

Lufia 2 Jumpchain

Welcome to the world of Lufia. This world is one of magic and monsters, a typical fantasy world where medieval kingdoms survive in spite of an uprising in monster aggression. Ill fortune blows on the wind as heroes protect their kingdoms from the threat. A greater threat comes to threaten these lands, one you'll likely be tangled in one way or another, Jumper.

Have 1000 choice points as you explore this world, Jumper. This will not be a safe journey, so be prepared.

This jump assumes you've played Lufia 2, as well as that you understand its plot and game mechanics. You'll have some difficulties if you haven't.

At times this jump references 'abilities' in the context of Lufia 2. In those cases, it refers to the game's statistics, such as strength, agility and intelligence. A full analysis of what Lufia 2's abilities cover can be found in the notes at the end of this document. In other words it's video game stats.

Age and Sex

Choose any age from 18-50 and between male and female freely.

Origin

All origins start on the day Maxim's journey begins and he meets Iris. Location varies from origin to origin.

Drop In (+800)

You appear just outside of Sundletan. You have no history in this world so you are on your own. There are no drop in perks or items, instead you get an extra 800 point stipend to spend. No perks or items means no discounts, so you'll need these points. This isn't a drawback and doesn't count against the point limit for drawbacks.

Hero (Free)

You are a kingdom or town's champion. You're a natural monster hunter and you always end up in fights, like it's meant to be. You're well regarded as a hero in your hometown and perhaps spoken of in nearby regions. The exact town, kingdom and area you end up in is yours to choose within the areas Lufia 2 takes place in. If you choose a town or kingdom where a canon character lives, you'll know them and have a good deal of experience with them. You may be friends, rivals or even enemies. That's up to you and the personalities involved.

Mystic (Free)

What are you, Jumper? A wise-woman who travels the world or an elf who knows far more about energy waves and spirituality than a human? Something different? Regardless, you are as powerful as a hero but are focused on energy waves and matters mystical. Your location depends on what your exact background is, which is yours to choose, but must be within the area Lufia 2 takes place in.

Sinistral (200)

Then there were five. You are a fifth Sinistral, an evil god sent by Arek the Absolute to test humanity. You have great power but a grave task before you, one that will determine the future of mankind. You must take The Test drawback if you choose this origin. You start before Arek the Absolute as he issues you his first command.

Perks

All perks are 50% off for their origin and the 100 point perk is free. General perks are not discounted unless noted otherwise.

General Perks

RPG Logic (Free, this jump only)

It sucks to chain fail due to instant death or a plot battle. Jumpchain's not normally like a video game where you can die and pop up the next round when a resurrection spell is cast on you. So for this jump only, let's change the rules. Should you be slain in battle your chain doesn't end. You can instead be resurrected with the right item or spell. This also covers any plot battles that you are mandated to lose but survive, such as the first encounter with Gades. No need to worry about instant death magic being a chain fail if one gets through now, so long as your allies can finish the fight.

There's one limitation to this. Get your entire party wiped out and it's all over for you. A game over is a game over. So make sure your allies are strong.

This perk doesn't protect you from out of battle deaths and general stupidity.

Energy Waves (100, free hero and mystic)

Your energy waves are far stronger than a normal human's. They flow strongly as Guy or Selan's. This allows you to stand against the Sinistrals rather than cower in paralyzed terror, as well as allows the possibility that you could defeat one in battle. In time you can learn to sense the energy and auras of other beings, as well use your own as a weapon, though this takes much experience and practice.

Great Energy Waves (400, discount power of maxim, free sinistral)

Your energy waves are incredibly pure and strong, a match for even a Sinistral's energy waves. Your energy flows as strongly as Maxim's or a Sinistral's. You will find it much easier to sense energy and auras once you learn how to. In time you will learn how to project your energy out in a wave, one able to battle the energy waves of other powerful beings. Your energy is sufficient to make Dual Blade ring, which means you could wield the legendary weapon if you chose to.

This perk replaces Energy Waves, the two perks do not stack.

Hero Perks

Natural Warrior (100)

You know how to fight. You always have and always will, it's in your blood. Combat is the easiest thing in the world for you. You don't freeze up and you always keep your head in battle, and in fact feel at home in combat. You're naturally skilled with an array of weapons and have your own unique combat style, the details of which are left to you. Your abilities are higher than a normal person's and you'll find these abilities improve through battle. In time you will completely overshadow all but the greatest heroes and the Sinistrals themselves. Bear in mind you will eventually hit a cap, as all the heroes in this world can potentially hit.

Your exact growth depends on your chosen combat style. Someone who uses lighter armor and prefers magic to weapons will advance more like a mage, while someone who focuses on heavy weapons and armor will improve like a warrior. The more you spread your focus, the more evened out your growth tends to be. Note that this perk doesn't grant you spells regardless of your choice, see the Spellcasting perk in mystic perks if you want that.

Heroic Resolve (200)

When the going gets rough, you know how to man up and deal with the problem. No matter how bad things get and how dire the situation is, you'll always keep the resolve to fight on. Your heroic will to resist never fails, which lets you fight up to the bitter end without hesitation. This in no way prevents you from a retreat or surrender if you choose to, only that your resolve won't break if you wish to fight on.

Monstrous Bounty (200)

Most heroes earn their gold as monster hunters. They get paid for the monsters they slay and bring back to town. You can now bring slain monsters back to civilization and collect bounties on them, just like Maxim does. You'll instinctively know how much a given monster is worth and the best way you can get it back to town, too.

You'll find this talent extends to other worlds beyond this jump. Whatever you bring in has to be considered a monster, but you'll still be paid a worthwhile bounty, even if such never happens otherwise. No one will find this unusual. You can go into any store and do this, even one that never otherwise buys things from customers.

Genius (400)

Good news, you now grasp technology as keenly as Lexis does. You can make technology centuries beyond whatever technology you have to work with. You can make a boat that turns into a submarine and airship with 15th century technology, and faster than light space ships, teleporters and stasis pods with modern technology. Somehow you make it work through sheer inventiveness. You may need to gather special materials to do it, but it's not a question of if, it's a question of how.

Puzzle Solver (400)

No one knows why dungeons are filled with puzzles, but they are. Any hero worth their salt learns to be a master puzzler, but you can skip this step altogether and become an instant master. You are now incredibly talented at puzzles of all kinds, able to finish them in a bare fraction of the time anyone else would. If a puzzle would take a normal person an hour to figure out? You'd have that puzzle done in 30 seconds flat. You naturally find yourself on the right track to the solution. You avoid dead ends and grasp the true nature of puzzles right away, even the toughest puzzle in the world of Lufia won't do more than slow you down just a little bit.

Heroic Potential (600)

Each hero in the world of Lufia has a particular strong point. You now share this same benefit. Choose one of the abilities in Lufia 2, such as strength or agility. You gain a large increase to that ability and your growth with that ability likewise gains a large improvement. Further, that ability is now uncapped. While you will eventually cease to progress in other abilities, this ability has no limit and will rise forever. You can always safely handle the power you gain from that ability.

You can purchase this perk more than once. Choose a different ability each time.

Power of Maxim (600)

Many look down on jacks of all trades as masters of none, but that isn't true. You instead find you are well rounded in everything, because all of your abilities are no worse than 70% of your strongest ability. For example, a man who is about as strong as peak human can be is also respectably agile, smart and tough at a minimum, no matter how untalented they'd be normally. In essence, this saves you from any true weak points, so long as your best ability is strong.

This perk allows you to purchase the Great Energy Waves perk at a discount.

Mystic Perks

Spellcasting (100)

You're blessed with the ability to learn magic as well as the magical capacity to cast spells. All it takes is an able teacher and enough money to pay for lessons. You can learn to cast any spell normally available in the world of Lufia. To begin with you can cast a handful of minor spells before you run out of magical energy. With experience and practice in battle, this will rise dramatically, able to cast powerful spells dozens of times before being exhausted, and lesser spells hundreds of times.

This perk includes a single minor spell of your choice, such as Strong, Spark or Drowsy.

Energy Sense (200)

You can sense the energy waves of other beings as well as see their auras. This provides a general idea of how strong they are and their emotional state. Additionally, a person's energy is unique, which allows you to identify a person by their energy waves once you've sensed their energy waves before. This also allows you to sense powerful creatures as they approach due to their strong energy.

This ability works by sight, except for the ability to sense powerful creatures as they approach. This ranges to several dozen feet for a strong monster to several miles in the case of a Sinistral or other being with strong energy waves.

Improved Senses (200)

Like a certain elf who just happens to overhear things, your senses are excellent. All five of them are well above human average and will never degrade. You are in tune with the world and naturally perceive farther and deeper than most others. Not much will get past your senses.

Energy Lore (400)

Ah, now you get it. This perk grants you a great deal of knowledge in regards to how energy waves and spirituality works in this world. You'll know what to do, what to avoid and how to do all sorts of little tricks with your energy waves. This will make the development of any other abilities related to your energy waves far faster, as you know what to do already.

Beyond this jump, this ability applies to other types of spiritual energy that you may acquire.

IP (400)

Curiously, the warriors of this world have learned a powerful trick: The ability to unleash the inherent magic in their equipment. This is unlocked by their rage and pain in battle. You gain the ability to use these powers as well. As you are injured, your suffering and your fury mount up until you unleash it in a deadly attack. The attack depends on the weapon or piece of equipment you use, but is generally more powerful than a normal attack.

Weapons and equipment from outside of this world produce IP abilities when you wield them. These vary and aren't always useful, but in general, the stronger the equipment, the stronger the IP. Powerful and legendary equipment or weapons can have truly incredible IPs to unleash. Generally, the more powerful the IP, the more rage and pain that have to be stored up to unleash them.

Innate Magic (600)

This isn't how things work in Lufia 2. You're a century early for this sort of power. Still, if this is your wish, it's yours. You now naturally and spontaneously learn new spells from the world of Lufia as you grow stronger. This begins with simple magic and unlocks stronger magic as you grow more powerful. You can still purchase spells to learn if you have the Spellcasting perk. While normally you won't grow beyond the strongest spells available to the heroes of Lufia, should you find a way to grow stronger than this world's limits, you may uncover new and more powerful magic from this perk.

Priest (600)

You are one. Well, you have the powers of one, anyway. You can lay various blessings and benedictions that have several effects. You can cure others of poison, lift curses and remove cursed equipment as well as raise the recently deceased. You'll find it easy to figure out other rituals that cure other problems that may not exist in this world, such as petrification.

When on holy ground your powers rise exponentially. You could summon the power to ward away and banish a Sinistral in such a place. Be wary however, as to summon this much power may prove lethal to you. The power this perk offers is vast and not lightly dismissed, but best be careful with it.

Sinistral Perks

Divine Body (0, sinistral only, mandatory sinistral)

You are forged into a divine body, one vastly superior to that of a human's. You are far taller than a typical mortal and loom over them. Your appearance is yours to choose as you like as long it is essentially human. You are ageless and always in your prime, you need not fear time's ravages. Your mind is likewise fortified to endure eternity without issue. Your appearance is remarkable to humans and will make massive impressions on them before you even say a word.

Divine Power (0, sinistral only, mandatory sinistral)

As a Sinistral you have vast power, enough to crush humans and monsters alike beneath you. Your abilities are far above a typical human's. You have the ability to cast magic and know the greatest spells such as Firebird, Thunder, Champion and Zap, as well as lesser ones that suit you. Additionally you have a unique attack such as the Dark Fry spell Erim and Daos know, or the Galactic Lancer attack Amon prefers. The details of this attack are left to you to decide but should fit your nature as a Sinistral.

In combat no human could hope to stand against you, save perhaps the strongest heroes with energy waves far above those of normal humans.

Divine Spirit (0, sinistral only, mandatory sinistral)

The Sinistrals are evil gods who represent the darker aspects of humanity. Of the original four, Gades represents destruction, Amon represents chaos, Erim represents death and Daos represents terror. As another Sinistral you must choose a similar aspect to represent. Will it be disease, famine, despair, pain or something else? No matter what you choose you are now a god who represents that. This aspect resonates within you and influences your personality. This is no small thing so choose wisely.

This will change you, as you have chosen to be a god over the darker aspects of humanity. While it won't make a saint into a pitch black monster, it will make them a darker shade of gray. At best, a good person may end up like Erim, a Sinistral who could come to see the good in humanity and sacrifice herself for someone she loves.

This also makes you weak to holy energies, which deal double damage to you.

Your chosen aspect's influence over your personality ends once this jump ends, as does the weakness to holy energies. Until that time you're stuck with it.

Power Aura (200)

Your energy waves are mighty and cloak you in an aura of power. Normal people and creatures weaker than you will be awed and overwhelmed in your presence. The truly over matched will be unable to move or defend themselves against you. Further, this aura radiates emotions that match what you are. A good and kind man would radiate an aura of peace while a Sinistral would radiate an aura of evil and malice.

This perk is worthless without the Energy Waves or Great Energy Waves perk, or unless you have extremely strong spiritual energy from another source.

Power Wave (200)

The ability to unleash your energy as a weapon is a difficult one, primarily used by the Sinistrals to do battle. This unleashes a blast of powerful energy that devastates all enemies around you. The exact form of this ability varies from person to person. The energy waves of Gades merely cause physical harm while the energy waves of Erim can slay a creature instantly. As appropriate to you, your energy waves may cause a secondary effect beyond harm. What this is varies and should match who you are on a fundamental level.

It's also possible to use this power over a large area, enough to destroy a town, castle or city. This usage won't do much to harm those strong enough to directly oppose you, but weaker creatures and objects will be destroyed.

This perk is worthless without the Energy Waves or Great Energy Waves perk, or unless you have extremely strong spiritual energy from another source. The stronger your energy waves or spiritual energy are, the more harm your energy waves cause.

Human Guise (400)

You gain the ability to take human form. You can freely choose the details each time. Height, weight, sex, hair and apparent age and more can be adjusted at will. In this form no one will be able to tell you are a Sinistral from their eyes alone. However, this does nothing to disguise your energy waves, so the spiritually aware may sense your powerful energy waves.

Monster Summons (400)

The monsters of the world obey the Sinistrals and in fact have become far more aggressive thanks to their presence. You have the right to summon such monsters at your whim. You can summon groups of up to four monsters at a time. These can be any monsters you wish except for monsters exclusive to the Ancient Cave. The monsters will obey your commands and vanish if slain. You can use this ability as much as you like, but each summon consumes some magical energy.

Ball of Light (600)

Your body is but a temple to contain your divine energy, and you need not stay within it all the time. You gain the ability to take the form of a large sphere of energy. The color and size depend on the strength of your energy waves, as a normal person would make a small, tennis ball sized shape and a Sinistral's energy waves are strong enough to make a sphere larger than a human.

In this form you're impervious to direct harm with only a few exceptions: the energy waves of others, abilities that can explicitly affect souls, strong spiritual powers or attacks from the Dual Blade. You can fly at a little over 100 miles per hour, doing so is effortless. You are not able to make physical attacks in this form, but you can cast spells as well as use your energy waves (such as with the power wave perk).

Mistress Of Death (600)

This is normally the exclusive power of Erim, Sinistral of Death. The ability to defy death itself, at least for your allies. Your allies will resurrect themselves over time if slain. This takes approximately a year to do so, but can become a matter of hours or minutes if you spend a sufficiently large amount of magical energy. This perk can cover a maximum of four allies at any single time. Who you consider an ally and protect with this perk is up to you.

Also, once per jump, this power can instantly resurrect you and prevent a chain fail. This restores you to full health and magical power.

Items

All items are 50% off for their origin and the 100 point item is free.

General Items

Beginner's Gear (Free)

This basic equipment package is a small knife, clothes, 10 potions and 100 gold coins. This is complementary to you as well as any companions who participate in the jump.

Money (100)

Sure, have 100,000 gold. Do what you will with it.

Capsule Monsters (100/200)

Want one of the capsule monsters from Lufia 2? Here you go. 100 points gets your choice of any one you want. They come at level 1 and in their first form. They'll be instinctively loyal to you and your companions and follow direction without fail. No matter how badly they are beaten up or even killed in a fight, they pop up for the next one in perfect health. As a special bonus, in future jumps you'll find they can discover new forms once they reach their final form, so that they don't fall behind.

For 200 points, you get all 7 capsule monsters. Everything from above applies to them, and there's more. You get a collection of one each of the various special fruits: Secret, Earth, Wind, Charm, Dark, Flame, Holy and Magic fruits. These fruits replenish monthly.

Dual Blade (400)

Dual Blade. The weapon rumored to be able to slay the Sinistrals. This blade only rings for those with extraordinarily strong energy waves such as Maxim or someone with the Great Energy Waves perk. When such a person stands before Dual Blade, it rings from the resonance of that person and Dual Blade's energy waves. Only those who make Dual Blade ring can wield this blade. Any other will find it will not serve them, they cannot wield it in battle.

You gain many benefits when you wield Dual Blade. First, Dual Blade is an exceptionally strong sword filled with holy energy. When you wield it, it can injure and slay deities as well as similar creatures normally beyond harm. Your energy waves resonate with Dual Blade's, which fully restores your IP and the IP of any allies (assuming any of you can use IP) at the start of a battle. Dual Blade's IP is Wave Motion, which fully heals you and restores your mystical energies completely, as well as doubles all of your abilities for the duration of the battle.

Finally, your ability to use, sense and control energy waves is increased as long as you hold Dual Blade. This starts as a modest increase but rises higher with time and practice. This can amplify your energy waves several times over once you become skilled with it. Additionally, you can draw on Dual Blade's strength to unleash your energy waves with double power on top of the normal bonuses of Dual Blade. This can be done even if your energy is exhausted, though doing so can cost you your life.

This copy of Dual Blade cannot be destroyed or damaged. If lost, it reappears in your warehouse in one day. This copy of Dual Blade won't vanish or leave of its own will. You can import Dual Blade's powers into another sword if you like.

Hero Items

Stat Potion (100)

This is one stat boost potion of your choice. It can be a life potion, spell potion, power potion, speed potion, mind potion or brave. This is a little taste of the power a hero needs, so enjoy it. No refills so one potion is all you get.

Forfeit Island (200)

This island appears in an out of the way corner of the world. On it is a quiet village that changes to fit into whatever world you're in. This comes with all the expected things a village would have as well as a few special services. No matter the world the residents welcome you warmly and treat you well.

The first special feature is a pawn shop that sells everything that you've sold in previous jumps. While items you have already regained are exempt from this so you can't clone items, anything else you've sold is available. The price is double what you sold it for. Don't worry, other people won't buy your things and the shop's theft proof.

The other special feature is a large underground casino. It's filled with an array of games of chance. It's always busy and full of good energy, plus has free drinks served by pretty girls in bunny costumes. You can only gamble with special chips you can purchase here. While you can't convert any chips back to money, you can trade them in for prizes. These prizes are rare and obscure things, often useful or luxurious. The items change each jump and fit that jump.

This island can be made a warehouse attachment for a jump if you prefer not to have it be part of the world. It's your choice every jump.

Tia's Shop (400)

What's this? A copy of Tia's shop has attached itself to your warehouse. In this she'll sell weapons, armor and items from the world of Lufia. Her exact wares match how powerful you are and are priced appropriately. This can range from small knives and clothes to the best equipment from the Ancient Cave. If you gain more power than the world of Lufia normally allows, she'll stock new equipment that's strong enough to match you, though this takes time.

As you progress to new jumps, Tia's inventory will expand with Lufia styled versions on that world's equipment. For example, if you went to Final Fantasy 7, she might sell a Buster Sword with an IP attack or a Mako Jewel that increases magical ability and magic resistance.

Tia's shop inventory never loses selections, only gains new ones when you go to new jumps or become more powerful.

Tia is friendly and sociable but won't help you beyond this shop. In the event Tia is currently in the party in jump or you bring Tia along as a companion, the shop is instead run by a generic friend of hers who is under the same restrictions instead.

Ancient Cave (600)

The Ancient Cave is a 99 floor dungeon that changes each time you enter, while at the same time you're sent down to level 1 when you enter it. You have to gather equipment, fight monsters and survive until the end. You get a copy of the cave added to your warehouse as well as a side room to store any Iris Treasures you bring out. It works identically to Grubrik's Ancient Cave with a few notable exceptions.

Death in this cave does not end your chain. Instead, your defeated party appears at the exit of the cave, alive and well, but shorn of any blue chest equipment brought into it. When you enter the cave, not only do you go to level 1, but you lose access to all perks, items and abilities save for your body mod. You regain them when you leave the cave. The three chests behind the Ancient Key locked door have the same items as in Grubrik's cave. You can open this door with the Ancient Key from the Master or by any other means you have to open the door.

Once you defeat the Master at the bottom of the Ancient Cave and gather all ten Iris Treasures, you unlock a special cave mode. This mode mixes in monsters, spells, items and abilities from across your chain. Blue chest items likewise adjust to fit this, so expect new and stronger blue chest items as well. Should you manage to reach the Master again, expect a far different and much harder battle than before. A real battle with the Master in possession of powers from across your chain. Good luck!

Should you defeat the Master in this mode, you'll find the three chests behind the Ancient Key locked door are refilled, and this time with special items suitable for a victory of this magnitude. The items within are guaranteed to be useful for you or a companion.

Mystic Items

Miracle (100)

How wonderful for you. This is a single miracle potion. It fully restores your health and magic, as well as resurrects the dead. It's a single use item and you don't get another once it's used, so use it wisely.

Iris's Spell Shop (200)

How curious, Jumper. Iris has opened up a spell shop attached to your warehouse. In this she'll teach you any spell you can normally purchase in the world of Lufia (as well as the spell Dread, which appears in the Ancient Cave but cannot be purchased normally). Anyone who can use magic can be taught these spells if they can pay for them. These spells work as they do in Lufia, even if someone who uses a different type of magic learns them.

Iris is quiet and kind, but won't help you beyond this shop. In the event you bring Iris along as a companion, the shop is instead run by a generic old lady who is under the same restrictions.

Divine Room (400)

This small warehouse attachment is decorated with angelic statues and torches that burn blue. In the center of the room is a pale blue nexus of energy. Once per jump you and up to three other people may step into that nexus of energy. Doing so permanently increases all of your abilities. The increase isn't huge, only around 10%, but can be repeated each jump and each improvement stacks and builds on the previous.

In jumps longer than 10 years, this room recharges every 10 years.

Dragon Eggs (600)

These eight dragon eggs appear in your warehouse and look like nothing more than oversized chicken eggs. When you take them outside and hold them up, the eight eggs fly off across the world (or solar system, galaxy or whatever, as appropriate). You'll have to search high and low to find them. Gather them all and the Egg Dragon will appear and grant you a wish.

What do you mean it sounds familiar? Regardless, the Egg Dragon will grant you one of several wishes. The wishes usually give you a power up or useful items. The exact benefits vary from jump to jump and fit that jump. In the world of Lufia you'll get the same options the Egg Dragon offers Maxim and friends if they gather his eggs. Once you make your wish the eggs will be sent to your warehouse and they can be used again. Do bear in mind that each time you send out the eggs in a jump they become harder to find, this resets at the end of the jump.

Note that while the eggs will always appear in places you can reasonably get to, they will be difficult to find. Expect traps, puzzles and guardian monsters to protect each egg. Should any eggs be undiscovered at the end of a jump, they return to your warehouse. The difficulty of the eggs also scales to how capable you are, and will always provide a challenge but not be impossible.

This Egg Dragon has no interest in combat and has no Egg Ring or Egg Sword to bestow you.

Sinistral Items

Healing Circles (100)

This adds a pair of magic circles to your warehouse, one a red circle inset with a diamond pattern and one a blue circle inset with a serpent. Those who step onto the red circle will be fully healed of all injuries, while those who step on the blue circle will be fully recharged of any magical or mystical energies. These can be used as often as you like with no downsides. However, these circles cannot resurrect the dead.

Trap Wards (200)

Well, that's one way to stop heroes from their typical ability to escape. This glass orb is the size of a basketball and rests on an ornate altar. You may place these in any building or structure that you wish. Once activated this prevents any escape. Doors will lock, windows will seal themselves up, portals will close and magic such as escape or warp will fail. The only way to escape is to find the orb and destroy it.

Should your orb be broken, you get a replacement in one month.

Sinistral Equipment (400)

This is two pieces of divine equipment made for you. The first is a weapon of whatever type you prefer. This weapon is potent and possessed by dark power. It is guaranteed to have a mighty IP ability if you have the ability to use IP. An example of such an IP ability is Octo-Strike, the powerful ability of the Gades Blade to attack 8 times at once. This weapon is not a match for the Dual Blade but will serve you well.

The second is a piece of defensive equipment. This may be the armor the Sinistrals wear, a shield or helmet, a ring or even a stone of power. It's your choice here but whatever you choose will be useful to you. It might be that heavy armor the Sinistrals favor, or perhaps a ring that wards you from negative status or even a gemstone that enhances all of your abilities.

You can import these into previous equipment you have if they match. You can import a sword into a sword, armor into armor and a ring into a ring, for example.

Doom Island (600)

Congratulations, Jumper, you now own your own flying island. This Island is a few miles across and can fly a bit faster than Mach 1. It comes equipped with a mysterious small shrine with teleportation circles to many places across whatever world you're in. However, the main attraction is your own personal castle in the center of the island. Enjoy your own private abode to look down on the world.

This comes with the ability to project a strong barrier that shields the island from most attacks as well as powerful blasts of light that can knock a aircraft out of the sky. At your desire this island can be populated with powerful monsters to fight off intruders. You can turn these monsters on and off as you like, plus they will never threaten or harm you or anyone you wish for them to leave be.

As a flying island doesn't always fit into a world, you can choose to store this island away as a warehouse attachment for a particular jump.

Companions

You can import up to six companions for free. Each gets 400 points to spend as they see fit as well as an origin of their choice. Any unused slots can be used to bring along others from this jump as companions, so long as they agree to go with you.

Characters you bring along as companions can be assumed to already have perks that fit them. Maxim has Power of Maxim, Lexis has Genius and a Sinistral would have most of the Sinistral line of perks. So on and so forth.

Drawbacks

You can take up to 1000 points in drawbacks. You can take additional drawbacks for no points if you desire.

Alternate Timeline (+0)

This jump defaults to the SNES version of Lufia 2. You can change it to the DS remake with this drawback. Alternately you can use this jump to go to another Lufia game instead.

The Test (+0, sinistral only, mandatory sinistral)

Arek the Absolute has tasked the Sinistrals to test humanity. You have a role in this test and Arek expects you to do as he commands. While you are under no compulsion to listen to him, know that Arek is far above the Sinistrals, as far if not farther than the Sinistrals are above normal humans. The exact commands he gives you are left to his discretion, but he will use you in this test. Most likely you'll be commanded to obey Daos as well.

To make this a little more interesting, Arek is immune to any form of mind control, supernatural charisma or similar that would subvert this test or your role in it. He also gets moderately stronger for each jump you've done. Consider well any rebellion against his command.

Glitched (+100)

Every once in awhile, perhaps no more than a few times in your time here, you'll find a particular area of this world is wrong. It's a mess of strange, ill fitting things that make no sense, as if the world's tile set is misconfigured. This is purely an illusion you'll have to deal with, though people appear normally even as the world around you is a bizarre mess. You'll have to cope with this as best you can, but the illusion only affects sight.

My Love Is My Sword (+100)

I don't know how to say this delicately but this drawback makes you a little...dim. You share Dekar's intelligence. This isn't true stupidity, but a certain overeager dimness. This doesn't affect your social perceptions and you can be perceptive in your way, but book smarts aren't your strong suit. This will shoot your ability to cast Lufia magic in the foot, so don't expect to get much use out of it as long as you have this drawback.

Tears (+100)

You find that your strength in this world comes at a price, Jumper. You are unable to cry for the duration of the jump. While this may not seem like a serious drawback, it is a symptom of deeper emotional trauma. You struggle to properly cope with trauma in a healthy way. Something in you died and with it your ability to grieve.

Bloomin' Blues (+200)

A pair of infamous thieves are now interested in you. Berty and Bart will regularly meddle in your affairs. It usually won't be direct, but expect their thieving ways to be a recurring difficulty throughout your time here. Somehow they'll always manage to get in your way. What's more? While they're no great shakes in a fight, they always manage to find their way into your business. Plus they're guaranteed always to come back, no matter how you lock them up, seal them away, charm them or even kill them.

The upside is that they're always merely a complication. An irritation but one you can overcome and deal with. Sure, you might need to go through a side quest to do so, but it's never out of reach. Yes, even you're a Sinistral. They'll find some way to be pests.

Maxim's Journey (+200)

Take this and you're locked into Maxim's journey, Jumper. You now start in Elcid no matter your origin and you are a childhood friend of Maxim and Tia. You'll find yourself drawn into Maxim's quest from start to end. You're along for the whole ride. What's more is that you'll find you can't derail the plot of Lufia 2. You'll have to play it like a normal hero instead. No airships from the warehouse to skip most of the game, no plot exposition bombs to Maxim 5 minutes in, no teleport jaunts to Doom Island to kill Daos, nothing like that. Any attempts to do so will simply fail. Repeated efforts will fail in increasingly dangerous ways.

There is some latitude given to you, however. You can change lesser details of the story, so long as the story continues onward. You could save Dekar from Idura's trap under the Karloon North Shrine or give Tia a happy ending, so long as it keeps the structure and story of Lufia 2 intact. This includes an expanded party if you prevent the departure of party members.

At your option and for free, you can choose to forget all the plot details of Lufia 2 when you take this perk, if you'd find the drawback easier to deal with like that. You regain these memories after the jump concludes.

You can select this drawback if you choose the Sinistral origin. If you do, expect to be put into a role similar to that of Iris in Lufia: Curse Of The Sinistrals.

Puzzle Brained (+200)

Eh? Puzzles? EH?!

This perk erases knowledge of every puzzle in Lufia 2 from your mind. You'll have to solve them on your own again. What's more is that you have a knack at going for the wrong solution at least once, no matter how smart you are. I suggest that you master the Reset spell, you'll need it. Try not to fall on lava or spikes when you screw up a puzzle, Jumper.

Foul Watered (+400)

I don't know where you got these, Jumper. Foul waters don't even exist for a century yet. You'll find yourself constantly assaulted by random encounters, dozens and dozens of battle for a typical overland trek and dozens on any given dungeon floor, if not more for larger floors. It's identical to the effect of the foul water item from Lufia and the Fortress of Doom.

This drawback does not apply in the Ancient Cave. This is due to the nature of the challenge there, as it is one of resources, which includes a limited number of monsters to battle.

Manifest Destiny (+400)

Have some bad news for your time here, Jumper. The isolationist nation of Gratze is a few years ahead of schedule. It turns out they have a genius or two on par with Lexis and a desire to expand across the world. This means Gratze will be a problem as they expand and use tanks to crush the other nations. This is going to add a big dose of chaos to everything you do. Don't expect Gratze to be your friends, either, they have a stone cold desire to put you and yours in the ground.

For whatever reason Gratze amuses the Sinistrals, which means they won't attack them and instead let them make the lives of the heroes harder. Of course, if you choose the Sinistral origin, expect some trouble from them as they figure out a weapon strong enough to threaten even the gods. Good luck.

No Escape (+400)

The spells escape and warp no longer work for you or your allies. This likewise seals any ability you have to teleport or otherwise fast travel. This will eat up time and surely put you in a pinch more than a few times. This doesn't affect the Excerion's ship, submarine or airship modes.

Find The Eggs! (+600)

You're now compelled to complete the Dragon Eggs sidequest. You must gather them again and again to get wishes from the Egg Dragon, and when you've done them all, you have to defeat the Egg Dragon in combat. That's bad but it's not all. First of all the Dragon Eggs won't be where they are in game, you'll have to find them the hard way. Attempts to track them down or otherwise bypass the challenge fail.

Oh, and the Egg Dragon? He now scales to you so he's at least a fair challenge. Nothing impossible to overcome but he won't be trivial no matter how powerful you are. You have to beat him fair and square, no surprise attacks or anything like that. He won't take your life if he wins, but fail too many times against him and he may refuse to fight you any further.

Should you fail to finish the Dragon Eggs sidequest in your time here, you fail this jump and your chain ends. Good luck.

Oh, and you still get the benefit of the wishes, as well as the Egg Sword and Egg Ring if you win.

Levelless (+600)

Bad news, Jumper, very bad news. You know that cheap or free Natural Warrior perk, the one that lets you improve like you level up? You can't improve from that perk anymore. What's worse is that you can't improve your abilities by any means in this jump. Stat boost potions fail, items that grant stat bonuses when equipped don't for you and so on and so forth. This includes out of jump abilities, you simply won't get any better in this jump. All you have is what you already have. This includes spells, you can't learn any.

Stardust Blow (+600)

You have a big problem. This drawback ensures that at some unexpected point in your time in this world, you and your party will be ambushed by a pair of gold dragons. You can't prevent this ambush by any means, nor can you predict when it will happen. What's worse is that if you survive the first attack of this ambush, you'll find these gold dragons are immune to negative status and instant death. You also can't run away, you have to defeat the dragons or die.

There are a few mercies. You won't be ambushed away from your normal party, nor ambushed when you're at rest or in a town. The exception is if you choose to stay in a town all the time, in which case this protection no longer applies.

Notes

Jump by bgrant. Huge special thanks to shikimalord for help, ideas and work on this jump.

Please enjoy this homage to an awesome SNES era RPG.

Lufia 2 Abilities

HP: Hit points. The more of these you have, the more injury you can take before you die.

MP: Magic points. The more of these you have, the more spells you can cast.

Attack: Your attack power with a physical attack. Your weapon and your strength primarily factor into this.

Defense: Your defensive power against a physical attack. Your armor and strength primarily factor into this.

Strength: How strong you are and how hard you can hit things, as well as a factor into defense against physical attacks.

Agility: How fast you are and how swiftly you can act.

Intelligence: How intelligent you are, as well as how powerful your spells are.

Gut: This influences how fast your IP rises. Unlike other values, this doesn't rise from level ups.

Magic Resistance: How resistant to magic you are, as well as your defense against magical damage.

So how does that all stack up in reality? No idea, it's video game numbers. That one's up to you to figure out.

Sinistral

This origin's the strongest but also with a serious trade off. It's tough to be an evil god under the command of another, let alone that whole mandatory Divine Spirit perk. That said, it's possible to rebel against and defeat Arek and do what you wish for this jump. It's not something an early jumper is likely able to do, it's more set so that if you're strong enough to derail things that completely, you're strong enough that the Sinistral powers aren't that big a deal for you.

Also yes, Sinistrals don't get a 100 point perk. They get a bunch of free and mandatory perks instead. That's an intentional design choice and not an oversight.

Natural Warrior

The cap mentioned is level 99 in game mechanics. You can still benefit from things such as potions that raise your stats, but further gains in combat won't come unless you can bypass this limit. This jumpdoc offers the means to bypass this limit on one ability, but for something more comprehensive you'll want an uncapper from another jump. Gains past level 99 follow the same general pattern as gains before level 99, but beyond that it's up to you.

Heroic Potential

Any ability you uncap from this perk continues to grow past the normal cap from Natural Warrior. This is like you get level ups past level 99, but only for your uncapped abilities.

Power of Maxim

This is horribly broken with any infinite strength, agility or similar perk, since 70% of infinity is still infinity. This perk ignores anything that grants infinite ability, such as infinite strength or intelligence. Use what that ability would be without it instead.

Spellcasting

This perk is required to learn Lufia 2's magic unless you have another perk that would help you with that.

IP

This jumpdoc assumes you've played Lufia 2 and are familiar with the game's mechanics. I won't go into a long discussion of how IP works, feel free to do your own homework if you haven't played it. In short: It's like item based limit breaks. Get hit, get IP from damage taken, unleash IP powers to devastate your opponents.

As for IP from equipment from other worlds, use your imagination.

Dual Blade

You need the Great Energy Waves perk to use Dual Blade. Alternate sources of spiritual power may suffice to make Dual Blade ring if strong enough, your call on how strong is strong enough.

There's evidence in the series that Dual Blade has some manner of awareness. It's up to you how that works if you buy your copy of Dual Blade.

Dragon Eggs

Means to gather the eggs easily, such as magic to summon them to you or divine where they are, are things guarded against as it gets harder to find the eggs. As it gets harder the ways to bypass the challenge quickly dry up. This applies to the purchased item, not the actual Dragon Eggs or the Find The Eggs! drawback.

Also yes, they're probably a Dragon Ball Z reference in the game and that shines through here.

Anything Else

Make a judgment call or ask in the SB Jumpchain thread. Alternately drop me a line on Spacebattles if you have questions or concerns.

Changelog

v1.0: Jump published.

v1.1: A few minor typo corrections. Slightly revised the note for Power of Maxim. Any further updates are almost certainly limited to typo corrections, unless I missed something big.

V1.2: Added a Capsule Monster item. Also added in a few minor typo and formatting corrections.