



Code Vein Jumpchain

By FreyrAnon

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Long ago, a mysterious event occurred known as the Great Collapse. Strange, rootlike spires burst from the ground and tore the very earth asunder. From parts unknown creatures known only as Horrors arrived and began to prey on humanity, their massive strength unmatched even by modern firearms. In a last ditch effort, Humanity created a new race. The Revenants.

Utilizing a creature known as a BOR parasite on a deceased corpse, the BOR parasite would revive the corpse's functions and effectively bring the person back to life. Now immortal, Revenants were soldiers that could never die. They would revive infinitely so long as the heart was not struck, and possessed incredible regeneration speeds.

However, this also came with its own drawbacks. The BOR parasites within them demanded human blood to slake their thirst, and those who could not sate this would Frenzy and turn into the Lost. Mindless killing machines who only seek to slake their thirst, nothing could bring one back from the brink once becoming one. Alongside the Lost the grim situation of the world became exacerbated when the greatest of the Revenants, a girl known as the Queen, frenzied and turned against her own kind.

After extreme casualties, the Queen was put down and the last of the Horrors were killed. However, since then a thick Miasma has surrounded the city's borders, making transportation in and out of its grounds impossible. Almost all humans have been killed, and increasingly larger amounts of Lost inhabit the ruins as more Revenants succumb to bloodthirst. The few who remain fight each other for the only readily available sources

of blood, strange Bloodsprings that sprouted after the death of the Queen. But even these are beginning to run dry...

This is the world you'll be entering, and it is going to be a rough ride. Here, have **1000CP**.

Roll 1d11 for your location. If you would like you choose your location, you may pay 50CP instead.

1. Ruined City Underground- Here beneath the city, there is little to gain and far too much to lose in narrow passageways often teeming with the Lost. Caves connect to sunken parking decks, and ever so often a ray of sunlight can be seen from the surface. From your starting location, you'll have a relatively straight shot to the surface...or to head deeper, if that's your liking.
2. Ruined City Center- If you climb one of the many buildings here, you can see just what it is that walls this world in- a massive red barrier of mist that circles as far as the eye can see. Patrolling gangs of Lost shuffle around looking for easy targets, but the true obstacle here are Revenants- the truly desperate enslaving their fellow man in order to use them as slaves for Blood Bead collection.
3. Howling Pit- Due to the Thorns of Judgment raised by the Queen's attack, much of the city has been swallowed up by the earth- buried by rubble and darkness, the only light being weak rays from the surface or the sparking of electrical wires. Nothing lives down here save for the Lost, but thankfully you'll appear close enough to a lift that you can hightail it to the surface if necessary.
4. Dried-Up Trenches- These cliffs were once underwater, but the tectonic shifts have caused these treacherous cliffs to rise high above the waters. Now, only warped piping and dried out coral stands to show what this place once was, and the narrow pathways are often used for ambush tactics by the Lost- clinging beneath bridges to swipe at the unwary.
5. Cathedral of the Sacred Blood- Deep in the heart of Vein, where all Mistle root system eventually lead to, is the Cathedral of the Sacred Blood- a labyrinthine complex of pure white stone designed to keep all from ever reaching the cathedral at the center. Situated over a pit reaching all the way to the Ashen Cavern, Lost prowl these maze-like hallways with a terrible ferocity, making guard of the two Successors within the final barrier. Thankfully, however, you arrive at the entrance of this place- and it is notably easier to leave rather than enter.

6. Ridge of Frozen Souls- The frozen remains of what once was a mountainous area, its few buildings since having fallen to disrepair and the utterly fierce snowfall that wraps the place. While it initially may appear peaceful, Lost lurk beneath the snow to ambush unwary travelers and snow hides deadly cliff drops into hard ice below.
7. Ashen Cavern- Far beneath the Cathedral of the Sacred Blood, these winding passageways are seldom lit by the sickly yellow glow of the dormant Thorns of Judgment. Relatively quiet, for a place equally infected by Lost as the rest of Vein is, those who are able to best the fallen warriors will be able to navigate to other key areas of the world without much trouble. Unfortunately, the opposite can be said for those who are combat averse- but spelunkers go through often enough that it may be possible to barter with them for an escort to the surface.
8. City of Falling Flame- This particular part of the city has been taken by lava and fire- constantly erupting, always burning, like a candle in the dark. Despite these incredibly harsh environments, Lost suited to this environment call this place their home and guard it with equal ferocity. If you're lucky, you can score a path back to other parts of the city that aren't as scorched out.
9. Crown of Sand- Originally nothing more than a series of ruins close to the Ridge of Frozen Souls, the influence of the Successor within has turned this place into a howling desert full of shifting rubble and Lost which keep their territory safe by collapsing the lands around them with giant boulders. The sun here is just as much a problem as the monsters are- draining the energy of those who aren't careful enough to bring the proper supplies.
10. Provisional Government HQ - Silva's throne proper- the place from which the world of Vein is manipulated from the shadows. Much like a castle, much like a military base, this place has countless, castle-like towers to explore and twice as many of that amount in the restricted areas. Humans will find ready sanctuary here, in exchange for regular blood donation, but Revenants will otherwise find this place to be ever more hostile as the Government's demand for a blood tax grows higher.
11. Free Choice- Fate smiles upon you. Make a choice from the above options for your starting location.

***Backgrounds**

Unknown- Waking up in an abandoned building after the Great Collapse, you can't remember anything about what your past was before you woke up as a Revenant. Whether or not you actually had one is up to you, but with no ties to hold you down it'll be up to you to survive in this hostile world.

Soldier- Before you became a Revenant you were working for the government to fight the Horrors, and your duty called you back even after death. Since then you may have gone off on your own, or perhaps joined with Silva's provisional government, but you have the training and skills to combat the terrifying Lost.

Scientist- Back during the Great Collapse, you were a scientist working for the world governments attempting to stop the incursion of the horrors. Working side by side with other great minds, you were likely a contributing factor to the development of Revenants and the Blood Veils they would use to later defeat the Queen. However, with each Revenant who was lost, another person had to step up to take their place. You volunteered, and became the very weapon you had forged.

Civilian- In an ideal world, you would have had no story to tell. But with the Horrors, there simply is no way to live peacefully. Having been relocated by the government after the Great Collapse, or perhaps having managed to survive on the streets for a while despite that, you eventually realized that to protect those close to you sacrifices would need to be made. Casting aside your own humanity, you volunteered to be made a Revenant in order to fight against the Queen.

***Races**

Human (+500CP, Requires The Scent of Blood and Valuable Target for no points)- In a world of predators, you have chosen to remain prey. Of course, others see your status as a blessing- being a human, you have no need for Blood Beads or particular use for the masks afforded to all Revenants beyond the fact that the air quality has decidedly stagnated since the world ended. However, you have only one life to spend here- and in a world where regular food and water have become ever more scarce, and endlessly reviving monsters hunt your every most for the succulent taste of fresh blood, how long will you be able to survive?

Revenant (Free)- You were human, once. However, you have since died- whether you were murdered, succumbed to illness, or committed suicide, it does not matter. What does matter, however, is that your heart has been implanted with a BOR Parasite; a nigh miraculous creature capable of reviving the dead through stimulating the body with electrical impulses. Unfortunately, BOR Parasites require regular supplies of human

blood to sustain themselves, and should they go without for too long they will instead turn their hosts into the Lost. Revenants have a curious, painful history with the world of Vein- often losing vital memories of who they once were with every time they die and revive.

- Successor (500CP, Requires Revenant)- Entrusted by the Provisional Government after Operation Queenslayer, you have been blessed with the tainted honor of bearing one of the Queen's body parts within yourself- eternally guarding over the revival of such a horror with your own life force as a Successor. For most, this would earn you an eternal resting place within your preferred location and years slowly going insane as your instincts spiral out of control, but your extra-dimensional nature has spared you from such things. Instead, what you can look forward to is a body similar to that of greater Lost, both in strength and size, as well as greatly increased power and control over your inherent abilities as a Revenant.
- Lost (+300CP/+500CP, Requires Hunted OR Requires Rampant Bloodlust AND Hunted for no points)- You went too far. Whether you were starved for blood by another, corrupted by a memory shard, or even turned by the Queen herself, you have morphed into a Lost- a grotesque, shambling husk of what you once were that endlessly starves for blood. In addition, your body naturally gives off an airborne pathogen known as Miasma. Harmless to humans, this gas accelerates the bloodlust of Revenants and drives them ever closer to becoming a Lost themselves.

As of this moment, Lost are considered to be unkillable beings- not even their BOR parasite can be permanently put down, their one weakness eliminated by their constant overdrive state as they search for blood. You, however, still possess that one weak point- but in exchange, have kept your mind as a result.

In addition, it should be noted that death here works a bit differently than in other jumps. As Revenants and their variants were made to be immortal, death will merely send you back to the last mistle you visited. However, one thing isn't safe- your heart. The heart is where the BOR parasite of a Revenant rests, and should it be destroyed your body will slowly turn into packed ash and dissipate unless you have other regenerative perks or abilities. On the flipside, however, any other form of fatal wound will simply cause the body to disintegrate and form again at the last mistle you visited some time later.

Of course, for Humans...you're still human. Don't die, please.

***Perks**

100CP Perks are free to their origin/race.

***General Perks:**

Anime Souls (Free):- Everyone is rather attractive here- startlingly so, in fact. Even covered in dirt and blood, soaked from the heat of battle, you'll always be able to maintain a sense of style like you've freshly bathed and groomed yourself- although if you're not careful you'll certainly come off as 'edgy'. As an additional plus- no more split ends, ever.

Blood Code (Free, Human Excluded)- Each Revenant in this world has a Blood Code- a unique skillset inherent to their particular BOR parasite. Capable of granting its user superhuman power, these Blood Codes bestow Blood Gifts, powers which use up the users latent blood reserves with each casting. Each Blood Code has their own unique name, often taking reference from either a job or an existing god/goddess, and also has a theme around which their abilities take reference from such as 'speed', 'drainer', or 'ice'.

Queen (1000CP): This Perk, on its own, could be considered the ultimate drawback. Just like Cruz Silva, you were selected as a participant for Project QUEEN to disastrous results. While possessing superhuman strength beyond even the greatest of revenants, and speed to match, you've paid the price with your very soul. Madness and deep, soul wrenching pain plagues your very existence, every second of your life an unending torture.

And once you do give in? Oh, you'll be unstoppable. With a nigh inexhaustible pool of ichor, and ridiculously fine amounts of control over the three elements, it'll be a sinch to destroy everyone and everything in your path. Even the Thorns of Judgement themselves heed your call, twisting and tearing through the earth at your command. Death balks at your staunch refusal to enter its embrace, regenerating even from dismembered body parts to be good as new once again. All of this...and all it costs is your very self. An easy trade, wouldn't you say?

Should you manage to survive this mental onslaught all ten years, the power of the Queen will be yours without the constant agony and mental torture.

***Unknown Perks**

Quenched (100CP, Free Unknown)- For reasons unknown to yourself, it takes a much longer time for you to feel the affects of Bloodthirst compared to other Revenants. This allows you to go without feeding for far longer, and even the effects of Miasma take just a

tad longer to set it upon inhalation. Post jump, this applies to other physical needs such as food and water.

Silent Friend (200CP, Discount Unknown)- Are you mute, or do you just not feel like talking? I suppose it doesn't really matter, because everyone can still understand exactly what you're trying to get at. You're adept at communicating ideas and feelings through facial expression and nonverbal cues, both for casual conversation or in more precarious situations such as an ambush or battle.

In the Halls... (400CP, Discount Unknown)- Lay memories. Frozen in time, they long to be free. Many in the world of Vein decry their immortality as a curse, and to an extent they are correct- for the price they pay with each incarnation from death is their memory, their very identities. Left behind as corrupted, shattered crystal fragments, these pieces to a normal Revenant act as a highly potent hallucinogenic and cause anybody but the originally owner to immediately become a Lost if they pick it up.

For you, however, this isn't the case- instead, you are capable of viewing the memory within in a sort of 'inner world', complete with the whispered thoughts of the memory bearer themselves throughout the ordeal. In addition, you gain a sort of sixth sense when it comes to finding these lost memories, often coming across them when doing otherwise routine exploring. In time, perhaps you can help these individuals remember who they were- and why they have fought for so long in this grimly fated world.

Queenslayer (600CP, Discount Unknown)- Maybe you were the very person to destroy the Queen, or perhaps a person who met a fate similar to them. Whatever the situation was, your original Blood Code has been shattered- and while normally this would have lead to your death, instead it opened a unique opportunity. Your empty Blood Code now has the ability to absorb and acquire the Blood Codes of other Revenants, mimicking their abilities as though they were your own. While these abilities will always start as an inferior of the original, through training and recovery of the Revenant's Vestiges you can gain a greater understanding as to how their powers work. Post jump, this works on any ability that's inherently tied to another's blood.

***Soldier Perks**

Boots on the Ground (100CP, Free Soldier)- Before the Great Collapse, you were already fighting for the good of mankind. Whether as an army soldier or just a particularly active neighborhood watchmen, you're fit enough to run a 5k without getting winded and are versed in quickly identifying immediate threats to your person. You might be dead, but your duty lives on.

Crimson Blade (200CP, Discount Soldier)- After the Great Collapse, modern weaponry fell into disuse and disrepair- guns requiring too many 'normal' bullets to take down a Lost,

and even those with stockpiles have run dangerously low at this point. As such many have turned towards the more 'classical' weapons, and you can count yourself among them. Pick one of the following- One-handed sword, Two-handed sword, bayonet, hammer, and polearms. You're well versed in the arts of using said weapon, and can go toe to toe with even some of the pros out there. In addition, you'll find that your prowess with said weapon lowers the cost of Blood Arts when utilizing that specific armament type. Can be bought multiple times.

Hunter (400CP, Discount Soldier)- The duty of a Revenant is a never ending task, and a grueling one- even one misstep when hunting a Lost and they'll simply reform as opposed to dying, ready to plague humanity yet again another day. Despite this, however, not all is lost. You've learned from each kill, and find yourself growing stronger when you defeat the same type of enemy over and over. While defeating one type of Lost ten times might see you at a slight advantage, killing one hundred would have you cutting through the next like butter as you easily identify their weak points and flaws. Wade into the sea of bodies, Jumper, and show them the sum of your experiences.

Confidante (600CP, Discount Soldier)- A long time ago, you hesitated in front of a friend in need. She was suffering, suffering so badly. "Kill me." She begged you, but you could not allow yourself to end the life of the very person you were fighting to protect. And then, when it seemed things couldn't get any worse...they did. She became the very thing she was fighting so hard to destroy, and lived as a curse upon the world.

While perhaps your story isn't as tragic as Louis', your personal experiences and brushes with those in need have helped you develop a unique empathy to those battling with mental illness. By staying at their side resolutely, providing them the care and attention they need, you can temporarily halt the progression of whichever disorder they are suffering from. This can range from 'mundane' mental disorders to even the Frenzy of somebody as powerful as the Queen. Despite everyone's warnings, you just can't give up that last slice of hope for them.

***Scientist Perks**

The Good Doctor (100CP, Free Scientist)- There's something about the medical sciences that brings all sorts of terrible people towards it. Madmen, murderers, those who would tread on countless bodies to see their goals furthered. And yet, somehow you seem to be the exception- or at least, so people think. So long as you don't go out of your way to say or do anything exceptionally horrible others will be happy to believe that you're simply a benevolent doctor, even if your methods are a bit questionable.

The March of Science (200CP, Discount Scientist)- Progress waits for absolutely nobody, and you know that. The Horrors were a sign, a herald to a new age of darkness and destruction. The only way forward is for the evolution of humanity, and that will require

sacrifices. Thus, your will has hardened to cope. Even when confronted with the vile actions of your own experiments, or forced to use unsavory methods to obtain results, you will not falter in the path to the new world.

Bloody Evolution (400CP, Discount Scientist)- To make an omelette, break a few eggs. To create a new bio-weapon, you'll probably end up with more than a few corpses on your hands. But in the end, isn't it all worth it? After all, you got your results. And you'll find that the more you sacrifice, the more pain and suffering you went through (or subjected others to) in order to obtain a result, the higher the chances of making a breakthrough in your scientific developments. How much are you willing to throw away for a chance at tomorrow?

Regicide (600CP, Discount Scientist)- The Queen's death is the most successful lie told in all of Vein. The truth? Such a powerful being could never be contained. Even chopped to pieces, her parts sought each other out to reform and wreak havoc on the world once again. So the best minds came together once again and created the Successor System, seeking out those with a strong will to house these fragments of her broken body. Creating Crypts for these guardians to stand vigilant for all eternity, they would prevent the revival of the Queen through the sacrifice of their own lives.

Having worked on this project, you now understand how to apply a similar process on other deathless or immortal beings. By combining a Fragment of the slain (such as the Jaw, Claw, Ribcage, etc.) with a willing Successor, they will be able to house that piece inside of their body regardless of how large it actually is. While this piece is housed, the being which it came from will be unable to revive or take form in any way. At the same time, this comes with a consequence. Successors live constantly under the weight of the influence of their Vestige, and must mentally battle day and night to control themselves. Eventually, many mutate into monstrous forms and if left unchecked will Frenzy into mindless Lost. However, if the Successor is killed beforehand, the Vestige can be harvested and placed in another host to restart the cycle. But maybe there's some other way to go about it...

***Civilian Perks**

Humane Virtue (100CP, Free Civilian)- In a world full of monsters, many underestimate the power of kindness. Even though your heart no longer beats under its own power, you still carry within you your own light- something that others recognize and instinctively want to protect. In addition, you'll find that your mind resists attempts to modify your personality via the removal of memories; and in a world where recollection is so fleeting, you'll be glad that's true.

Sharpshooter (200CP, Discount Civilian)- You were never the type to go up and join the boys in blue, but you'll be damned if there's anybody who can take out the eye of a

squirrel faster than you can. Your kinetic vision is outstanding, allowing you to accurately track and shoot at moving targets from long distances- something valuable if you intend on avoiding close up combat with the Lost. In addition, you'll find yourself spending slightly less on Blood Bullets than the average person- perhaps due to your experience, or simple tricks you've picked up along the way.

Where There's a Product (400CP, Discount Civilian)- There's always a buyer. Even here in this dead world capitalism still rules- although you'll need to make sure they won't stab you in the back as soon as your back is turned. You, however, have built up a reputation at this point. As long as you conduct 'fair' business, delivering on product as advertised or requested, you'll find that otherwise unscrupulous parties will be far less willing to turn on you than they would have otherwise. In addition, you'll have a 'sixth sense' as to where groups might gather for trading opportunities, all the better to peddle your wares with.

Inheritor (600CP, Discount Civilian)- Once upon a time there was a girl named Cruz Silva. The daughter of a military man, she lived a relatively peaceful life- until one day she was approached by scientists about an anomaly in her body. She showed startling aptitude for the BOR Parasite- so much so, that they believed that she was exactly what Project QUEEN needed to succeed. The results would be disastrous.

Much like Cruz, you'll find that your aptitude for the BOR Parasite is much higher than usual- although nowhere near the likes of the Queen. Your regeneration speed is far higher, and the rate at which you expend blood is far lower than most revenants. With enough training, you'll likely be able to perform powerful Blood Arts depending on your Blood Code, enough to stand up to even some of the strongest Lost out there. Post jump this applies to any other artificial implantation or enhancement (such as cybernetics or symbiotes).

***Items**

100CP Items are free to their origin.

***General Items**

Blood Bead Cache (Free, 50CP for each purchase) - Out here in Vein, these things are worth their weight in gold- palm sized, translucent red fruits in a teardrop shape. Biting into one reveals that they are, in fact, filled with blood- capable of sustaining a Revenant for days with each bead. You receive a month's supply with each purchase, which you could extend to three months if you're savvy about it- just be careful who you reveal these to, or you might find yourself robbed before you know it.

Blood Veil (Varies, See Below)- These special armors were first created during Operation Queenslayer, but since production has spread to private contractors and crafters as well to better suit those Revenants still left alive. Serving to protect their user as well as bolster their inherent Blood Gifts. Most importantly, however, is the power for a Revenant to use them for a Drain Attack- morphing their clothing briefly into a monstrous form to drain blood from an enemy, purifying it for their own usage. Each Blood Veil has one form of drain attack, specified by their make. The three forms of Drain Attack are as follows.

Claw- The first type invented by military scientists, the Claw type Blood Veil forms a giant, monstrous claw made of metal upon the user's right hand, which can be used both to savage the enemy and drain blood from its claws. Due to its speed, it is often the quickest to assemble, but its great weight will often unbalance new users after striking.

Tail- Forming a long, vaguely scorpion-like tail from the lower back of the Blood Veil, the Tail type attacks with a singular stabbing motion to the target's weak point, draining them of blood before tearing itself out just as quickly.

Crown- Forming two metallic 'tentacles' from the back of the garment, the Crown type attack stabs up from the ground in a short range circular attack, protecting the user and draining from all enemies within range.

Hound- From the upper shoulders, the Blood Veil manifests the upper bodies of two wolves (sans legs) to grapple into and viciously bite into an enemy target, draining them of their blood before leaving savage wounds.

While the first Blood Veil is free to all origins, additional Blood Veils cost 100CP. Alternatively, for 300CP, you can instead gain a copy of all canonical Blood Veils in a neat storage container.

Snazzy Rebreather (Free) - Here in Vein, the air is thick with Miasma and who knows what other kinds of impurities. Thankfully, you've got your handy rebreather to make sure that no invisible pathogen drives you irrevocably insane- and its quite fashionable, to boot.

***Unknown Items**

Mistle (100CP, Free Unknown)- Mistles are, by and large, among the few reasons why life in Vein is still hospitable in any way. Capable of purifying the air of the toxic Miasma given off by the Lost, a Mistle also increases the natural regenerative process a Revenant possesses while also magically healing their wounds. Revenants are capable of teleporting to the last Mistle they visited by turning to ash, an exhaustive process, or by otherwise being killed in battle without being stabbed fatally in the heart. You receive

three Mistle seeds along with three medicinal capsules, each of which when combined will grow to activate the Mistle. You'll receive an additional three every year, as well.

A Strange Wardrobe (200CP, Discount Unknown)- This particular wardrobe, tucked neatly into a room of whatever property you inhabit, is notable for its mirror- showing nothing but clouds unless you touch it with your hand. Upon doing this, the world will fade to that same cloudy appearance, and countless menus will appear in your vision. These menus are that of a 'character creator'- allowing you to change your appearance down to the smallest detail so long as it is within the realm of humanity, even your sex should you wish. In addition, you can equip 'accessories' from these menus should you wish- but it is notable that they will simply vanish if taken off you. The mirror is capable of remembering eight 'presets' for you, including your original appearance, so you won't need to worry about being unable to return to your original self.

Into the Depths (400CP, Discount Unknown)- Despite their name, the Depths in Vein are not all inherently underground places- rather, they are small, dungeon-like areas known for being host to extremely dangerous Lost. The flipside to this, however, is that they are relatively unsearched and yet to be scavenged, allowing for the accumulation of extremely valuable loot once they are cleaned out. Taking the form of a digital compass about the size of your palm, this device will point towards the locations of these Depths- although it'll be up to you to clear them out of any hostiles. Picks up a new signal once a month, and updates to include other materials in future worlds.

The Heart of the Vein (600CP, Discount Unknown)- This miraculous plant, about the size of a house, is a curious mixture of both Mistle and Bloodspring- purifying the air around it while also constantly growing heavy with ripe Blood Beads every few days or so. Characterized by its uppermost branch, a curling piece reminiscent of a woman that clutches an obscenely overripe Blood Bead to its 'chest', this unnamed plant's most important power is its ability to create a barrier of bloody mist around the width of an entire city- causing agonizing pain to Revenants and humans who touch it while completely obliterating any Lost who come into contact with it. Being otherwise impassable while the plant is maintaining it, you will find it also grows orange Blood Beads when you will it to- which, while not nourishing, will act as 'keys' through the mist without causing you or others to suffer.

***Soldier Items**

Blood Weapon (100CP, Free Soldier): While the Blood Veil of a Revenant allows them to drain blood from the Lost, a Blood Weapon is instead the primary weapon that militant focused Revenants use to combat the lost. Built to absorb blood from their wielder to enact their full power, a purchase here entitles the user to either a Sword, a Greatsword, a Hammer, a Lance-type polearm, or a Bayonet rifle equipped to channel Blood Arts. Additional purchases discounted after the first.

Shelf of Oddities (200CP, Discount Soldier): In your travels, you're often to come across all sorts of strange things left across the city. Whether it be chocolate, flowers, or a set of matryoshka dolls, you'll always find room on this particular hard wood shelf to arrange them without having it come off as too cluttered. What's more, should you decide to give one of these strange curios to a friend, they'll always understand that its heartfelt- and will be doubly effective if it was something they'd actually want under normal circumstances.

Armor of the Argent Wolf (400CP, Discount Soldier): One belonging to a proud and powerful soldier, this particular set of pure white plate armor is not in fact a Blood Veil but very much 'mundane' armor. It is, however, both unbreakable and incredibly heavy, causing the user to lose much of their mobility in exchange for turning their charges into an absolutely devastating charge attack that turns most attackers into a pulp. What's more, when wearing this you'll find that you become resistant to most blood based attacks- all the better to continue your unstoppable charge into the battlefield.

Seat of Power (600CP, Discount Soldier): Originally placed within your warehouse, this incredibly comfy, ludicrously high backed chair serves for a singular purpose- utilizing the life force of whoever sits upon it to sustain whatever machinery it is hooked up to, regardless of its intended fuel source. While this can be used to avoid otherwise impossible fuel consumption needs, the person who sits on this chair will find that over time this taxes their willpower and sanity greatly, as well as draining them physically unless they are sustained by other means. Still, with a power such as this, all sorts of dark miracles can occur...

***Scientist Items**

Menacing Labcoat (100CP, Free Scientist)- You know, if you're going to commit glorious, hair razing crimes against nature, you might as well look good while doing it. Utterly comfy and nearly impossible to stain, this bright white labcoat has pockets for days and never seems to snag on anything no matter how treacherous the terrain you might be traversing might be. Now you can wear your job as a fashion statement, too!

Equipment Infuser (200CP, Discount Scientist)- Miasma, as well as its purified form Haze, can be used to infuse equipment and change its strengths and weaknesses through enough time and exposure to a given material. This machine, however, accelerates that process- by inserting roughly a vial's worth of a given substance, it will forcibly integrate it with a given substance to alter its properties. Forcing equipment to adapt to new substance, however, often leads to unforeseen circumstances- best to make sure that injecting butter into your Blood Veil actually makes it stronger before squaring off against the giant butterfly demon from downtown.

Crypt (400CP, Discount Scientist)- If there's one thing that the Provisional Government is good at, it's architecture- although perhaps if they spent that brainpower towards the original crisis this all could have been averted. Based off of a singular 'theme' upon your purchase, such as blood, ice, or sand, this 'Crypt' is in fact a large building or clearing built for sealing you (or others) in for eternity. Beyond having a propensity for laying completely undisturbed unless you want it to be, it is also protected by a pale yellow forcefield powered by the structure itself- unable to be destroyed save through extreme force or being a Successor.

Research of Evolution (600CP, Discount Scientist)- Much of this current world's suffering falls at the feet of one Dr. Mido- a crazed, amoral scientist who strives to create the ultimate Revenant through cruel and inhumane experiments. It is in fact him who created the Successor system, as well as several methods to warp and mutate the Lost into more combat focused forms. Now, you have a copy of his compiled research- and while decoding it and making sense of the technical jargon may take an age on its own, once you're done you'll have the knowledge necessary to walk down the bloody road that he has paved before you.

***Civilian Items**

Rotating Stock (100CP, Free Civilian)- Every so often, as you make your way across these ruined lands, you'll find a small crate of supplies- often containing things such as food, sanitary supplies, bandages, and other sorts of things. While you can never quite guarantee what you pick up, what you can is that somebody definitely wants what you've been scavenging- and you're far less likely to just get robbed for having it than otherwise in a place like this.

The Bunker (200CP, Discount Civilian)- In your travels, you've come across a veritable vault of Revenant gear and weaponry- likely an abandoned military cache of some sorts. Secured with a thick bank vault door, this beauty is perfect both for keeping things out and in. While initially you'll find it only contains the scraps of whoever used to use it, over time you'll start finding objects you didn't put in it appearing- often things such as rebreathers, blood weapons, and even blood beads.

Vroom Vroom (400CP, Discount Civilian)- Do you know how hard it is to find a car in Vein? Not a broken out husk- those are everywhere. But a genuine, working, snazzy little sports car with not a scratch on its paint? I didn't think so. This absolutely sleek number has seating for five, and despite being built for speed holds up incredibly well even against both hostile terrain and the Lost- you could run one over without feeling so much as a bump. In addition, its trunk is incredibly secure, allowing for reliable transport of otherwise fragile items without worrying about them being damaged on the way to your destination. Oddly enough, never seems to run out of gas.

A Home in Hell (600CP, Discount Civilian)- Most Revenants simply struggle to survive in literal holes in the wall here, creating makeshift hideouts as they eternally migrate to hide from the Lost. You, however, have made the lucky discovery of a half collapsed cathedral, far away enough from Lost to establish a genuine home base. Generally comfy to be in temperature-wise, its spacious hallways can allow for quite the number of people to take residence within, and can even house non-active companions should you choose to. In addition, it has an absolutely amazing hot springs in the back which inexplicably never gets invaded by Lost, where you can soak up after a long day's work. Connects to your warehouse post jump.

***Companions**

Direct Import (Free/100CP/300CP): Have some friends you'd like to take along? You can import up to eight companions for free with this option, each receiving 300CP and the ability to take drawbacks for more points. For 100CP this fund increases to 500CP and for 300CP this becomes 800.

Canon Companion (100CP): Did you meet somebody you'd like to take on your adventures? For 100CP each you will soon meet and be put in a situation to befriend a character from the series, and at the end of these ten years you can propose to them that they join you on your adventures. Should they accept, they will become your companion.

The Jumper's Attendant (100CP): Who is this strange white haired woman? Why is she following you around...and why does she think that such a torn up outfit covers her properly?

Of these many questions, it's likely you won't have many answers. Answering to you, she swears only two things- That her name is Echo, and that her purpose in life is to protect you. Loyal to the point of being unnerving, she has uncanny knowledge of the landscape of Vein despite being unable to recall exactly why. Also handy with a Halberd in a pinch, one of which she carries. Perhaps you can find out her past together?

Macabre Maiden (100CP): The world of Vein has certainly taken a turn for the edgy and dark in their fashion, and none have embraced the change as readily as Elia. A self proclaimed goth and fashionista, this Revenant has decided to join you after declaring you to be the absolute pinnacle of her sense of aesthetic- although whether you continue to prove her right or not is upon you. Elia refuses to use anything but swords, believing them to be the most elegant, and often garbs herself in Blood Veils with more akin to barbed wire than actual clothing, but ultimately can handle both herself and your back in a fight- just don't give her an opportunity to chew the scenery and you should be fine.

Hot Kitten (100CP): Emphasis on the 'hot', although 'burning' might be more sufficient. A discarded and failed attempt at creating a Successor of the Claw, Aria (as she scratched her name in the ground for you) is a giant Revenant eternally trapped within what appears to be a questionable mixture of armor and cat themed bondage gear which ignites violently whenever her emotions run high. While she has lost the ability to speak due to her transformation, Aria jealously protects those close to her and has decided that she will be your guardian for so far unexplained reasons. Just be careful, as she's awfully clingy- and that armor looks like it would be painful to touch when heated.

Likely Not a Pop Star? (100CP): Known for her angelic voice that carries across the land of Vein every full moon, as well as her startling long blue hair, Hana fancies herself a songstress who soothes the woes of those who have lost hope from their status as immortal Revenants. Having witnessed her sister become a Lost, Hana carries an oversized polearm as her signature weapon, utilizing it to 'dance' through combat in a method almost akin to surfing through air alongside her curious Blood Art that allows her to temporarily assume a giant, Lost-like form. For now, Hana has chosen to travel with you, taking inspiration from your stories and adventures to write new songs.

Sassy Lost Child (100CP): Despite his childish appearances, Antonio is mentally a full grown adult- among the first to die and be revived by the prototype BOR Parasites, Antonio is among the last of the Revenants to have a full recollection as to what caused the fall of the current world and why. Having grown bitter and tired from having his youth stolen from him, and unable to even grow older, Antonio works as a negotiator between the Provisional Government and local groups to establish reasonable blood bead tax and working conditions- although these days that is becoming a losing battle. After meeting you he has decided to join you on your travels, perhaps seeing both a new solution to the problems which plague this world and possibly a ticket out of it altogether.

***Drawbacks**

You may take as many drawbacks as you want, but do try and be reasonable.

+0CP Consumer of Gods: The events of God Eater are now canon to this world. The timeline itself is uncertain as of the writing of this jump, so you can place the events of Code Vein at any part of the timeline.

+0CP What Came Before: You may choose to start just as the Great Collapse occurs, before Cruz becomes the Queen. Many things great and terrible will soon come to pass, but this also means you'll have the opportunity to impact them yourself. How will you fare in this tumultuous time?

+0CP A Story of Blood and Loss: With this, you may make this story your own- taking the

place of the Protagonist, the Successor of the Blood, in this tumultuous world of Vein. While this in no way guarantees your safety, and in fact will see to it that you're thrown into the worst Vein has to offer, you'll also be put on the fast track to finally put an end to this cycle once and for all.

+100CP Rampant Bloodlust: Something about it drives you to the brink of insanity. That fresh, metallic scent, clinging to the air. The way it stains the ground, such a vibrant color before turning to that delicious dull brown. Blood, blood, blood- you need it, and you'll do anything for it. When around any being that is actively bleeding, you'll find that your inhibitions and reasoning take a massive hit, compelling you to do things that you would otherwise find unconscionable- whether that being betray your comrades, attacking innocents, or whatever happens to be standing in the way of you and a free meal. You will, however, get a brief warning before you lose control in the form of your vision reddening as your BOR parasite gears up for a banquet. Best to get as much distance between you and your target as possible, if you don't want to do something you'll regret.

+100CP Just Stop Talking: Much like a vampire, it appears that you've been infected with a flair for the dramatic- except you can't turn it off- ever. Expect conversations about orange juice to take a near half hour as you wax poetic about its flavor, and somehow you'll manage to relate near every single comment about your traumatic memories in the past. After a certain point people will get used to it, but you'll have to get used to being told to shut up after a bit.

+200CP The Scent of Blood: For some reason, whether it being your still living flesh or a quirk of your Blood Code, you smell absolutely DELICIOUS to the Lost. If you find yourself injured, the sweet scent will summon them in droves to feed. To make this worse, their bloodlust makes them angrier and more powerful to boot. I hope you have good allies, or at least a decent way to hide until the scent fades.

+200CP Priority Target: For whatever reason, rogue revenant groups have decided that you're a valuable resource that's worth devoting resources towards your capture. Whether it be that you're still human or that your Blood Code is excellent for the harvest of Blood Beads, their intent is to subjugate you and make you into their thrall until the day you die. While these revenants aren't the most powerful, most hunt in groups and have excellent tracking skills. Should you escape to the Provisional Government they'll be happy to take you under their protection, but don't be surprised if they request you to donate services to them in exchange for comfortable room and board.

+300CP Yet Another DLC: What's up with you and these ridiculously overpowered monsters? Every time you think that the world is slowing down and you've got everything figured out, an obscenely powerful Lost will hunt you down with the sole goal of making sure you die. Often elementally themed in some sort of way, these incredibly powerful Lost are both a pain in the ass to fight against and absurdly tanky, making

fighting them a slog in almost any particular scenario. Even if you defeat one, more will eventually come after you- just with a different element and vaguely varied appearance. The worst part? You'll never derive any satisfaction from beating them. Somehow, you've got the feeling that a company is taking you for a ride...

+300CP Hunted: Whether it's due to your killing of fellow Revenants, or perhaps you've already succumbed and joined the Lost, it seems that most factions have an eye on your head. Expect ambushes on the regular, as well as coordinated teams sent by both rogue operations and the Provisional Government to put you to rest permanently.

+300CP Invincibility Frames, you Fool: Oh, you thought you actually hit the Lost the size of a building you clearly just swung a warhammer twice your size at? No, no, because she was pole dancing for exactly 0.1 seconds before you started, she was absolutely immune to any damage you throw at her. Unfortunately, the opposite seems true for you- enemies always seem to attack just before you dodge, and more often than not a risky shot from a Lost's gun is going to be making a hole in you if you're not careful. Can you survive here, without luck on your side?

***Ending**

So it is done? This sad little world, despite its harshness, has so many stories to tell. Now, it has your story as well.

With your ten years over, you have a choice to make.

- Heirs- You've grown accustomed to this place, and perhaps you want to make a difference in this ruined world? Stay here, with all you have gained.
- The Eternal Journey- Perhaps this world broke you, or maybe after all of its horrors you simply wish to return to somewhere kinder. Return home, with all you've acquired on your travels.
- Dwellers in the Dark- There is a world beyond waiting for you, both past the barrier and this one. Move on to the next world, taking all you've gained with you.

***Notes**

-It is unconfirmed as to whether God Eater and Code Vein actually exist in the same universe, but a Dyaus Pita was the subject of a cutscene several minutes long towards the end game. Take of that as you will.

-For The Good Doctor- think of it as suspension of disbelief. Wearing a skull mask and evil cape is fine (although you might get called eccentric), robbing an orphan of their kidneys for experiments not so much.

-Do not attempt to revive the Queen. This is what we call a *bad idea*. Or do it anyway!

-A list of canonical Blood Veils can be found [here](#).

-Thanks to DBAnon for helping through the jumpmaking process, as always.

-Wanking helps.

***Changelog**

0.1- The Jump was created.

0.1.5- Added new companion option, finished Soldier and Civilian perks.

0.2- Freyr reappears from the blue, perks are finished.

1.0- The Jump was finished.

1.0.1- Minor typo and grammar fixes.