

## A CA

## Jumpchain-compliant Persion One

Melcome to the kingdom of Nova! Long ago, Nova was a vast empire ruled by magic-wielders known as Lumens. The kings and queens of Nova were the most powerful Lumens known, and each of the Duchies was ruled by a skilled Lumen as well! One day, however, this magic backfired, attracting untold arcane disasters. In the end, all but a select few Lumens gave their lives fighting these catastrophes, and the great lines were broken.

Centuries later, the only recognized Lumens in high office are the royal family themselves and the Dukes of Ursul. The land is currently ruled by King-Dowager (and Duke of Caloris) Joslyn, and his daughter Elodie has just turned fourteen years old. This is where things get tricky.

You see, Jump-Chan wasn't exactly paying attention when she dropped you here, and you are now trapped in Princess Elodie's body! For the next forty weeks, you'll have to dodge every manner of doom the land can fling at that poor girl, and all with no powers, save your ability to make the right choices as the voice in her head that tells her which classes to attend each week. To worsen matters, you have a starting budget of...

Have fun, and remember – if Elodie dies, so do you.







Mastery of this skill will give Elodie absolute knowledge of her world's past, and make it ar easier to learn other histories as well. Its corresponding Outfit is a schoolteacher's dress, complete with glasses and quill. Intrigue — Consists of Internal Affairs, Foreign Intelligence, and Ciphering. Mastery of this kill will give Elodie the means to decipher almost any code or language, as well as an affinity for sniffing out scandals and secrets. Its corresponding Outfit consists of a catsuit and a

*1edicine – Consists of Herbs, Battlefield* Medicine, and Poison. Mastery of this skill will illnesses anywhere she goes, find useful herbs for mmon ailments, and counter or concoct potent poisons. Its corresponding Outfit is an old-style

Polearms. Mastery of this skill will mean that she has a master fencer's skill with the sword, an elite marksman's skill with the bow, and a Dwarf's skill Musketeer's tabard.

Athletics – Consists of Running, Climbing, and Swimming. Mastery of this skill will grant Elodie peak human abilities in these three mentioned feats of athleticism. Its corresponding Outfit is a gym class uniform, with matching headband and towel.

Animal Handling – Consists of Horses, Dogs, and Falcons. Mastery of this skill will allow Elodie to near-effortlessly care for and command these creatures, and will make taming other beasts much easier. Its corresponding Outfit is a jockey's uniform.

Faith – Consists of Meditation, Divination, and Lore. Mastery of this skill will allow Elodie to remain calm in crisis, interpret omens, and learn or interpret nearly any legend she comes across. Its corresponding Outfit is a priestess' gown.



Inattentive Princess [+100 CP] – While you'll still be telling Elodie which classes to attend, she'll only hear half of your suggestions. This will not affect her Masteries, but it will weaken other skills.

Servants In The Works [+100 CP] – Elodie's royal servants will make a mess of your plans every so often. This won't prove fatal, but it will prove annoying.

Impulsive [+100 CP] – You may end up not giving the best advice, as you will be tempted to suggest classes and weekend activities on a whim.

Bad Influence [+200 CP] – The poor princess will be tempted to make use of some of your worse mannerisms – nothing that couldn't still be cute, mind you, but nobles are particularly sensitive.

Bound [+200 CP, requires Setting Golems] – That stuffed animal you're in can't move without the Princess' help now. Oh dear...

Spoiled Princess [+200 CP] – Elodie will demand the utmost subservience from you at all times, even if you are incorporeal. Her demands will be a constant source of annoyance.

Infectious Haughtiness [+100 CP, Requires Spoiled Princess] – For as long as you're stuck with this bratty Elodie, you'll be just as insufferable as she is. This will obviously affect your decisions.

Sickly Princess [+200 CP] – Poor Elodie will be frequently (nonfatally) ill throughout the forty weeks. The disease itself won't kill her, mind you, but this will affect her physical abilities as if she were injured, and will make her more susceptible to poisoning.

Section 4: Drawbacks
Since you don't have a
starting budget, this is where
you'll need to snag your CP.
Each of the drawbacks below
will hinder you in some way.
You could darn well take all of
them if you want, if you
REALLY want the CP.



Share The Pain [+300 CP] – Any injury Elodie suffers, you feel as a sort of "soul pain."

Double Or Nothing [+100 CP, Requires Share The Pain] – You now feel double any pain that Elodie suffers.

The Power Of The Good Lady Compels You [+300 CP] – A small number of people throughout the castle know of your existence and believe that you are an evil spirit possessing her. They will attempt to exorcise you. A successful exorcism will eject you from the universe.

Unnerving Presence [+300 CP] – Those around Elodie can sense an unsettling aura about her of non-Lumen origin. This can range from creeping people out to downright terrifying them, and it will be much harder for her to make or keep friends, now that she exudes a supernatural compunction to flee. Oh, and this is your fault.

Stop Helping Me [+400 CP] – Four of your Companions from previous Jumps, thinking that Elodie has soulbound you to herself to steal your powers, have arrived to kill her, assuming that killing her will set you free, or at the very least avenge you. Oddly, this CAN be taken with Caretaker.

The Enemy Of My Enemy [+200 CP, requires Stop Helping Me] – Your four Companions will now have knowledge of the world surrounding Nova, and will ally with any nation or faction transpiring against the Princess.

God Save Us From The Queen [+400 CP, requires Lumen] – You appear to have landed in the wrong Princess Elodie, because this girl is evil. She knows a ritual that will let her seal your soul into another Lumen Crystal, then absorb it – and thus, you. If she succeeds, she will gain all of your powers, and skills from previous Jumps, and will use these powers to rule Nova (and the world!) as a tyrant. However, she also has no survival instincts whatsoever. Note that her ritual will take twenty weeks to complete and requires a very specific set of materials. If you can prevent

Elodie Whiplash [+200 CP, requires God Save Us From The Queen] – Elodie is now at least as savvy about survival as she would normally have been. Furthermore, if her ritual succeeds, she gains access to your Warehouse items (though not the Warehouse itself).

her from obtaining these on time, the ritual will

IT'S HAPPENING [+500 CP, requires Elodie Whiplash] – Oh dear Good Lady, why would you choose this!? Now the girl's an evil genius!

Moreover, if she succeeds in her ritual, copies your deal with Jump-Chan, allowing her to Jump. Said power will likely be used immediately.

Drawbacks (Continued)

The Grand Alliance [+400 CP] – Nova's neighbors on the continent are aware of your power, and seek to take it for their own. They have all allied to do this, and there is nothing Elodie or her father can do to stop the coming war. Their armies will arrive on the thirtieth week.

All Hail To Arisse [+200 CP, requires The Grand Alliance] – Arisse, the Duchess of Lillah, has launched an outright rebellion in support of the multinational alliance against the Novan royal family! The entire eastern half of Nova is now arrayed against you, in addition to the surrounding nations!

No Gods, No Queens, Only Man [+300 CP, requires All Hail To Arisse] – Arisse isn't the only one with the revolutionary spirit. In conjunction with her armies and those of the Grand Alliance, on the thirtieth week, the peasants all over Nova will rise up for one purpose – to see the Princess' head roll!

The Overlord Arrives [+400 CP, requires No Gods, No Queens, Only Man] – All of this anti-Elodie sentiment has attracted the attention of Togami, king of Shanjia. A powerful and unscrupulous Lumen himself, he also has command over vast armies and fleets! His wife Junko, though lacking magic, is no less vicious, and both will use every resource at their disposal to crush you. Nova will burn, but will you survive the flames? Oh, and Togami knows about your powers. All of them. Which means if Elodie uses any of them...

## Section 5: Che Knd

This Jump ends either in victory or defeat for you. Victory is attained by having Princess Elodie survive and be crowned Queen of Nova on her 15th birthday. Defeat is what results from any other outcome, or if you are somehow removed from her. No matter what happens, any Drawbacks you have are removed at the end of this Jump.

Defeat: There are two ways to be defeated – if Elodie is killed, or if she does not ascend to the throne. In either case as with other Gauntlets, you simply move on to the next world empty-handed.

Victory: Upon achieving victory, you will receive a number of boons. First among these boons is that you become corporeal again, and Elodie herself will instantly recognize you. The second of these is the Royal Aura of golden projection of dominating spirit that you can manifest. It will appear as a shining, gilded version of you in regal attire, prompts respect from those around you even when dormant, and when activated, compels the weak-willed to obey you. Elodie will also receive this. Furthermore, Princess Elodie herself will be available as a Companion. Finally, you will receive any skills that Elodie gained during the Jump.

Regardless of where you go from here, just as you were within Elodie's mind, a little piece of Nova will always be with you.

Long live the Queen!