



Wizards of Legend Jump
By ShapeAnon

Welcome jumper to Lanova, a city steeped in magic, home of the Council of Magic and host to the Chaos Trials. A regularly hosted competition where aspiring wizards brave the dungeons within, fighting valiantly for fun, profit, glory, and the chance to face the legendary Council. Now you jumper find yourself entwined in this City's yearly competition. Good luck.

And as a gift.
1000cp

Now seeing as location would be a token effort you will simply be handed a location and age based upon the origin you choose below.

Origin: If so desired feel free to attach any history you feel fitting for a background, or treat them as drop-in of different shade.

Visitor: You were honestly unrelated to the Trials in any way at first. Though an (un)lucky visit to a museum on its history changed that quite soon. Teleported into a house readied for you, basic gear and all.

Wizard: A willing challenger aspiring to beat the chaos trials. Waking up in bed on the day the trials begin, ready to compete.

Virtuoso: A craftsman by trade, specializing in the magical arts of Arcana creation and Relic crafting. A master of your trade you wake up with your head on your workshops desk, unfinished works around you.

Perks:

-Touch of Midas(100cp, Free for Visitor): Seriously you could drown in all the little coins you find laying around. For some reason items or things of very minor value are easy to find and while it will be worthless individually, enough saving and maybe you can get something worthwhile.

-Capitalism, ho!(200 cp, Discounted for Visitor): For some reason or another, you're not sure if selling in the middle of a dungeon is always the best idea but somehow convenient NPCs always seem to show up in the right areas, selling something in the general vein of what you want. While they may not have anything you can't normally buy from someone else it beats having to make a trek back to find someone. Why they choose to set up whatever trade you were looking for there they'll never say. "Business is business" as they say.

-Shock and Awe(400cp, discounted for Visitor): You find when fighting enemies luck seems to be on your side, to a notably skewed degree. You tend to land hits in weak spots or just the right way to do extra damage at least half the time, and in reverse their ability to accurately hit your weak spots diminishes greatly.

-With a little luck!(600cp, Discount for Visitor): Now you're just blessed aren't you? The winds of fortune seeming to be blowing on your side best they can. Material wealth is more common, both quality and quantity wise, stores tend to be selling what you need, weather hampers you less often... you get the idea. In effect if luck would play a factor in to something, barring special circumstances it'll be on your side. Just watch out for the jealous looks.

-Working in tandem (100cp, Free for Wizards): Synergy is the heart and soul of a wizards combat, arcana that naturally flow together or even making arcana that lead into the others or cover flaws. This mastery of combination is yours, allowing you to see potential chains of arcana, relics, and

whatever powers or items you have into a 'style'. Strengths, weaknesses, and ways to improve it, as long as you dedicate the time to test your powers you'll always be able to optimize their synergy..

-Wizened Wizard(200cp, discounted for wizards): As much as powerful arcana and fast reflexes are good for any aspiring wizard, a meticulous eye for detail is critical, and now that keen eye is yours, giving you that strong ability to assess an enemy or environment, and give you a general idea of its elements, strengths, and weaknesses as well as uses. Not infallible but handy

-Measured Pace(400cp, discounted for wizards): In the rush of battle it's easy to get swept up in the enemies pace and lose control. Whether it being stunned into inaction or driven into a reckless frenzy this will happen no longer. So long as you focus on the battle you can maintain your own 'tempo'. Allowing you a clear mind in the thick of battle no matter what. This doesn't guarantee you'll be able to react in time, but it certainly won't impair your ability to plan.

-Heart of the Arcane(600cp, discounted: Wizard): This is the power that flows through and around a wizard: using their arcana repeatedly to build a steady tempo in combat. This power can be drawn on and added to a signature spell, greatly amplifying it with power at its peak. Ultimately, this is something all wizards here learn to do.

But what about other worlds?

Elsewhere, this perk allows you to utilize spare power from rapid spellcasting and enhance your signature spell even further, to the point that other wizards' attempts pale in comparison. Be aware that this energy dissipates quickly, so haste is of the essence in its use.

-Arcane Artist (100cp, Free for Virtuoso)

Like paint on a canvas you have the artistic talent and magical puissance to make Arcana. Cards that one can activate to cast a single spell. At the start you'll only be able to manage the 5 elements of this world, and the Chaos element if you acquire it somehow. With time and study though one may be able to incorporate other spells and magic systems.

-Master of the Antiquated* (200cp, Discounted for Virtuoso)

Relics. Odd trinkets and baubles with focused but useful effects, whether longer laster summons, increased defenses, or finding more money laying around, whatever the case you find yourself able to make these varied but useful items. With the tools and materials you can take time to weave power around an item to give it an enchantment fitting with its theme.

ENHANCED! (400cp, Discounted for Virtuoso): Enhancement, a seemingly basic but undeniably useful aspect of Arcana. Upgrades and enhancements that provide minor alterations that improve a cards performance. Whether its making your aura release waves of power occasionally, or letting an attack fire more projectiles, the ability to customize and create Enhanced arcana are yours.

Capturing Chaos: (600cp, Discounted for Virtuoso.): Well beyond the works of mere master virtuoso, sitting at the pinnacle of Arcana as the rarest and most powerful. Chaos Arcana, arcana manipulating the raw magical energy for potent attacks. Through expenditure of great effort and months of time you can give birth to new Chaos Arcana, spells fit for even Legends like Asura himself, and spells that mark you as a Grandmaster Virtuoso, cut well above the rest.

Items:

A Starters Deck (Free): A basic deck made of 1 mobility card, 1 basic attack, 1 signature arcana, and 1 other arcana of any type. A decent start for an aspiring wizard.

Hope and Patience (Free): Any caster wouldn't be complete without his robes. One red and Blue, both enchanted to give you minor boons to carry you on your way and warded to avoid any unwanted clothing damage, even if lacking the protection of normal armor.

Golden Coin(100cp, Free for Visitor): A lucky trinket, squeezing the coin in your hand(Or the closest equivalent) seems to bring good fortune. Finding rare items more frequently and finding material wealth in general more common, small amounts of money included. It won't break bank but the frugal will find it appreciable.

Museum Ticket(200cp, Discounted for Visitor): It's common for visitors to new and exotic destinations to be lost. With this ticket by simply staring at it and following the tugging in your mind you will find an open and accepting place of learning. This place will be relatively safe if one doesn't offend them and give you the basics needed to understand where you are and how to communicate. Once per jump of course, these tickets do expire quite soon.

A Broken Watch(400cp, Discounted for Visitor). Is right twice a day. Sometimes in ways besides telling the time. This handy device is completely incapable of functioning as a watch, but what it *can* do is twice a day give you premonitions of how the near future will go for an action you may take. Based on our current want or goal it will return either a positive soft click you can always hear, a neutral silence, or a negative discordant twang warning you of how it would turn out.

Fortune's Favor(600cp, Discounted for Visitor): Every once in a while, despite its hopelessness, despite the unlikely odds, opportunity is still there. This is that opportunity, if there is a desperate situation where it seems there is no hope for success or survival then this small token can show you the way. Made by an unknown artisan for a mysterious muse this tiny bronze can be crushed once a jump, afterwards it seems as if fate conspires to give you an opportunity to push forward with the way ahead growing more difficult the more impossible the odds are but the way will be there. After all she favors the brave doesn't she?

Friendly Furnishings(100cp, Free for Wizards): Yes it comes with brooms and dusters that clean for you but more importantly four invaluable allies to your journey. A talking tome who can hold any

and all arcane knowledge needed, a very cheerful chest mimic who can store as many relics and weapons as need be, an armoire with as much closet space as you'll ever need literally infinite, and a magical mirror who can let you relive and examine your memories.

Compleat Wardrobe (200cp, Discounted for Wizards): A lump sum deal giving you all of the outfits designed by the wonderful Savile as well as any and all other designs he may create in the future. As an added bonus he will give you the "Savile Special" or remove it as you wish. Warning that it overwrites any other outfits buffs.

Armory Overflowing (400cp, Discounted for Wizards): A complete collection of every relic sold in the Market by the wonderful assortment of Artisans. From Yuna's storybook to the dark katana, this honestly excessive quantity of relics can be yours. Including any future ones they may produce.

Arcanists Library (400/600cp, Discounted for Wizards): Curious, a full set of arcana for each elemental type. Giving you access to an envious number of spells. From the untouchable movement of Wind Zephyr to the blinding fury of Shock Assault but maybe that isn't enough. Of course for a slight surcharge we can include the vaunted chaos arcana in this set, just don't ask how we got it.

Beautiful Brushes(100cp, Free for Virtuoso): A veritable necessity for any worthwhile artist. These brushes and canvases will never fray, never wear down, and can paint any liquid that you can dip them into. While not promising any protection for yourself you won't be worrying about wearing down your brushes with more exotic components

Master's Eye(200cp, Discounted for Virtuoso): A pair of lenses that, besides magnifying your view, also allow you a preternatural sense for the flow of magic and for the learned, the potential to discern its purpose and function. Useful for those who want more finesse in the creation of their relics.

Wondrous Workshop(400cp, Discounted for Virtuoso): Something you don't see often. This mystical place is a transforming workshop. Its purpose allowing you to practice any mundane craft with all the tools you could need though not materials. As well as giving you the perfect place to birth new relics and arcana. Filled with shelves and chests to carefully store them all. This high quality transforming workshop shall follow you to future jumps, either in your warehouse or a place of your choosing upon entry.

Liquid Chaos(600cp, Discounted for Virtuoso): Where....where did you get this? As Chaos Arcana channel raw magical energies for their great power you have somehow managed to come upon such energy in liquid form. A potent tool for the creation of arcana or any other endeavors of magical creation. Just be careful alright? Great power and great responsibility as they say.

Friendship Bracelets (200cp): How nice. A pair of golden bracelets with ruby hearts inlaid. But it's more than a statement if friendship or a fashion piece. When worn by two people bearing what would be called a "Friendship" then they will find that their speed, power, and ability to work

together increase. Maybe it's that "Power of Friendship."

Companions:

Import (50): As a matter of course you may bring one companion per purchase with you to a maximum of 4 giving them a 300 cp stipend to spend among their options.

A True Friend! (300cp): One who'll stick by through thick and thin. You jumper have found a friend, someone who will see eye to eye with you...almost. Expect the odd banter or occasional rib but their personality and yours will be in sync no matter when and where. Best friends forever one could say.

Council Member* (400cp): This gives you a once in a lifetime opportunity. Having talked with the Council of Magic if you can convince them, either on or off the field of battle to join you in your adventures you may take them with you to. No questions asked. Councilmen have the 100c

Sura*(600cp, Discounted with drawback "Jumper of Legends."): The man himself. Head of the Council of Magic, Wielder of the Chaos arcana, Master Sura. Normally content to lead the chaos trials and test young wizards you have been given a chance to impress him. Regardless of how should you succeed then he will join you on your adventure as a chance to stretch his legs giving you one of the best wizards in Lanova as a companion on your journey.

Drawbacks:

You may take up to 600cp in drawbacks.

Empty Pots (+100): Literally or metaphorically. It seems the odds just aren't in your favor. Whether inspiration rarely strikes you or the luck of the draw isn't on your side you'll find relying on chance an inconvenience you can't afford.

Stingy Shopkeepers (+100): Lanova is also home to rich commerce centered around its arts and relics, commerce that seems almost malicious to you. Shopkeepers seem to charge higher than reasonable costs. Whether it be arcana, the reagents and supernatural paints of a virtuoso, or even just a new robe. Expect empty wallets any time you go shopping.

Impatient (+200): Well that's a nasty habit to have. You seem unable to wait. Whether it be rushing headlong into a fight, or headlong into a project, you're prone to acting first and thinking later with safety taking the back end.

Perfectionist (+200): You're seemingly the obsessive sort. Unable to leave well enough alone. Whether it's shaving that extra second off that run for a "perfect time" or getting the brush stroke "Just right" you can't seem to accept your performance unless it meets your worryingly high standards. Please try not to overdo it.

Due Debts(+300): Unpleasant but you seem to owe someone. Their character I won't be the judge on but the debt is there and they will expect payments regularly. Expect not to hold on to all of those hard earned chaos gems so easily.

No Holds Barred (+400): Looks like the citizens of Lanova are in a competitive spirit. For aspiring trial takers it seems the council members go all out from the very start, and the monsters littering it are more powerful with more complex fighting styles. For those trying to ply their trade they find rival and competitor creating their works as best as humanly possible. Try not to get left in. The dust!

Jumper of Legends(+600): Now it seems like the residents have taken your talented and odd arrival as a challenge, rising to match. It seems regardless of how many tricks you have the citizens will grow in lock step. Virtuoso will birth new and powerful relics to match any you make, the dungeon and the council growing more complex and powerful. All culminating in showdowns with Master Sura, who will eventually grow to match then surpass you in raw power. No matter what you do you will face your own "Trials" whether in or out of the dungeon. Overcome them Jumper of Legends.

Notes:

*On crafting: So for relics and arcana there tends to be a sort of general power level they stick too. Relics that do flat damage buffs across the board are slight buffs, with more narrow focuses giving more power, things that ward off death need time to recharge, etc. The only real way to beat out the balancing factor is "Cursed" relics which have some ironic twist based on the boon it gives.

Meanwhile stronger/flexible arcana tend to have longer cooldowns Fanwank responsibly.

-If your power ceiling in general for magic and crafting go up the limits for your arcana and relics go up with it. If you can casually toss building destroying fireballs then that would have the cooldown of an arcana of casual power, etc, etc.

*The Council members effectively have the full suite of their elemental arcana and the full wizard tree but expect any learning or casting of elements outside their focus to be outside their aptitude. Whether that be potential wise or just skill and ease of use

*Sura as a Master of the Council more or less has Proficient skill using any of the elements alongside their chaos arcana so they get around this. As well as having access to the full wizard tree and all the arcana.

[-Relics](#) as an example on their base power scaling

[-Arcana](#)

*On free casting. Assume any background has the aptitude to learn it.

Change Log

-1.0: Actually finished the jump

Shout out to friends and the jumpchain community for both letting me pursue this and giving me any advice or encouragement. Hope you enjoy.