphic community of warriors, or to instead head to the far north on city-sized the cliff-mounted scaffold called Transentia, where science and progress rule the day, where engineers, scientists and miners work day in and out to advance the cause of the City, science and discovery!</p> <p>It is advisable but not mandatory to begin in Shadani-Mo if you are a warrior and Transentia if you are an Engineer.</p>	<p>Aklorian Stronghold (4)</p> <p>The central bastion of military power in Akloria, sadly fallen to madness and partial ruin as those charged with its defence and the defence of all Akloria have been twisted by forces beyond their control.</p> <p>Now it is a place of maniacs, delusional and dangerous men well-armed with thick armour and sharp weapons, alongside various monsters and experiments they have tamed and created in experiments best not thought too much about. Should you find yourself here you will be safe for the immediate, either in a safe location or those around you will believe you are one of them and leave you alone, but that will not last long. This is not a place where safety can endure.</p>
(5) Roll again on Aklorian table	Roll again on the Haskillia table (5)
(6) Realm of Shadows	Realm of Shadows (6)

Realm of Shadows

Somehow both a form of afterlife and a physical place that is neither Haskilia or Akloria, perhaps a seperate remnant of the world of Sudeki from before the Age of Seperation, this eerie and dangerous place is no safe haven for the living. Between worlds, it is also between life and death, with this particular region being responsible for the souls of departed anthropomorphs. It would be best if you left before you garnered the attention of some of the things that reside in this place. Go and don't look back, Jumper.

From here you can leave using the Shadow Nexus. Despite the network normally requiring a portal stone, somehow some artefact of your nature will allow you one use of the portals free of charge to any destination where there is a portal in either of the two worlds including locations not included on the location table so long as the portal on that side is functional.

Age and Gender

For Age, choose any age more than 19 and less than 26, or alternatively choose whatever age you want. Similarly with gender be whatever you wish.

Origins

Decide which path you choose for yourself in this world, Jumper.

Drop-in – You are a stranger to these lands. You have been given some blessing to help make your way here. May you leave this place better than how you found it. You may take this origin along with any other origin. In doing so you sacrifice any memory or place you may have had of this world, or that others here may have had of you.

Warrior – You are a Warrior, one who lives and breathes battle. Perhaps you are one of the Shadani-Mo, perhaps you are something else altogether, in any case you have little time for conventional swordsmanship and knightly combat. You are a warrior, the only games you play are those where to lose is to die.

Mage – Like a certain royal family and their Shadow counterparts, you are a person gifted in the arts of magic. Taught at a young age to understand the way that magic can be wielded and channelled, you have learned a number of ways in which magic can be used to make life easier, or perhaps more interesting.

Engineer – Did you hark from the halls and colleges of distant Transentia, Jumper? Or perhaps did your mentor come from there? Either way you are fluent in all manner of different sciences and technologies, and while not a genius as such, you are shockingly well educated by the standards of this work in all manners of fields, such as physics and chemistry and technology that is basically magitech given how it interacts with actual magic.

Knight – You are a Knight, sworn to oaths to your people, your Queen and to your homeland. You trust in your Armour to protect you and your Sword to bring an end to the enemies of all that you hold dear. You may be a young recruit or a grizzled soldier, but by Tetsu, you'll die one day with a sword in your hand or not at all!

Assassin – The dealing of death is all that matters. The chirping of fools, the prancing of idiots, the vain self-centred concern over one's own morality; how disgusting the world is. How much better you make it with each light extinguished. There is no greater act than the ending of life, no greater art, no sweeter science, and no one better at it than you... or at least no one as enthusiastic at it than you.

Perks General

0cp – Storyteller

On occasion, where you enter a new jump, you are given a vision, as though through a shadow puppet show of the general history of the world you are about to enter. This may be the history seen through the lens of mythology and distorted recollections of history however and cannot be considered to be entirely accurate but still gives a good sense as to what to expect of the world you are entering. The Storyteller will occasionally mix things up and use a different artistic style for these visions where it seems appropriate.

0cp – Non-chaffing armour

Your armour, however impractical it may appear, shall always be as comfortable and flexible as much more casual clothing, and even when it appears to not give you much protection either seeming thin and body-hugging or missing out coverage of vital spots, you can rest assured that it will protect you based on the materials it is made out of, plus any inherent defensive qualities it has, rather than how it was made.

200cp – Gunslinger (Free for Mage and Engineer)

Projectile weapons in your hands take on life of their own, actively nudging themselves in your hands to correct for faulty aim, where the projectiles despite lack of any mechanism to do so will even curve in mid air to strike your intended targets. You can do things with projectile weapons that seem like magic even when otherwise being just barely competent with them, in time there won't be a soul better than you. Incidentally your eyesight is far better than any natural person's can be, either due to supernaturally good genes, magic or technological aid, whichever you decide.

200cp – Robust Body (Free for Warrior and Knight)

The lifestyle of both Warriors and knights is a trying one, with enormous demands on one's physicality. One cannot just be fit, one must be the fittest any being can be to be the best. With this you have a fit and well-muscled body, with just the right proportions to be attractive in the manner of an athlete without crossing the line and becoming grotesque. You are not just strong, all this physical conditioning ensure you are also incredibly durable and can take enormous damage before being brought down.

200cp – Stealthy Murderer (Free for Drop-in and Assassin)

There are benefits to being overlooked, to going unseen by the masses. For another it may scrape and sting their pride to be overlooked by their inferiors, but you know the truth, that their lack of awareness is proof of your superiority over them, not a challenge towards it. In embracing that truth you can shamelessly and seamlessly blend into the shadows, go where you wish with little regard for mundane security measures and are just plain generally stealthy. And when you decide to break stealth and strike, your strikes will come with the sort of horrifying force that might just scare your target to death before you get to them.

200cp – Enduring Tilly

People you care about seem to become more enduring and tolerant of you and danger in general so long as you care about them. People you love become almost as resilient as you or a tank whichever is most resilient, while people you only care about due to a sense of duty, charity or because you have to escort them somewhere and they are your responsibility are perhaps twice as durable as they would be normally.

200cp – Swallowed Rune

See the Rune section in under Items, you may purchase any Rune as though for a Weapon or Armour and instead you have somehow integrated the rune into yourself. Perhaps you swallowed it, perhaps there was a magic accident that merged it with your soul, perhaps you were just born this way, however it happened it was sufficiently bizarre and random as to be effectively irreproducible.

Square and Circular Runes cost the same as normal, unless they are W,A runes in which case they are twice as expensive.

Where your Rune is a W Rune, any attack you deal acts as though empowered by that rune, with no regard as to whether you attacked with your fists, a spell or skill, a gun, or a blade, so long as it is you attacking them (or a group of them for attacks that can hit more than one target).

Runes that are type A, only act on your person as though you are always wear Armour equipped with that Rune.

Runes that are W,A are twice as expensive as they provide both A and W type benefits as above.

To be clear to purchase a Swallowed rune you must pay 200cp to Swallow the Rune, then pay for the Rune itself either as a Square or Circular rune and may have to double that price (before adding the 200cp for Swallowing) if the Rune is a W, A type Rune.

200cp – Bonus Content

Sometimes when you leave a world, Jumper, and voyage to the next, you are robbed of a chance for closure, of certainty that those you have left behind will be alright even if you should later fail in your chain and be unable to return as though you had never left. Now, upon leaving a setting you

are blessed with a vision of events that will or may occur after your departure that can provide that closure and answer any lingering questions or concerns you have for the fates of those you leave behind. This never works to provide a tactical advantage and is something that could be changed should you return to that world post-chain.

300cp – Shared Pools

The strange resource in the world called Skill Points are used to fuel Skills, which can be acts that draw upon external agents, such as spirits, assist in powering and using advanced technology or can fuel martial techniques or magical spells. This diverse and useful resource is something that you simply cannot have enough of and now you have a trick to give yourself a potentially much deeper reserve of Skill point going forward.

You are now able to freely interchange any energy or personal resource that fuels magic, martial techniques, technology or is drawn from your relationship with spirits and similar with Skill Points and through that with one another.

400cp – Ancestor Spirit

You may draw upon an Ancestral Spirit unique to you, the condensation of the will and spirit of all of your Ancestors across multiple jumps and multiple lives, to aid and empower you at moments of dreadful need. In this world it is a peer to Kariston, Olivitess, Mo and Lebius, while in worlds past this it can reach its full potential and act as a powerful trump card for you. Bear in mind however that the stronger it becomes the more of a burden it takes on your to summon its power and the more rarely you can draw upon it at all. This Ancestral Spirit will however actively guard you from exotic and esoteric attacks from spiritual beings, whisper wisdom from your ancestors into your ear at crucial moments, if rarely, and will guard your soul itself from direct spiritual attacks. If somehow destroyed the Spirit will restore itself in time, or fully by the beginning of the next jump, whichever is sooner.

Perks Class specific

Warrior

100cp – Claw Warrior

You are highly adept at the use of exotic weapons that imitate animal life. Sets of blades like claws, whips like tails, gauntlets like fists and so on. Your only real limit here is that you must be using an actual weapon, not a natural part of your body, and you must be emulating an animal you are familiar with and actually exists. You begin merely with a modest talent in the safe use of such weapons, enough not to cause yourself injury, but true expertise will take time and dedication, although the exotic nature of your weapons shall not hold you back as it may others.

200cp – Sensuality

There is something about you that is downright enthralling. Your figure, your voice, your mannerisms, they all catch the eye and communicate with those around you. You can advertise your lack of interest in conversation as you walk down the street, or appeal to the better nature of an enraged beast even as you fight them, without exchanging a word. Of course, not everyone will get the hint or believe you, or simply be interested in any level of communication with you. You do not need to be good looking to use this, but it doesn't hurt when it comes to getting people's attention.

300cp – Spiritual Hunter

The spirits guide and protect you, Jumper. And at your call, they hear your plea and lend you their aid. With a sacrifice of Skill Points, you as a seasoned and deadly warrior can invoke the Spirit of the Eagle to bless yourself and as many as three others with regeneration in battle, or the Spirit of the Wolf to aid in your battle directly, or even the mighty Dragon Spirit to unleash its flaming wrath upon your enemies. Your own skill allows you to speed up your reaction time to the point where all else seems slow, to slash with incredible ferocity and to even unleash a blizzard of kicks, a whirling dervish of violence that all near find themselves pummelled and pushed away from you.

With time and discipline you may even be able to combine these skills or create derivative skills to expand upon your arsenal. You can also teach these skills to others, even those in worlds after this one, even those where spirits do not exist.

400cp – Praise Be

You have a well developed sense of spirituality, understanding and appreciating the spirits of the world you live in. Your respect for nature is writ large on you and beings that would respect and appreciate your respect for nature, spirits and the natural world will find themselves favourably disposed to you, assuming they are not themselves in a maddened or irrational state. You find that you can also find opportunities to benefit from your spirituality, almost as if the world was rewarding you for your regard for it, such as allowing you to stumble across relics of the past or challenges only available to you that would grant you a chance to sharpen your skills and earn rewards.

Mage

100cp – Stave Slinger

Magic in this world comes in many forms, from the summoning up of blazing fire, the creation and dispelling of illusions, healing force or even holy light, but perhaps the most practical use of magic here is the use of Staves. By wielding one of the various styles of rod, sceptres, canes, etc a magic user can realise various bolts and blasts of magic energy at foes. Not only can these blasts be more or less continuous, devastating powerful and can even inflict secondary forms of damage to enemies, such as poisoning them, limited only by the stave itself, a magic user can do so continuously with no concern over their own personal stamina. Of course aiming such a large and unwieldy thing takes some skill, which you now have. You may aim a stave or similar with no concern over its ergonomics and can even identify and begin using a stave from the moment you pick one up, without any foreknowledge of its powers, limits or how to use it. You can also use the stave as a mediocre focus for other forms of magic you may know.

200cp – Lineage

Magic is in your blood, and so it follows that those who share your blood should also share in your heritage of magic. Any time where you have family members, or otherwise those who you share blood with, even metaphorically such a Blood Brother, you can choose to quicken within them the same talent you have with magic. Any magic you possess you can share in this way, although any remarkable prowess you possess is your own and cannot be shared this way. By sharing power like this you find that your own control over your magic grows in line with your generosity.

300cp – Royal Mage

In your hands, magic dances. With your will, the world warps to meet your desire. You cannot be said to be a mere magic user anymore, you are something greater. Witch, wizard, warlock? The title matters not, power does.

With your talent in magic matured and your diligent studies rewarded, you can call upon your own inner power, your Skill Points, to cast upon the world spells of healing for yourself and as many as three others, or granting great speed to the same, you can also lash out at your enemies with great blasts of directed flame or shatter your surrounding with potent permafrost. For someone of your level even blasting away unholy beasts with radiant displays of holy light and bringing others back from the brink of death with nearly half of their original life-force restored to them, for as many as three people at once while in combat even, is well within your capabilities.

With time and meditation you may even be able to combine these skills or create derivative skills to expand upon your arsenal. You can also teach these skills to others, even those in worlds after this one, even those where magic does not exist.

400cp – Silent, Still.

It is a poor guest that makes a ruckus in someone else's home, it is a fool who makes a ruckus on a Witches doorstep. Your home is your castle, doubly so it is in fact a castle, and your magic matches your will in keeping your home secure, safe and snug.

Whenever anyone enters a place you call home, your magic, laced through the property yet absolutely undetectable until roused, aid you in inflicting curses and blessing upon them. You can make a group of powerful people still and silent like statues, teleport them around your property and in a myriad number of ways use your magic with enormous flexibility while on your property, even able to ignore some of your normal constraints, such as range, being able to act like you are everywhere on the property.

Engineer

100cp – Gun Kata

Much like the magic users of this world, you disdain facing an opponent from up-close-and-personal, much preferring the shoot-it-from-a-distance approach, however not being a magic user you wield technology in place of magic and shot your enemies with the most wonderful invention, a gun! Much like with staves you can fire away with no concern over ammo, inflict enormous damage to an opponent and even inflict secondary forms of damage with your firearm, limited only by the gun itself. As an engineer, much more inclined to tinker with your gun than take time on a range to sharpen your skill with it, it could be safely assumed your skill with your gun has some limits, but at least you won't have to fear shooting your own foot off, and you do hit what you aim at, mostly. Your own engineering expertise also allows you to rapidly identify and utilise even otherwise unfamiliar firearms, letting you pick them up and begin using them.

200cp – TransScience

You have firmly grasped a sound understanding of several fields of science, and more importantly you have been able to grasp the aspects of science where in others eyes the field becomes indistinguishable from magic. You may take any technology in the direction of being able to take into account Magic, either to work around it, or to use it. You can make machines powered by magic, electronics that ignore magic interference, harness spells that make golems to make magitech robots and so much more. For you, the boundary between magic and science is nothing but the delusions and misunderstanding of other less enlightened minds

300cp – Magitech

You are the very embodiment of what it means to be an engineer; in your hands science takes on a new practical application, where knowledge becomes implementation and theory becomes both your sword and shield!

Fuelled by your Skills Points you have harnessed the eminently practical technologies of overcharging your weapon to allow for incredibly powerful blasts, secondary grenade like weapons particularly useful against those vulnerable to electrical surges, and larger variant grenades that do tremendous damage at a safe distance. You can even safely deploy toxic clouds against your enemies, while using nano-enhancement to bolster your allies ability to deal damage and most impressively you can invert negative status effects into positive ones while granting an immunity to negative status effects with your Tesla Shield.

With time and tinkering you may even be able to combine these skills or create derivative skills to expand upon your arsenal. You can also teach these skills to others, even those in worlds after this one, even those where technology/magitech operate on different principles

400cp – Sudeki-wide Science

There are many types of genius, each rare and precious, but yours in an interested sort, the kind that demands attention from the powerful and influential, the big-picture thinkers of the world. Your genius lies in large scale applications of magic and technology. Machines to draw upon a world's worth of energy to create cataclysmic phenomena or to safeguard the peace and security of an entire nation. Or devices which can create a passageway to the domain of God, or something crueller and stranger. You can look at entire worlds with eyes that see them as just another massive machine, seeing clearly how to reroute and bypass leylines, like electrical cables, how to shift this and that to improve, repair or destroy. The only thing holding you back is your imagination... and funding.

Knight

100cp – To Love Your Sword

For a knight your sword is your life, from the humble swords given out to fresh-faced recruits to the legendary blades of the distant past, and to lose your sword is to lose your life, although if you are lucky perhaps you will only lose your dignity. For you the art of the sword is something you have internalised to the point where disarming you just not going to happen. You would sooner lose your arm entirely than the sword grasped by it. And while you have a long way to go to be a true Swordsmaster, you have a good solid basis to build off of. You will never need to fear a loss of sufficient skill on your part causing you injury from your own sword.

200cp – Courtly Love

You are quite the innocent, aren't you? Or is that quite the charmer? So strange, it seems that you are both at the same time. How odd, and how charming that despite or perhaps because of how you behave, without actively pursuing relations with the beautiful people around you, you find those you have an interest in being quietly serenaded without either of you being truly aware of it. Better yet, the more you behave in an upright and respectable manner, from the point of view of the woman in question, she will come to like you all the more. In short, you don't have to act like a Casanova to attract attention from the opposite sex (or same sex), although this only effects those who you are attracted to.

300cp – Knightly Fighting Style

Dance like a Blade and Sting like a Shin Splitter. You fight with the skill and talent of a seasoned warrior. You have mastered the use of a set of powerful Skills that make you an amazingly dangerous combatant for anyone to face on the field of battle.

By drawing upon your deep, if still finite reserves of Skill Points, you can perform magic-like feats such as enormously reducing the damage you and as many as three other people suffer for the span

of a few minutes, deliver incredible blows with your sword at short range and even at long range through powerful charging attacks or even through using your blade to make the very ground shudder and erupt under your foe and even turn yourself into a deadly spinning, functionally invulnerable and capable of shredding anyone that is in range of you. With time and creativity you may even be able to combine these skills or create derivative skills to expand upon your arsenal. You can also teach these skills to others, even those in worlds after this one.

400cp – Champion of Unity

The great power of Tetsu and the hope of all Sudeki, you wield the power of unity. How you have it does not matter, what matters is that you can now summon up the strength of all those who stand beside and behind you to bring together all their power and might against a common foe.

Through channelling all those people you can either empower yourself as their champion or spread this synergised power back towards those who gave it to you, giving them the power to be their own champion.

You find that the power of unity blesses you in other subtler ways also. Your relations form faster and become stronger and more resilient. Your fellows work together with you better and more seamlessly. Any organisations you work with or for become more coherent and unified.

Unity itself stands with you, Jumper.

Assassin

100cp – Chaotic Fighting Style

Most people would think once a man has been maimed he would become comparatively harmless. A man who has lost an arm or a hand, can't hold a sword in that hand, or a shield to complement a sword held by the other hand, after-all. You however buck those assumptions in that you can, through ingenuity, invention or through sheer bizarre martial skill, take unusual features of your own body, the presence or absence of even entire limbs and make them a feature of a revised, unusual and vicious combat style. Lost a hand? Replace it with a folding blade. Lose an eye? Replace it with a hidden dart launcher. Gain a trio of tentacles on your belly? All the better to grapple your enemies in close or to hold hold-out firearms. You will never find your combat effectiveness diminish due to your own bodily strangeness in short, if anything the more unconventional you are the more of an edge you gain against your enemies.

200cp – A Unique Cut-throat

That which is unique has more value than something which has a copy. Something which has no equal, no comparison, surely that is something, someone closer than anyone else to God! For you, the more that you can legitimately regard yourself as unique in the world (compensating for your nature as a Jumper) the more you find yourself just plain better in a relevant respect. If there is no one else in the world as smart as you, then you find yourself slightly smarter; if there is no other assassin with your style and cunning, then your style would be more effective, your cunning more intuitive and insightful and so on.

300cp – Shadow Walk

You have mastered the subtle art of shadow walking. In essence you may, without external aid, move between neighbouring world or dimensions without causing yourself any harm. That is not to say that it is easy or doesn't take a lot out of you, or that there are no consequences to you doing so for others, however.

You also have a good understanding of how artificial means of comparable travel work and with enough understanding of either magic or sufficiently advanced technology may be able to make such means to allow others to travel as you do.

400cp – Power of Separation

The great power of Heigou, the power of Separation, this unholy power, either given to you from Heigou himself or from legacy or artefact he left behind you managed to find or stumble across, allows you to wield as a weapon the very concept of separation against your foes and things around you.

Whenever you face a collective foe, such as a group of hardened warriors or even an army, you can be one means or another enter into battle with their champion, a singular person separated from the group that represents them. Should be able to defeat this singular person then you will symbolically defeat the remainder. Even should they still be able to fight, even if they have a chance still of defeating you, that remainder will act as though they were comparably defeats, perhaps even running demoralised or falling in place completely hopeless.

You also find yourself mildly blessed in all form of separation. Try to separate to items firmly attached? They come apart far more easily than they should. Try to come between two lovers or companions? You cut their bonds like a hot knife through butter.

The power of Separation is on your side.

Portal Network

An ancient and mysterious series of structure scatters throughout Akloria and Haskilia, binding these two world together along with the Shadow Lands, the home of the nexus of this network of magical portals that allow for transport of people and even magical flows of energy from world-to-world.

In this world only some people can use the portal network, either through possessing a Navigation Stone, after serious research or through some sort of miracle you can be assured that while here you can use the portal network freely, so long as the portals you are using actually work at all.

Located in out-of-the way locations, squirreled away in the heart of ancient ruins or buried in long-abandoned caves, to those rare few in the know of this legendary network, it provides an enormous aid in travelling rapidly between distant locations and even other world.

However this is just in this world, if you wish for the portal network to follow you to other world, with portals forming or having always existed in various obscure locations through the world(s) of you new jump, or alternative being provided with a schematic and Dummies Guide for Building your Own Portal Network, you need only pay the low, low cost of 400cp (discounted to no origin)



{As a visual aide for the appearance of an activated portal, behind Tal in the above picture}

Weapons and Armour

Weapons

You gain either a Sword, Gun, Magical Stave or a set of Claws for free depending on your origin. Assassins can gain any form of exotic or assassin related weapon they wish from implanted scythes and spikes to daggers, while Drop-ins can choose any weapon type available. It is this weapon that will be considered for the following section, if you wish to customise another weapon you will need to create/purchase or import it separately for 100cp each.

By default your weapon is a standard weapon of its kind, however it will fit either one of two categories, long-ranged or melee. You may choose one of the following categories for your weapon to fit. Imported weapons automatically count as whichever of the 0-200cp tiers best fits it, but be upgraded to a higher quality by purchasing the 300cp option.

Long-ranged weapons

0cp - Beginning Gun

Neither exceptionally good or bad for its kind, this long-ranged weapon is perhaps best for beginners. A solid example of its kind, but hardly something out of myth and legend.

100cp – Light Repeater

This long-ranged weapon is rather underwhelming in terms of the damage it can do, but it's blistering rate of fire and lack of any need for reloading makes it a wonderful spray-and-pray weapon. Where you are perhaps more concerned about dealing any damage at all, perhaps to a nimble enemy, rather than dealing a great deal at any one time, then this would be an ideal weapon.

200cp – Batholith Rocket Gun

Who needs subtlety? Just blows everything up and let Tetsu sort them out! With this weapon you can fire enormously powerful and destructive blasts of raw power that can explosively ruin the day of anything caught in your sights, or in their immediate vicinity. While this weapon does take a few critical seconds to reload after firing, it cannot be compared to any other option here for sheer ranged stopping power.

300cp – Night Launcher

You possess what is quite possibly the best and most balanced long-ranged weapon this world can offer. Fast-firing, dealing incredible damage and with little to no reloading, this is the apex of what a long-ranged fighter could ask for.

Melee Weapons

0cp - Beginning Blade

Neither exceptionally good or bad for its kind, this melee weapon is perhaps best for beginners. A solid example of its kind, but hardly something out of myth and legend.

100cp – Light and Quick

This weapon is quite possibly the lightest and fastest of its ilk. Wielding this you can push yourself to demonstrate a measure of speed that would perhaps be beyond you even if you were entirely unencumbered by a weapon at all. Just don't expect to do all that much damage, that said death by a thousand cuts is a pretty miserable way to go. Don't your enemies deserve that?

200cp – Heavy Blade

There is no denying that the heavier the weapon the more power can go behind the blows of the one wielding it. And this weapon is the epitome of that, in that its great weight can allow for blows strong enough to create very small localised earthquakes, while strangely enough being wielded as though it was much lighter, or perhaps the wielder is stronger than what would be the case normally. That said while the power behind this blade is undeniable, it can't help but be a bit sluggish.

300cp – Steady-Blade

There is no better blade to be found than this, with an edge sharper than you can imagine, balance that makes it a dream to wield and fitting so naturally that it feels like you were born holding it and born to wield it.

Weapon Upgrades

You may choose to upgrade your weapon in the following ways. Please note that free features are not mandatory and can be surrendered should you wish, but you gain nothing from doing so and cannot change your mind later.

Free rune Slots – All of the weapons offered here have some free built-in slots, determined by which kind of weapon you choose. Imported weapons begin with free slots based on which type they were imported as and most closely resemble.

Beginning Gun – 2 Square

Light Repeater – 1 Circle, 1 Square

Batholith Rocket Gun – 1 Circle, 1 Square

Night Launcher – 3 Circle Slots

Beginning Blade – 2 Square

Light and Quick - 1 Circle, 1 Square

Heavy Blade – 1 Circle, 1 Square

Staeey-Blade – 3 Circle Slots

Circle Rune Slots can be voluntarily degraded into Square Rune Slots. This is free, but a one-off and irreversible decision.

Additional Rune Slots

+50cp for an additional Square Slot

+100cp for an additional Circle Slot

Once a weapon has 3 Rune Slots, the cost for any additional Rune Slots doubles.

You may purchase a Rune from the following section and attach it to Rune Slot as a Fixed rune. This fuses the Rune to the item and makes it impossible to remove. Doing so grants a single discount for a single additional Rune Slot, where a Rune Slot discounted to less than 50cp becomes free or can allow for a fourth Rune slot to be purchased without the base cost being double. You can only fuse one Rune and Rune Slot per item and gain this benefit, although if you wish to fuse other pairs of Runes and Rune Slots anyway, you can, you just don't gain this benefit a second time.

Armour

Each Origin gains it's associated Armour for Free; Drop-ins can take any one set of Armour for free

Dress (Mage)

This set of armour is more magic than material, giving it's protection as a function of it changing and transforming the magic of the wearer into protective force as it radiates and passed from the wearer through the armour and to the world at large. The protection this Armour gives is strengthened by the potency of the Magic of the wearer. This outfit also has the benefit of making you appear distinctly 'magical' in the view of those who see you. Not necessarily more attractive, but clearly special and remarkable in a way that could invoke either awe or a sense of wonder in the viewer.

Shield (Engineer)

Rather than an armour as such, thee protection this outfit grants is from the shield generator integrated into it. As a function of science rather than magic, this protection this shield system offers is proportionate to the scientific knowledge and expertise of the Engineer you maintains it. You can alter the appearance of this outfit massively without effecting it's protective abilities, so long as the active components are left alone or compensated for if moved or changed.

Scale (Warrior)

Sleek and formfitting, this is an armour than not only leaves you unencumbered while remaining protected, the outfit actually boosts your speed and reaction time considerably beyond what it would be normally, keeping you safe by helping you dodge danger rather than tank damage. This outfit also accentuates your physicality and features making you more attractive to those who find such things appealing.

Plate (Knight)

This suite of Knightly armour may lack a helmet and maybe some other bits and pieces, but make no mistake, this armour can take one heck of a beating and keep you alive, intact and barely injured through otherwise certain death. This plate easily takes to any upgrades in improved material or protective magic, and so on, to the point where even an amateur blacksmith can improve the Plate without degrading it's quality even though it should normally be vastly beyond their abilities. As a bonus your armour can appear either extremely dangerous and intimidating or noble and elegant, influencing how others regard you, as either a protector or something to be protected from.

Dark Garb (Assassin)

You wear what appears on the face of it to be an eccentric and bizarre outfit, perhaps ridiculous, perhaps intimidating, either way whoever sees you will find your appearance off-putting. Your outfit protects you not through magic or technology or even through the strength of the material, but by how your unusual appearance plays upon the subconscious and ingrained instincts of your foes. A flash of a sash in motion can cause your opponent to stab there, but in reality you are here, just about to shove something spiky into something soft. Your enemies will find your movements not just

unpredictable but will falsely think they know what your movements will be and in following through shall leave opening you will be in a good position to take advantage of. At times your strange garb and it's bizarre hypnosis can make your opponents believe they are facing more than one of you. Over time your expertise in using this unusual type of outfit will grow and you can intuit ways to make small improvements both to it and to your fighting style in order to make it even more effective.

Upgrades

200cp - Two for One

Perhaps you find yourself fond of another type of Armour beyond what you get for free for your Origin. Should you wish to have two options combined then you may, for a price. You may repurchase this option multiple times past the first purchase for 100cp each time.

200cp – Armour Import

You may import any armour you have from a previous jump and merge it with a background appropriate armour option. This imported armour benefits from the Free runes as below and can also have additional runes purchased again as below.

Free Runes - All Armour have three Circular Rune Slots for free.

Additional Rune Slots - +200cp for each additional Circle Slot per Armour

Runes

Each weapon or armour has a certain capacity to take on Runes, through rune Slots, and in so doing gain various useful qualities. You are given a Scroll for free which details how to grant a Weapon or Armour, which does not already have any, Rune Slots, but you can only grant any one item a single Circular Slot or two Square Slots at most.

Imported weapons must have Rune Slots purchased for them, while Weapons from this Jump have Rune Slots, and perhaps Fixed Runes, already. Fixed Runes cannot be swapped out or replaced, while all other Runes can be.

Some Runes cannot be used in weapons and some other cannot be used in Armour, this is noted at the end of each rune description with a W to signify it can be used in a Weapon and an A to signify it can be used in Armour.

Runes and Rune Slots come in two forms, Square and Circular. The former is considered standard while the later is considered superior.

You may purchase a Rune and have it automatically and for free attached to an appropriate Rune Slot, or not if you wish, and will also be given a scroll detailing how the Rune is made and attached to a Weapon or Armour as a bonus.

Square Runes – 100cp each

Jagged Edge – This simple and basic yet indispensable Rune simply increases the amount of damage a weapon equipped with it can cause by an appreciable amount. W

Essence Gnawer – This rune is invaluable for those who rely on Skills, as with every wound an enemy suffers a tiny amount of Skill Points is generated for the wielder. W

Soul Seeker – Comparable to Jagged Edge, this Run while simple in function is considered by many to be essential, as it increased the weapons capacity to seek the weak points of enemies and deliver critical damage. W

Mana Spark – Sometimes the best approach is not to strength yourself but to weak your enemy, dragging them down to your level by force of arms. This Rune gives you the means to do that in that with every blow it has a small chance of stripping away some form of beneficial magic the target is benefitting from. W

Circular Runes – 200cp each

Vampire Fanged – Much like Essence Gnawer, this Rune focuses on harvesting power from your foes, but instead of generating Skill Point, this rune allows for you to heal yourself with some portion of the harm caused to an enemy. The more damage you deal, the more you heal. W

Combat Boost – Boost is a powerful magic while increases the beneficiary's ability to dish out damage while it is in effect, easily as much as twice that they could without the Boost. This Rune automatically provides the benefit of Boost at the start of any battle. Be careful not to let things drag out too long though as this Boost only lasts for so long. A

Combat Fortify – Must like the previous rune this rune auto-casts at the start of battle but what it provides is the protection of Protect. Under its protection the rune's user suffers far less actual harm compared to the damage being dished out by their enemies. A

Combat Regen – Once again, this Rune automatically casts at the start of Battle, providing Regeneration which will slowly restore any lost health while in combat. A

Combat Burn – This Rune works similarly to Mana Spark but is much more powerful in function. For every blow delivered by a weapon empowered by this Rune, there is a 50/50 chance that the enemy finds one of the beneficial magic it has on it being forcibly dispelled. W

Slow - This rune forces those afflicted by blows from a Weapon blessed by it to slow to a crawl, as though trying to swim through molasses and countering any magic for fast movement that the target possesses. If equipped on a piece of Armour it provides protection against anything that would seek to do the same to the wearer. W,A

Poison - A Weapon with this Rune has a chance to Poison an enemy, slowly bleeding them of health until they expire. While equipped to Armour, this rune acts as a bulwark against Poison of any kinds and only truly legendary Poisons have a chance of overcoming it's protection, even then it is still able to blunt and slowly weaken those Poisons into eventual harmlessness, assuming the wearer can survive that long, generating an immunity in the process. W,A

Curse – Cursed by this Rune, through a blow by a weapon empowered by it, leaves an enemy especially vulnerable to harm, taking twice as much as they otherwise would while the Curse is in effect. While attached to Armour this Rune guards against any magic that would reduce the durability of the wearer, even going so far as to bless your armour with protection against magic that would specifically attack it. W,A

Weaken – Weakened foes find that they can only deliver half the harm they would otherwise, after a blow from your Weaken rune empowered weapon. And while attached to your armour, this Rune perfectly guards against anything that would artificially reduce your combat prowess and ability to deal damage to your foes. It will even protect your weapon from being blunted or damaged by attacks or magic made to weak it. W,A

Potions

All origins have 300cp Free to spend in this section only.

All consumables are replaced in 24 hours.

Free - Bag of Ointments

This bag contains thirty ointment, a form of weak potion that can mildly restore health, Healing Ointment, or skill points Skill Ointment, to the person it is applied to. Reaching in to the bag you find whichever type of ointment you need at the time, but again there is only thirty on total in the bag. While not individually strong, these ointment can be very handy in a pinch, especially for those who may be personally weak enough that the mild effects of these ointments is proportionately quite profound.

100cp - Elixir and Tinctures

This bag contains three bottles. Healing Elixirs are a special potion that can heal the drinker of all lost health and Skill Tinctures are another type of potion that can restore the users Skill Points to their maximum. Reaching into this bag, you find whichever of the two you need at that moment, although again there are only three bottles to a bag. You may spend 200cp to increase the number of bottles by 3 per purchase, with any purchased upgrades improving the contents.

+200cp – Stardust vials and Amaranth Drinks - In the world of Sudeki, alchemy and potions have a strange quality at times, the power to benefit not just the drinker but those close to them, both physically and emotionally. You can now choose to replace your Healing Elixirs and Skill Tinctures with Stardust Vials and Amaranth Drinks. Stardust Vials heals you just as a Healing Elixir does, but it also heals up to three other people in your vicinity that your are emotionally close to and subconsciously choose to share the benefit of the Vials with. Amaranth Drinks are the same but for Skill Points.

+200cp - Miracle Potion – Miracle potions, miraculously restore the drinkers health and Skill Points to their maximum with a single dose. You may replace your Stardust Vials and Amaranth Drinks with Miracle Potions. Here you go, have your Miracle Potions just remember that these potions only benefit the drinker...

+200cp - Apotheosis drink – Unless of course you purchase this instead. The Apotheosis Drink has the even more miraculous power to fully restore all lost health and Skill Points to both the drinker and up to three others, following the normal rules. You may replace your Miracle Potions now with Apotheosis Drinks.

100cp - Panacea

This small sack contains three panaceas, special consumables that can cure what is known as 'status' conditions, such as poisoning or sleep. Each panacea only works on the person that consumes it and

they must consume the whole panacea for it to be effective. Emerald Panacea cure Poison, while Sapphire Panacea cures Slow and Blazing Panacea cures both Weaken and Curse. Reaching into this bag, you find that the panacea you remove it whichever of the three types you need at that moment, but again there are only three to a bag. You may spend 200cp to increase the number of Panacea by 3 per purchase, with any purchased upgrades improving them.

+200cp - Golden Panacea – Unlike its weaker relatives, the Golden Panacea can cure any and all status conditions, even those not native to Sudeki. Again however it can only affect the consumer who must eat all of it. This upgrades all three Panacea into Golden Panacea.

+200 - Aegis Drink – Allegedly made from refined Golden Panacea, this Aegis Drink provides the same benefit of Golden Panacea, liberating the drinker from any status effects they are labouring under while also healing them modestly. This upgrades all three Golden Panacea into Aegis Drinks.

+200 - Royal potion – The superior version of the Aegis Drink, this Royal Potion cures all that ails a person, healing them to full health, removing all status effects and even curing things wrong with the drinker that has never been encountered by any in all of Sudeki. Point being, if there is something wrong with someone, drinking this will fix them. Anything! This upgrades all three Aegis Drinks into Royal Potions.

400cp Nectar

Sometimes it is too late to reach someone in dire need of healing. Sometimes they are either too unconscious to cooperate with your treatment or you are just simply too late and they are no longer of the mortal coil. In either case, this jar of Nectar is just the ticket. By drinking it, the enormously potent rejuvenative magical power of the nectar radiates from you to as many as three people in your vicinity you subconsciously choose, restoring the recently deceased, restoring consciousness and even healing them by a far amount. This Nectar has no negative side-effects but can only restore those recently deceased and is only strong enough to restore those brought back from either death or unconsciousness to about a third of their full health.

+200cp - Holy nectar – This blessed and incredibly rare form of Nectar is exponentially more potent than normal Nectar, able to not only do everything normal Nectar can do but even to heal those effected to full health!

Orbs

Orbs are irreplaceable and impossible to reproduce by any means prior to Sparking. Once used, they are gone for good. You are gifted with a copy of each Orb you purchased and directions as to how to make more once you Spark.

Orbs, which come in 5 different types, are rare and useful items which bless those who use them with a noticeable flat increase in some personal aspect.

Orbs of Might increase a person's maximum Skill Points, an Orb of Power increases a person's personal power, while the Orb of Vigour strengthens the users life-force and physical resilience, its stronger sibling, the Orb of Sanctuary which grants the same but nearly thrice as much and finally the Orb of Wisdom which increases a person's Wisdom.

You can use multiple Orbs as each one provides a flat increase in some respect and they do stack.

You may choose to purchase an Orb of any type except for an Orb of Sanctuary for 100cp, while the Orb of Sanctuary costs 250cp. You may chose for any Orb other than Santuary and Vigor, pay 250cp and gain a greater version of the standard orb, thrice more potent.

You can also choose to purchase an Orb of Jumper for 200cp.

Define some roughly quantifiable JRPG-like trait about yourself, using the previous Orbs as a guideline, whichever trait you choose can now be increased through the use of this Orb by a single one-off increase of between 10-20% depending on how general or broadly applicable the trait is. Health or Skill Points would be increased by 10% while something more situational, like the damage you can deal to specific type of enemy, would be increased by 20%, for example.

You can only use one Orb of the Jumper for any one trait and you may only benefit from three Orbs of the Jumper in total, with other people working under the same limit.

You may purchase any Orb more than once, however every Orb is absolutely impossible to reproduce under any circumstances prior to gaining your Spark. Upon gaining your Spark you will be given a copy of any Orb you have purchased and had since consumed while being taught how to make copies.

You can give the Orbs you purchase (or post-spark, make) to others to use, but you can only benefit from Orbs you purchase or those you find in the world of Sudeki.

Companion

50cp – 200cp – Import

You can import any companion you wish for 50cp each, or all 8 for 200cp. Each can enter this world with any Origin, although please note that if they wish to enter this world as a Drop-in they must also select another Origin to give them discounts.

Each Companion gains 800cp to spent.

100cp – Canon Character

Think you can convince Buki to pick up her wrist-mounted blades and venture forth with you? Think you can get Ailish and Tal to stop giving one another cute looks to come along with your to smite evil or just have fun? Do you think you can intrigue Elco enough to bring himself and his wife Tilly, along with you on your journeys to expand your scientific knowledge? Heck, do you want to bring Telos along for the ride? If you want then, then so long as you can convince them, you may bring them with you as companions for 100cp each.

Tetsu and Heigou along with the Champion Spirits (Lebius, Mo, Kariston and Olivitess) are off limits. As is Kamo as he has his own special option below.

Each Companion gains 800cp to spent.

100cp – Shadow Self (Free for any non-Drop-in)

Meet your twin, a darker or lighter reflection of yourself. Initially they may take some issue with someone who looks like them, but you will both find yourselves growing closer and becoming as though like real siblings over time.

As a one-time and irreversible event, at any point in the future, your Shadow can merge with you. You both then become one person with the strengths of both and any weaknesses possessed by one ameliorated by the other, where only mutual weaknesses are retained at full strength. This will result in a cosmetic transformation as well that can also affect your outfit and weapon, oddly enough.

By default they begin in the opposite location you chose, if you start in Haskilia, they start in Akloria for example, however if you rolled a 5 and rolled on the opposite world table your Shadow will still begin in the opposite world from you but will have originated in the other, also should you have begun in the Land of Shadows, you may freely choose while world they began or decide randomly as you please. Bear in mind their starting location, or world of origin, will flavour their style, character and personality considerably, with people from Akloria being typically hardened, cynical and harsh where those in Haskilia are somewhat more naïve, kinder and optimistic.

100cp – Kamo and his Shop



This irritable and greedy fowl has decided there is great profit to be found in following you and letting you have access to his services. His shop, which will pop up in most towns and villages, each with their own Kamo (try not to think about it too much, he basically uses Portals where it makes sense and uses Fiat when it doesn't) as well as another in your Warehouse, are excellent places to go for early to mid level equipment and various sundries. Just don't expect it to be cheap though as Kamo will not offer any sort of discount to anyone, including you. Kamo retains access, somehow, to inventory from worlds you have been to previously, even those from before you met him. These items are effectively limited in stock as Kamo can't replenish them while those world are frozen until you complete your chain, so they are much more expensive than their normal price. Also, any attempts to rob Kamo or force him into selling cheaply to you will cause you to lose Kamo and his shops for good.

You can alternatively switch Kamo out with another Trader, such as Hambros, who just loves Scales or Jurgen who can't get enough of furs, whichever Trader you select has slightly worse wares but buys and sells certain types of item for more or are just plain better than what Kamo could offer on his own. Or for 100cp per Trader, you can take an additional trader either as a partner for Kamo or his replacement. These other traders otherwise operate under the same limits and the same way as described above as Kamo. (See Notes for a full list of Traders)

100cp – Pretty Princess Ghara-hime-chan

Who is the cutest little spider abomination and – OH MY GOD, GET IT OFF MY FACE. PERSONAL SPACE! PERSONAL SPACE! KILL IT WITH FIRE!!!!!!

..Hem, for those discerning Jumper who find spiders, especially ones that can grow from their current tiny palm-size stature to one large enough to tower over grown men, then here you go! One Ghara-chan to you to love! Please, take it. Hurry up, go on. You know you can't say no to that many puppy-dog eyes.

Drawbacks

Drawbacks are not capped. Go wild, you crazy kids.

100cp – Star of the Show

Depending on your chosen Origin you now either replace one of the Main protagonists or find yourself falling into their company. It is now up to you and other canon heroes to find and end the threat Talos represents and his mad efforts to bring forth the evil deity Heigou. However do not think a little meta-knowledge will be enough to trivialise this task, as not only will Talos have the entire Assassin perk tree and new formidable armour and weapons but will escalate as a threat to match what you can handle to the point where only with the aid of the others can you defeat him and end his scheming. There is more than one way to free Heigou and Talos has what it takes to find each and every one, with only you and your allies to frustrate his efforts.

100cp – Musical Chairs (Requires Star of the Show)

Perhaps you want something a little... different? Alright then, you now find yourself in a work where long ago the dreadful spiteful sibling of Tetsu was sealed away, and it was Tetsu's Champions who won the day! Three others and Heigou the Harmonious.

Together they banished Kariston the Dread Wolf or was it Oblivites the Iron-clawed Eagle, or perhaps Lebius the Despot Dragon or just maybe it was Mo the Demon Cat, whichever it was you now find yourself as one of the heroes or villains descended from this different world and must find yourself a way forward in this mixed-up world.

Beware, as you have switched things around, those meant to be heroes, usurped by you, can only now be the villain of this tale. Instead of Talos arriving from Akloria and slaying his Shadow, it shall now be Nico or Kazel or some other Aklorian that shall make the journey and become the monster of this new tale or perhaps their origins will be something stranger and more unexpected. Be warned that they will be just as dangerous as Talos, having access to their entire respective perk tree and formidable armour and equipment. While their powers and motivations may differ their mission is the same as Talos and they will be just as vicious and unrelenting in its pursuit.

100cp – Hei-go – You must remain in this world until Heigou is defeated. Once that happens you can choose at any point after that to treat the jump as over to a maximum of 10 years from your starting point.

100cp – Fear of dying – Some may say that death is natural, even beautiful. They are fools. Some may say that death in battlefield is glorious. They are ignorant. Death, real horrible repugnant death, is slow and cruel. It robs you of everything you once had, from the things you cherished most dearly

to the things you took for granted. It is a horror, an abomination, a destiny crueller and more inescapable than any other. But you must find a way to break these chains, to be free of death. Only then beyond its shadow can you breathe easily. And should you fail your fate will be the same as all the rest.

For the duration of the jump, you are obsessively driven to find a viable in-setting means for immortality. All out of setting immortality or one-ups will be suspended for the duration of the jump, both those you can use and any you can share or grant others. Your singular drive will make you do any number of horrible things in the name of not dying. Whether there is an in-setting means of immortality or not, who knows...

100cp – Clumsy Oaf

Grace is not your strong suite. You find that your general sense of agility, dexterity and grace is subpar by far. Be warned that while swing around your weapons, it would be best if your allies were far away as you could clip them by accident, and should you prefer a long-ranged weapon instead, your allies would be wise to keep out of your line-of-sight altogether as your aim is no longer quite good enough to be sure you won't accidentally hit them as well as the enemy.

In short, make no assumptions that your attacks will not harm an ally if they are even remotely in the way. Neither skills nor magic can avoid friendly fire.

100cp – Put Some More Clothes On!

For some odd reasons, your outfit barely covers what it should in a civilised, non-exhibitionist, world. No matter your occupation or what the outfit looks like before you wear it, once donned you can't help but look like you pole-dance for a living. And yes, this will leave you cold and uncomfortable despite any perks otherwise in this jump or others. Even if you normally like this type of clothing, you can't help but feel self-conscious and wishing you could wear something with a bit more coverage.

100cp – Hubris

You know with a bone-deep certainty that nothing you could possibly do can go wrong. Everything you do will always pan out exactly as you expect, and nothing you make could ever be used for nefarious means. You are in for a bad time. Not only is your ego large enough to leave you painfully short-sighted but this world will take a certain pleasure in deflating that ego, uncomfortably.

200cp – Heigou's Husbando / Wicked Waifu

You are now as devoted to releasing Heigou by whatever means as what Lord Telos was. You will lie, cheat and steal to make this happen. World ending and innocent people being massacred as a

means or side-effect will not move you at all. Heigou must be freed! Once that happens you can choose at any point after that to treat the jump as over to a maximum of 10 years from your starting point. Should you fail, despite your best efforts, you will simply move on after 10 years.

+200cp – Now you are not just devoted to releasing Heigou, you absolutely must do so successfully within ten years or you lose the jump and your chain. If taken with Levelling-up, then instead you gain 400cp.

+200cp – (Must have companions) Even your companions now stand against you. They are forewarned of your obsession and need to release Heigou and are well aware of your chances of doing so. They will actively oppose you, and while only your eight active companions can do anything substantial in the world, your inactive companions will shun you and aid them. Should you have less than 8 companions, those companions you do have will find comparable capable allies rapidly in this world who can aid them against you.

200cp – Levelling-up

You begin without any power ability or advantage from previous jumps. You retain memories but not skills. You can regain these skills and grow stronger in the ways this world allows through training, pushing your boundaries and with the things you bought in this jump. Your growth rate is roughly the same as Tal, Ailish, Elco and Buki and will need comparable time, effort and challenges to grow comparably as powerful as them. Naturally everything is restored to you post-jump, along with everything you have gained here. Should you have any companions then this drawback effects them as well but does not reward them with points.

+200cp Scattered Treasures – Everything you have purchased here is now scattered through this world, even perks reduced from abstractions to symbolic items, hidden in chests, secret rooms and rewarded to you through performing simple and slightly annoying quests. You still have the free perks from your build but your weapon is reduced to its beginning equivalent with all its Runes bar one Square Rune sealed and your Armour is restricted to once Circular Rune. You must quest and roam around this world, and perhaps it reflection and the world between in order to find all the pieces of your build. Should you have any companions then this drawback effects them as well but does not reward them with points.

200cp – Chain Quests

Sometimes in order to get something you want or need, you need to show some consideration to another and do them a small favour. Nothing wrong with that, right? But sometimes to do that favour you then need to do someone else a favour and in order to do that you need to do yet another favour for a third person, and so on. While thankfully rare without this drawback, now you find that every little thing you do oddly spirals out of control leading you to have to do between six to eight and sometimes more other things before you can finally get round to the getting the reward you were looking for the first task. To make things worse once a chain has begun you are committed to taking it all the way to conclusion. This drawback automatically lifts once you are ready to leave

but if there is any tasks not yet completed you must do so before you can move on, and you are given at most an extra year to complete these tasks, which will always be sufficient time so long as you actively work on them. Some saving graces here is that you do have some discretion over when you perform these tasks, with none being time sensitive even when it doesn't make much sense, and you do get rewards for these tasks.

200cp – Perpetually Late

Time-keeping is not your strong suite, you find yourself perpetually too late. Is there a meeting? You'll be the last there and by then it will already have started. Hope you didn't miss anything important. Someone about to trigger a massive machine that will open a portal to where God's evil twin is located? You won't be in time to stop the portal, but nothing stops you from jumping through and trying to beat up God's sinister sibling. All-in-all, don't expect to be early for anything even with the best planning, although with a great deal of effort you may just manage to be just shy of punctual, only a few seconds late rather than minutes or hours.

200cp – Give Me A Challenge

Not want an easy time of it, eh, Jumper? While curbstomps and cakewalks have their appeal I suppose they can get a little tiresome at times. While so be it, then. If you take this then the challenges and enemies you face in this world will scale with your power, so that they pose, relatively, as much of a threat as these threats would have had originally to Tal and crew.

One proviso, however, you can only take this if your general power-level is substantially greater than what is native to this world and also all your companions, and where relevant, your items, are capped to be unable to be stronger than you for the duration of your time here.

400cp – Madness

Madness is a terrible thing, afflicting otherwise rational people and turning them into things that lash out at a world they can no longer understand. That madness had driven the Aklorian military to invade Haskilia, had driven the great Queen Ghara to lash out at those who would have stood beside her against those who invaded her home. Now you find that you shall meet many in the throes of madness that shall tragically force you to fight them to the death. They will not surrender or submit. It's almost like they want to die.

400cp – Roll of the Dice

Ignore your original chosen location, instead you have arrived in this world, separated from all your companions, in either the Transentia Research Centre, should you have been bound to a location in

Haskilia, the Siren's Grotto if you were to go to Akloria or to a place deep in the Land of Shadows, perilously close to the resting place of Felix Lore if you were going to the Land of Shadows.

While the enormously powerful monsters that call these places home will not personally act to kill you unless actively provoked, you really should do everything in your power to get out as soon as you can. It will not be easy as you will face the various lesser monsters native to whichever of these places you find yourself in.

The challenges you face here will scales with you to keep you challenges and will escalate until you find your way out. Should your travels bring you back there one day you will find it as dangerous as they were for Tetsu's original champions, or it will remain scaled if you choose Give Me A Challenge.

Ending

Stay

Home

Move On



Notes

Traders

Hambos	Scales	+/-20% for items that have any connection to Scales – either being made of scales or have scales are part of the item – will occasionally have available for sale item with scales included with potent qualities relative to the setting he is in.
Jurgen	Furs	+/-20% for items that have any connection to Furs – either being made of fur or having fur as part of the item – will occasionally have available for sale item with fur included with potent qualities relative to the setting he is in.
Mandrik	Gems	+/-20% for items that are gemstones, crystals, pearls or similar – will occasionally have an item of this kind with extraordinary power available for sale, relative to the setting he is currently in.
Pitt	Spirit Orbs	In settings without Spirit Orbs, Pitt will purchase anything similar like lifeforce or soul gems for an appropriate price plus an extra 20% due to his fondness for things of that nature. Pitt can sell items that can work equally on spiritual bodies as well as living people as a special trait unique to things he has bought and then sold, be warned that selling then buying an item to give an item this quality is very, very expensive.
Letchki	N/A	While not having a favourite type of item, Letchki will gladly buy anything and will sell just about anything to a reasonable quality, unlike Kamo who generally focuses on items useful for combat such as consumables and weapons, as that is where the profit is. While he does not sell or buy anything at preferential traits and refuses anything stolen or below a certain value, he otherwise will buy or sell anything he can get his hands on.
Olaf	N/A	Like Letchki, Olaf has no particular preference for a type of item, unless you consider Quality to be a type of item. Olaf will buy items of high quality, already likely very expensive at an even greater price and sells items of very high quality at slightly discounted items. Problematically however such items can be difficult to get to sell and his stock of things to buy is similarly limited due to his high standards.

Ghara-chan, additional information



For those interested in taking Ghara-hime-chan, this is a picture of her mother Queen Ghara and what Ghara-hime-chan, should you choose to let her grow up can become.

She can birth various breeds of specialised spiders capable of various biological tricks, such as spitting potent glues and acids at enemies or having especially sharp and poisonous front legs.

Ghara-hime-chan and any of her brood are by default immune to any form of magical or supernatural power that Stuns, induces Sleep and any kind of poison, as per having the relevant Runes.

With Thanks

With thanks to the Sudeki Wiki - https://sudeki.fandom.com/wiki/Sudeki_Wiki_Homepage

And <http://games.angeleowyn.eu/index.php/sudeki-maps>

This would have been a lot more difficult without them.