

Anima Ark of Sinners Jumpchain



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V1.1

Welcome Jumper to the Ark of Sinners, a fallen metropolis from a once thriving civilization.

The city of Ark used to be a thriving metropolis that strived to become a Utopia free of all poverty. It all soon fell apart after the discovery of a mysterious artifact known as The Clock and the appearance of a mysterious green fog that transformed all living beings that touched it into ageless immortal shadows forever stuck in their past.

You will by default arrive at the same time as Celia, a rebel of the assassin group known as Selene wakes up in this city and starts looking for her disappeared friend Nemo.

You will stay here until you get out of the city and/or the game's plot is over.

Take these **+1000 CP** and choose your path.

Origins : Origin perks, items and companions are discounted to the appropriate origins.

Selene Rebel :

Like Celia, you are or used to be a member of the assassin group known as Selene. Somehow you have ended up in this strange city of shadows.

Monster :

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Rather than an outsider you are a monster, one of the many shadows that inhabit the city of Ark.

Location :

Ark : As we spend the entire game here you can choose to appear anywhere within the city though beware that there are seals upon certain doors such as the one that leads to the Merkhane that houses the Clock that allowed the city's council to freeze time.

General Perks : Two Floating discounts for every price tier

Free- Ark of Sinners OST :

This game's soundtrack sounds similar to a choir and now you get to take it with you.

You also gain tracks that serves as themes for both you and your companions. No one will find it weird for the music to play without a source unless you point it out. You will receive new tracks in this style for each jump going forward.

Free- Combat basics :

As the city is filled with hostile shadows it would be no good for you to be unable to defend yourself.

This grants an expert level of skill in a weapon type of your choice such as swords, spears, bows etc... along with skill at unarmed combat. You are good enough to handle the mid bosses around here.

Free- Ki :

Life in this world possesses a wondrous energy called ki that allows for incredible feats of strength, agility and martial prowess in general.

This grants you a reserve of ki that regenerates over time. You also know several techniques to boost your abilities, extend both the reach and power of your swings etc...

You can develop more abilities through time and training.

Free- Green orbs, blue orbs :

Something you will notice is that when defeated enemies will drop orbs of either a green or blue color.

The green orbs restore your ki while the blue orbs restore your health.

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Of course stronger enemies will drop more orbs of each type.

Post-jump enemies will keep dropping these orbs though the green orbs will also refill any kind of supernatural energy source you possess.

Free- Fall damage immunity :

There is no falling damage in this game and so now you will no longer suffer damage from falling from great heights, always landing on your feet like a cat.

Free- Statues :

There are no consummable items in this game, instead you can find statues. When these statues are destroyed they will drop a large number of green and blue orbs at least enough to heal you back to full health.

You will find similar statues in future jumps that will also drop orbs that can heal you and refill your supernatural energies.

Free- Videogame beauty :

As expected of a videogame the main character has to be easy on the eyes. This makes you a 10/10 as attractive as Celia is.

This also makes it so no matter what happens you never get disheveled or dirty while making sure you never look anything less than your best unless you actively try to disguise yourself.

100 CP- Platforming

There is much platforming to be done in this game and so not having the agility to get around could be quite lethal.

This grants you a hefty boost in agility such that even a normal human before would now be capable of leaping meters into the air, perhaps more with a running start or when powered by ki.

100CP- 2D World

This game is in 2D but perhaps you can turn that to your advantage.

You can at will make the world go into a 2D plane which would mean that enemies could only ever come from either your right or your left. This makes surrounding you almost impossible.

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200CP- Map and monoliths

Keeping track of where you are going can be quite hard in the city of Ark which is why a map is necessary.

This grants you a map in a window interface that you can summon at will that keeps track of the places you have explored as well as passages to other areas. You can also see if there are a number of secrets you have missed such as monoliths containing information.

You also receive a window UI that keeps track of all information you learn in separate folders in case you need a refresher.

200CP- Invincible Evasion

To get past powerful attacks unscathed you need to learn how to dodge.

You have learned how to quickly dodge out of the way of blows and even hazards such as pillars of flames or green flames.

You are invincible while dodging/evading.

400CP- Ring the Bells

The appearance of monsters in this world is heralded by the ringing of bells as well as the appearance of unbreachable barriers until they are defeat.

You can now setup arenas by creating barriers over the exits or simply around the area around you.

People without your permission can only pass if they defeat you first or you willingly choose to drop the barrier.

Furthermore, you can also hear the ring of a bell when enemies appear and when they are finally defeated.

400CP- Save spots

Throughout this game can be found crystals that serves as save points.

The crystals you find however can completely heal you and refill all supernatural energies on top of allowing you to teleport to any save spot you have discovered. No longer will you have to fear backtracking.

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600CP- Knowledge of the Ark

As can be seen through the city the civilization it housed was a magically advanced one capable of creating powerful wards and even sentient puppets like ID.

This grants you all the knowledge of their civilization as well as the luck to find/summon artifacts/beings of incredible power just like how they discovered The Clock that allowed them to freeze time. Since you are paying CP for it, whatever artifacts/beings you find/summon are guaranteed to work in the way you intend it to.

Your knowledge also grants you potent magical abilities such that you would be qualified as a high level mage in every single school and sub-school of magic within the setting.

This also allows you to learn any sort of magic regardless of how incompatible it is with the ones you have learned of if it is locked to certain bloodlines or entities. This boosts all magics you know from both past worlds, this one and future worlds.

You are of course also capable of innovating, creating and modifying spells and rituals to suit your whims.

Post-jump this updates with the knowledge of similarly advanced civilizations within the jump setting such as the Netheril civilization in a DnD jump.

Capstone boosted : To your Eternity

The people of Ark wished to create more than a thousand year civilization. Indeed, what they wished for was an eternal Utopia and now you Jumper possess both the knowledge and ability to bring the eternity the people of this city were after. This greatly boosts the effects of the previous perk on top of making you a peerless ruler and inventor capable of tackling any problem you are faced with.

Your magic has now taken a giant leap forward allowing you to gain divine level magic in game terms. These are the strongest spells that exist within the setting that can even do things like destroy souls, make entire species go extinct and create entire continents for example. This updates in future worlds so that you always remain among the most knowledgeable and powerful spellcasters within the setting without ever getting weaker.

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600CP- Ark of Eternity (Capstone Booster)

The people of this city are stuck in an eternity as timeless shadows but what if you could make use of that time. This grants you thousands of years of experience with all your powers, skills, magics etc... which updates for all powers, perks, skills etc you get in every jump going forward.

This also removes all limits on your ability to grow stronger and more skilled.

This means you can endlessly expand and improve upon all your perks, abilities, magics, skills etc... without any sort of diminishing returns no matter how strong and/or skilled you become.

This perk is a capstone booster.

Selene Rebel :

100CP- Selene swordsmanship

Celia learned from Selene everything she knows about combat. This grants you all her powers and skills in that art. Selene swordsmanship is well balanced with combos for both ground, launching enemies into the air as well as air combos.

Also includes ki abilities such as World Ender a powerful downward swing that can launch enemies into the air, Illusion tears a powerful slash with a reach longer than the blade and Neokinesis a boost to your damage at a constant drain of Ki.

You can develop more abilities through time and training.

100CP- Improbable outfit

Celia's outfit is shall we say quite odd considering what she used to be but doesn't make her any less effective a warrior.

This also you to make any armor including bikini armor a viable protection as blows will be redirected towards it.

Furthermore, this also increases the durability of whatever you are wearing such that even clothes could become as strong as steel.

200CP- Ancient languages

Throughout the game Celia will stumble upon various monoliths written in a mysterious language that she can understand.

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You however go even further as you are capable of writing, speaking and reading any language within the setting.

This updates every jump to include similar proficiency in any new language.

200CP- Miraculous Survival

Sometimes Celia will face defeat against enemies or even fall from incredible heights such as a bridge all the way down to an underground basement and yet she managed to survive.

This grants you incredible luck in survival such that even targeted attempt upon your life would have a hard time succeeding.

400CP- Plot importance

This place is extremely dangerous with even simple contact with the ubiquitous Green Fog transforming one into a tormented shadow and yet you seem to be doing just fine.

Indeed, it seems that as a protagonist you are simply too important to simply be killed off or fall victim to accidents.

You are even guaranteed to always eventually reach your goals such as by finding convenient monoliths detailing the exact method of deactivating a barrier or ending up after a fall close to a generator you needed to destroy.

400CP- On the Run

Celia managed to get away from the assassin group that tried to mold her into a perfect weapon after finding out about her abilities.

This makes you incredible attractive to secret organisations such as assassin groups while also making you capable of easily learning any ability, technique etc... such that in a year you could have mastered all their techniques.

Finally, you possess an incredible ability to simply run away from even the most dangerous organisations in the world.

600CP- Time Synchronisation

The reason Celia arrived in this city is that she is capable of synchronizing with the frozen time of Ark.

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You on the other hand possess an immunity to time related shenanigans which also allows you to synchronise with places where time flows oddly and break the cycle within.

Finally, you can qualify for any and all prophecies no matter how exclude they may be.

Capstone boosted : Timelord

It would seem that rather than simply being immune to time you are now capable of freely manipulating it in a range as large as the city of Ark.

This also makes it so regardless of what kind of prophecy or plot you are involved in you will always find that they end up benefiting you even if it is simply something like allowing you to forgive yourself for your past sins.

With time and training, the scale of your powers and abilities will continue to grow.

600CP- Master of Ki

Oh my Jumper, it would seem that you are even more advanced than Celia. Indeed, you can truly call yourself a martial master.

This grants you an even bigger boost to the combat arts beyond even Celia's abilities.

You are a third level master with a base ability of more than 300 but lower than 400 in game terms of the tabletop, this means that a clash at this level can easily destroy boulders, trees etc... simply from the shockwaves.

You are a master of all weapons including unarmed, possess knowledge of powerful ki techniques and martial arts that can easily destroy buildings.

This of course makes you capable of trivially learning, creating/innovating new martial arts as well as mastering any weapon.

You can develop more abilities through time and training.

This updates post-jump to be a master of similar level of never getting weaker.

Capstone Boosted : Martial grandmaster

Now you can truly be said to have reached the top of this world's martial arts. This grants you an even bigger boost to the previous perk such that you couldn't be perceived by them as you would be too fast for them.

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You are a third level master with a base ability of more than 400 in game terms of the tabletop, this means that a clash at this level can easily destroy even the most supernaturally resistant buildings, even particles from said clash can leave craters behind. It would be a fight of « divine » dimensions.

This also allows you to achieve zen feats similar to those of the Dominus Exxet, your strikes can casually shatter buildings and your martial arts, ki abilities, ki techniques etc... are more comparable to natural disasters than anything a mortal could ever accomplish.

You can develop more abilities through time and training.

This updates post-jump to allow you to remain among the very best fighters of the setting never getting weaker.

Monster :

100CP- Monster Combat Art

Shadows don't tend to use weapons and why would they when their claws are lethal weapons of their own.

This grants you the knowledge and ability to use your body including natural weapons like claws and fangs as well as firing purple beams of darkness to fight at a level of skill similar to **Selene Swordsmanship**.

100CP- Timeless Shadow nature

The shadows of this city are timeless, capable of living indefinitely unless killed by violence.

This grants you the same ageless immortality as them as well as an altform of some kind of shadowy creature wearing a mask, it could be humanoid, skeletal or canine it matters little.

Thankfully, you are immune to the mental health deterioration you would normally experience as a result of your strange existence.

200CP- Flame shadow/Green Shadow

There exist different variants of shadows within the Ark.

There are Flame shadows that deal fire damage and are much faster, stronger and tougher than the normal variants.

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On the other hand, Green shadows are slower and weaker physically than Flame shadows but possess the ability to summon pillars of flames.

For a 400CP discounted you can gain the advantages of both.

200CP- Skull o wisp :

Another enemy type seen in the game is a flying skull like creature that can summon will o wisps that explode on contact and fire lasers.

This grants you their ability to fly around firing lasers and creating will o wisp creatures that can harm enemies by dashing into them and exploding.

400CP- Shadow giant/ Flame Hound

Two unusually powerful shadows stand out and you possess abilities similar to theirs.

There is a Shadow giant whose sheer size and strength is such that its stomps can cause debris to fall from the ceiling and can also fire powerful lasers.

There is also a Flame Hound who is strong enough to shatter stone walls and is of course lethal to the touch as it is constantly aflame.

For 600 CP discounted, you can gain the abilities of both.

400CP- Dark Mirror

A strange enemy that Celia faces during her stay here is a dark copy of her that somehow perfectly replicated all her abilities including her ki abilities.

This grants you the ability to perfectly copy someone's abilities, gear and fighting style at your level of power as well as their appearance though you may choose a different color and style of outfit, hair color etc....

You also keep all copies as altforms you can assume at will though you do not need to take their form to use their skills, powers, abilities etc...

600CP- Obscuritas

The council member Augustus was twisted into the shadow known as Obscuritas. This grants you a tremendous enhancement to all abilities, skills, magics etc... related to Darkness, shadows and nightmare.

Your strength is also great enough to easily swing around a greatsword, you can fire powerful lasers and you are capable of causing explosions around you.

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Capstone boosted : Dark Lord

My apologies, you are even greater than Obscuritas.

You possess complete conceptual control of darkness, shadows and nightmares on a scale of the entire city of Ark as well as magic that can do the same.

With time and training, the scale of your powers and abilities will continue to grow.

600CP- The Clock of Desire

The one behind it all. The Clock is actually an entity that can be called Desire itself, one that was called to this world by the wishes of the people of Ark.

This grants you its ability to teleport around, fire lasers, summon debris to crush opponents, unleash powerful blasts of fire around you and summoning monsters.

You can also gain powers to grant your and other people's desires such as the ability to freeze time for a wish of eternity or a demonic form and powers for a wish to be punished for their sins.

Capstone boosted : Timelord of Desire

Oh my Jumper, it would seem you have truly gone above and beyond now.

This grants you complete control over time capable of accelerating, freezing or even rewinding it in an area as large as the Ark.

Your scale will only grow bigger as you grow stronger and more experienced.

Finally, your desire granted abilities are also of a similar scale and will also experience similar growths.

Items :

General :

Free- Anima Ark of Jumper

In this game has quite the unique artstyle and it would be a shame to not have a record of your adventures here.

This videogame is a retelling of your adventures here in a style similar to this game. This also includes videogames for your past jumps also in a similar style. You will receive a videogame retelling your adventures for each jump you go.

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Free- A weapon :

Going out unarmed would be ridiculously dangerous.

This is a weapon of your choice that although mundane is completely unbreakable.

100CP- Statues

This is a collection of a dozen statues that you can place anywhere you want. When broken they release orbs that heal you and restore your ki/supernatural energies. You receive a new batch daily.

200 CP- Laser traps :

This trap marked by a sigil causes lasers to be fired continuously unless the next sigil is reached.

You can design who is considered an intruder and who isn't. You receive a new trap each week.

200CP- Fire Traps :

Another type of traps that can be found here are sigils on the ground that create pillars of flames at regular intervals.

You receive a dozen and can receive a new batch trap each week.

400CP- Seals :

Found protecting various doors in the city, you receive a dozen seals that you can place anywhere.

Once placed, you can set conditions for their deactivation such as speaking a password or completing a puzzle. You receive a new batch each week.

400CP- Clock platforms and elevators

Throughout the game can be found various platforms shaped like clocks as well as elevators.

You receive a dozen of each, the clocks are capable of moving without any obvious source powering them and the elevators are large enough to accommodate a large number of people or materials. You receive a new batch of each weekly.

600CP- The Clock :

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The device behind it all. This clock is actually an artifact/being capable of reading and granting the desires of people around it.

It is even capable of freezing time in even a city as large as Ark. Yours is guaranteed not to backfire on you.

600CP- Heart of Eternity :

A powerful artifact.

Indeed, this device is one that is capable of powering even an eternal loop as it is capable of generating an infinite amount of energy at a steady rate by creating a field of frozen time all while serving as the control system of generators.

This can also allow the Heart to be beyond reach as it separates from the physical world.

Selene Rebel :

100CP- Improbable outfit and weapon :

Celia's outfit and weapon are fairly unique.

This grants you an outfit in a style similar to Celia's guaranteed to always complement your looks and actually protect you fairly well.

Also includes a replica of Celia's sword that is unbreakable and can channel your supernatural abilities including ki very well.

200CP- Moonlight sword

Celia may only use one weapon but perhaps you wish for one stronger than what could normally be found here ?

This sword greatly boosts your ki,ki abilities as well as enhances all abilities,magics,ki abilities etc... related to moon, cold and time. It is unbreakable and scales with you as you grow stronger.

A fitting weapon for an ex member of Selene.

400CP- Combat and Ki manuals

Though it may not be a focus in the game, this world actually contains a variety of impressive martial arts and ki techniques you would normally see in mangas and wuxias.

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These manuals record all the training, ki abilities, martial arts mundane and supernatural that exist within this world.

These shall update each jump you go to with similar martial arts, supernatural combat abilities etc...

600CP- Assassin Order

Oh my, it would seem rather than a mere exile you are instead the leader of your own group.

The members of this group who are all completely loyal to you and your cause count as followers and are all extremely skilled in everything related to assassination and martial arts.

They update every jump to always remain among the very best assassin organisations in the setting without ever getting weaker.

Monster :

100CP- Monoliths :

For the shadows of this city were once people.

You receive a set of 22 monoliths upon which you can easily write anything you want even without any sort of ink.

They are immune to entropy and decay and can thus serve as records of bygone times.

200CP- Sword of Obscuritas

A replica of the greatsword used by Obscuritas.

Yours however is better as it is capable of greatly enhancing your ki,ki abilities as well as enhances all abilities,magics,ki abilities etc... related to darkness, shadows and nightmares. It is unbreakable and scales with you as you grow stronger.

400CP- Zero Generators :

Powerful generators made with the greatest advances in technology and supernatural of the Ark.

These three generators can be used to power anything you may want by producing a field of frozen time.

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You may connect these generators to the **Heart of Eternity** item. You receive a new batch each month.

600CP- Merkaba

The complex within which The Clock is housed.

You possess a replica that you may separate from the physical world at will as it shall exist outside regular time. You cannot be reached without your consent when within Merkaba.

Companions

Free- Import

Import as many companions as you want, they receive their origin for free, 1000 CP and may take drawbacks and companions of their own.

50CP per-Create

Create a companion, they receive their origin for free, 1000 CP and may take drawbacks and companions of their own.

Free- Canon

Recruit a canon character, though you will have to convince them to join you. You will be guaranteed many favorable meetings and circumstances to convince them.

Free- Celia

An ex assassin running away from the assassin group known as Selene. After getting manipulated her whole life she really needs a friend or perhaps more.

Free- ID

A jester puppet that guided Celia in destroying the generators. Though suspicious at first he is simply bored from staying in an eternally unchanging city and would join you in a heartbeat.

Free- Augustus

A high ranking official of Ark, he was the one behind the creation of the Zero Generators and became the Shadow known as Obscuritas.

Your arrival seems to have allowed him to return to his previous form and is very grateful to you for freeing him from the frozen time.

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50CP- Ex Assassin (Free Selene Rebel)

An assassin that quit after the burden of guilt became too heavy.

They managed to get away from their group and try to help people in similar situations to them as a way to atone. They consider you dear to them.

50CP- Fellow escapee (Free Selene Rebel)

You weren't alone when you escaped from Selene. This individual who you grew close to during your stay with the group followed you in your escape.

You can trust them to always have your back as you are most likely the only one that they trust completely in this world.

50CP- Loyal shadow hound (Free Monster)

As suggested by the presence of dog shadows, not all shadows used to be humans.

This hound may have been yours when you were human or somehow regained its senses when meeting you.

Regardless you have a very loyal and affectionate shadow hound. Oh and that can set itself on fire for good measure though thankfully it can turn it off when it's cuddling time.

50CP- Shadow Knight (Free Monster)

Not all shadows are mindless as shown by Obscuritas who retained some amount of awareness.

This individual however has managed through sheer force of will to hold on to their personality and resist the mental deterioration brought about by such a state.

They are a highly skilled swordsman capable of using ki and whether because they served you in life or you remind them of someone they know they serve you as a loyal bodyguard or perhaps something closer if you allow it.

Drawbacks :

0CP-Choose starting Date

Perhaps rather than starting during the time where Celia would appear within the city you wish to start at a different time ?

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So be it, you may choose any time in the past from the founding of the city to right before the city's decline, to the canon times... You shall still only stay for the same duration with only this drawback however.

+100CP per- To the past

Maybe you would actually wish to jump backwards in time ?

This makes it so you start a decade into the past and allows you to gain an extra 100 CP per extra decade you go back.

+100 CP per- Extended Stay

Perhaps you would like to stay in this world longer ?

With this drawback you can add another 10 years to your stay each time you take it which also gives you an extra 100 CP per extra 10 years you decide to stay.

+200CP- So many monsters

This practically doubles the number of monsters in areas where you would expect to find them though thankfully they aren't stronger than normal.

+200CP- So much platforming

Hope you like jumping Jumper for this drawback drastically increases the amount of platforming you will have to get to anywhere in the city.

Thankfully this doesn't make the Fog anymore common than it already is.

+300CP Power/item lockout

For +300 CP, you lose access to perks/powers from outside this jump document or to items from outside this jump document.

For +600 CP, you lose access to both perks and items outside this jump document.

+300 CP Amnesia :

Oh dear Jumper, it seems you have forgotten quite a lot of things. Much like Celia your mind has been wiped clean of many memories.

Don't worry, you still keep your personality as well as the knowledge of how to use your abilities but you can say goodbye to any sort of meta knowledge you may have had prior to entering the jump.

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+600CP- Fog problem :

The Ark is shrouded in a Green Fog that is actually composed of frozen filaments of time that transform beings who come into contact with them into shadows.

The problem has grown even bigger than it would normally be as the fog is much more prevalent than in the game.

Thankfully, it is still possible to avoid it though slightly difficult.

+600CP- The Clock :

It has happened, the Clock has broken free of Merkhaba.

It is an entity that grants desires and so it shall endeavor itself to grant the wishes of anyone they meet in the most literal way imaginable.

Indeed, it is the Clock that is responsible for time being frozen and it can also act on people's desire to suffer for their sins by taking a demonic form with various powers.

And now it has chosen you, to grant your desires in a way that will bring you harm. Destroy it and free the Ark from frozen time.

Scenario :

Save Ark City :

For this scenario you will be sent back to the apex of Ark. Back when it was an advanced thriving city.

Your mission is to stop the council from activating the Clock which would surely ruin the city as seen in the game.

Reward :

For your great deed, you get to take the entire **City of Ark** and all its denizens with you, it is a technologically and supernaturally advanced city of peerless splendor.

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You also get **The Clock of Desire** as a companion, they can grant your wishes but thankfully won't take the most literal interpretation like the one in the game.

Ending :

Do you want to **go Home** as you are satisfied with your journey ?

Do you want to **stay** in this world perhaps enjoying the sight of the city of Ark ?

Do you want to **keep jumping** and see the wonders of the greater multiverse ?

Notes :

Examples of spells and martial arts : Spells from Anima Beyond Fantasy Core, Martial Arts from Anima Beyond Fantasy Dominus Exxet

Spells :

Light magic :

High Level :

Create Being of Light allows you to create a creature of light that seems alive but is completely under the caster's control.

Reflecting prism allows you to reflect spells, ki techniques and psychic abilities that aren't stronger than your own spellcasting ability.

Predict can allow you to accurately predict future events as long as the period predicted is no more than one year from the casting, though this spell can be obscured by divinity/people stronger than you.

Divine level :

Prison of light can allow you to banish someone to another universe. This blocks information regarding the prisoner from outside and keeps them from learning about knowledge outside their prison. Though they may try to destroy it, the prison can actually regenerate damage dealt to it.

Ascension allows you to exchange the essence of an individual be it the caster or another with a divine one. On another this makes the target at most slight weaker than the caster while when cast on the caster can increase their power beyond their normal maximum.

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Holocaust of Light creates a 300 feet (91.44 meters) wide dome of light that dissolves everything that comes into contact with it, including souls and creatures of light. This affects everyone but the caster.

Dark magic :

High Level :

Create Being of Darkness allows you to create a creature of darkness that seems alive but is completely under the caster's control.

Concealment from magic allows the target(s) to be unaffected by direct magic unless the opposing caster succeeds in fixing their magic against the spell's effect.

Undetectable makes the target(s) immune to all forms of supernatural detection be it psychic, ki or magical. Only physical senses can pick up their presence.

Divine level :

Prison of darkness can allow you to banish someone to another universe. This blocks information regarding the prisoner from outside and keeps them from learning about knowledge outside their prison. Though they may try to destroy it, the prison can actually regenerate damage dealt to it.

Dark ascension allows you to exchange the essence of an individual be it the caster or another with a divine one. On another this makes the target at most slight weaker than the caster while when cast on the caster can increase their power beyond their normal maximum.

Holocaust of Darkness creates a 300 feet (91.44 meters) wide dome of darkness that dissolves everything that comes into contact with it, including souls and creatures of light. This affects everyone but the caster.

Creation magic :

High Level :

Zone of Safety creates a non-violence zone where violence becomes impossible unless they pass a high level magic resistance check.

Maintain magic allows the caster to extend the duration of a spell/magical effect. This frees the caster from having to focus on maintaining it.

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Provide soul gifts a soul to an entity or object capable of containing one. This grants them free will and breaks their bond with their creator. They also no longer need to be maintained magically if their creation was through a spell.

Divine level :

Eternal magic makes a spell eternal if its maintenance was daily or makes its maintenance daily if it had to be maintained each combat turn. In effect this means the spell is still under the caster's control but its effects can persist past their death.

The Barrier allows you to create an imperceptible barrier that can separate the world into two parts. If someone attempts to cross it, they reappear at another point of the barrier unaware of anything strange having happened. You can still leave passages in your barrier if you wish. Its size limit is a territory of 60 miles (96.56 km) or a line just as long.

Gift of Life allows the caster to create an entirely new race of being and to determine the sort of being (material, spiritual etc...) as well as if they are attuned to an element.

Create can allow the caster to create anything as long as it isn't too much stronger than them. They could create continents, oceans or even entire worlds.

This can also allow them to modify the rules of creation like gravity or the rate at which time passes which affects anyone that is less than half as strong as they are.

Martial Arts :

Ormus :

A martial art created by a society of agents of the Beryl Azrael. It has since been picked up by the Church and is the among the most well-known styles of their inquisitors.

It is based around using a sacred energy originating from its user and is always accompanied by a brief choir of angelic voices originating from the user's own energies.

Libera me :

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The user stabs themselves with their own weapon, this actually causes a breach in existence that makes their weapon harmlessly pass through them to transmit the blow to the enemy through the blood of the attacker/user.

The damage of this technique can be increased by sacrificing lifeforce.

Sanctus :

The user unites their hands in prayer which causes a guardian angel to manifest from their energies behind them, interposing its wings against any attack the user would suffer.

Kyrie Eleison :

An extremely fast attack that strives to mercifully finish the opponent in one blow quickly and painlessly. This technique aims at a vital point and deals very high critical damage.

Seconds after executing the technique, copious amounts of blood springs forth from the point of impact, leaving only a small cruciform wound.

Dies Irae :

The user raises their weapon towards the sky, then everywhere around them fills with runes that are resplendent with a pure and calm light. At that moment, the user lowers their arm and a prodigious blade of luminous energy, representing the very sword of God, slices down from the heavens, destroying everything around the user.

This is an energy attack type based on Light that greatly increases the user's attack and affects everyone within 150 feet (45.72 meters) around the user.

Requiem :

The last and greatest technique of Ormus is requiem which causes beings to descend from heaven to judge the enemy.

When using this Technique, the character designates a target with a gesture of their hand, causing the energy emanating from the character's body to take the form of the four angels who guard the cardinal points, plus a fifth in representation of Metatron, the Voice of God. These figures carry out a fast succession of attacks on the enemy, while the character accumulates a great amount of pure light in his weapon and hurls it at the enemy. Moments later, everything settles into a great calm and an imperturbable silence. Requiem

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provides its user with the ability to carry out five continuous additional attacks, after which the character executes a sixth and final attack, based on Light, that doubles the damage for that attack.

Hyousetsu Jigoku :

The Hell of Ice, Hyousetsu Jigoku, is one of the great elemental schools created by the Kami in antiquity. It was developed by one of the four great generals of Amaterasu who rose against his lord during the rebellion of Hideyuki. It bases its principles on ice and allows its users to control the powers of the reflections created on its surface.

Yuki :

When using Yuki, the character becomes enveloped in an icy aura that increases their speed in response to attacks. Whenever they are attacked, they move at full speed, leaving a frozen trail in their wake. Nevertheless, Yuki needs a few seconds to recharge itself.

Samui :

The character uses their Ki to propel their body, moving at an impossible speed, at the precise moment that they suffer an attack. At that moment, they leave behind a reflection of themselves while they counterattack at full speed from another position. When used, this Technique creates the sound of ice being cut.

Kagami :

By projecting his Ki in front of themselves, the character raises a screen of supernatural ice, a mirror of souls that reflects blows back against the attacker. When the screen is hit by a blow, a reflection of the attacker rises from the screen and returns the blow upon the attacker.

Unless the attacker can somehow surpass this defense, the attack will be reflected back to them along with whatever esoteric effects it may have.

Kagami No Kakeru :

Also known as the Fragments of the Mirror, this Technique creates 25 sharpened crystal shards around the character that are launched in quick sequence, second after second, against the enemies that they select.

Shitsunen No Sekai :

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The Forgetfulness of the World, the greatest and most powerful of the Techniques of Hyousei Jigoku, invokes the power of everything that is left behind, all the things trapped in the most frozen corner of memory. When using it, the character creates around themselves a glacial world that paralyzes and destroys everything, freezing even the flow of time. When a character uses this Technique, all individuals less than 150 feet (47,72 meters) from the character must pass a high level Physical Resistance check or be completely paralyzed.

Thanatos :

Although at present they have been forgotten, the Techniques of Thanatos are the ancient Techniques that the Duk'zarist praetorian guard used when they entered combat. Thanatos bases its power on fire, a major requirement of all its attacks. For that reason, the character will find it valuable to be able to create flames using some kind of psychic or supernatural power, although simply being near fire would suffice for him to activate his powers. Supposedly, 10 Techniques of Thanatos existed, but four of them have completely disappeared and it is not known if there is anyone left in Gaia who still knows them.

Sirius,Black Light :

Scratching the ground with the tip of their weapon, the character makes a dark fire blaze along the earth at great speed. When it reaches the character's enemy, the fire explodes, causing a great black pillar of fire.

This technique has a maximum reach of a 150 feet (47,72 meters) and it increases the attack of the user greatly. This requires at least a bonfire level of fire to be available.

Jocasta,Edge of Shadows :

The weapon of the character becomes pure darkness covered with black fire, and when the character attacks their enemy, the flames become deformed. In an instant, the attacker cuts through their enemy with a fast, unstoppable maneuver, leaving only a fine dark line drawn on the enemy's body. Seconds later, the line becomes an immense cut and the opponent falls apart into two pieces.

This technique greatly increases the attack of the user.

This requires at least a bonfire level of fire to be available.

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Selune,Shadow of the Moon :

Selune is an improved version of Sirius that allows the character to carry out a devastating Area Attack. It begins in a similar way to Sirius, given that the character scratches the ground with the tip of their weapon, creating a current of flames. However, instead of directly hurling the current against an enemy, the character continues striking the same spot over and over again while the forces of the contained flames grow and grow. Finally, when all the energy is about to explode, the character carries out a final cut that sends the attack against its target, where it bursts into an immense column.

This technique has a reach of 150 feet (47,72 meters) but after reaching the target explodes in a 150 feet(47,72 meters) radius that doesn't affect the user.

This requires at least a bonfire level of fire to be available.

Lycoris,Submerge in Darkness :

With a simple gesture, the character envelops their body in dark fire and melds partially with it, preventing their enemy from seeing him well. When the character is attacked, the fire acts as an extension of their Presence, trapping the weapon of their enemy and aiding the character's counterattack.

Lycoris Korene, Submerge in Darkness :

Lycorys Korene acts exactly like Lycorys, except it increases the Dodge Ability of the character instead of their Block Ability.

Dark Phoenix :

The character absorbs all the fire that surrounds them and makes it explode, creating a gigantic mass of black flames with the form of a Phoenix. Moments later, they hurl themselves upon their enemies, annihilating everything in their path with their dark wings of fire.

This technique has a reach of 800 feet (243,84 meters).

This technique deals temporary damage to the user and requires a high intensity of fire.

Anima The Song of The Fallen Angels :

Of all the Technique trees, the one called "The Song of the Fallen Angels" is likely the most powerful and complex of them all. How it originated and whether at present there is anyone with the skill and the knowledge necessary

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to use its Techniques is unknown, but it is said that the Techniques' power is such that, with them, it is even possible to kill a god.

Dedisco Deus Creux, The Cross of the Forgotten God :

Even the first and most basic of these Techniques possesses a vast power. When using it, the character uses their Ki to enter into contact for a few moments with a primeval and forgotten force. Letting themselves be suffused by it, the character hurls themselves against their enemy and crisscrosses the enemy with their weapon. Moments later, two lines of pure energy arise from the body of their enemy, forming an enormous cross that subdivides the enemy.

Sheraphim Ianua, The Door to the Seraphim :

This Technique surrounds the character with four wings of light that protect them from any kind of attack. The wings interpose themselves whenever they are going to be struck, automatically stopping the attacks directed against them.

Angelus Ultima, The Last Angel :

This Technique transforms the weapon of its user into a colossal wing of crackling supernatural energy (if the character does not use weapons, it simply rises from his back), and they let it drop against the ground, destroying everything in its way.

This technique has a reach of 3000 feet (914,4 meters) with a radius of effect of 150 feet (47,72 meters)

Questus Residi Mundus, The Lamentation Of the World that Was Left Behind :

When the character uses this Technique, everything stops for a moment and becomes completely dark, with the only exception being the character and the targets of this Technique. Then, the attacker hurls themselves upon their enemies, disappearing after each attack; it does not matter what the defender does, when counterattacking they are only able to reach insubstantial shadows. Finally, surrounded by wings, the character manifests in the air and gathers their remaining power to make a devastating final blow that shatters the darkness, which falls around them like broken glass.

Delevi Deus Anima, Exterminator of the Souls of the Gods

Delevi Deus Anima, the Exterminator of the Souls of the Gods, is probably the most powerful and destructive Technique ever created. Its earthshaking power

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obliterates absolutely everything in range, devastating the place where it is used. It is said that the power of this attack is such that if it were uncontrolled, it would be possible for it to devour entire planets. When the character activates it, the power that arises from the character manifests in four immense wings of light, so large that they protrude out of the atmosphere. Each one of them, equipped with unparalleled power, uncreates what it touches within miles of distance, enveloping everything in light and eternal emptiness. Finally, the only thing that the wings leave behind are feathers, which fall slowly from the firmament as if they were tears of the sky.

This technique ignores all armors.

After using this technique the user can't use ki abilities for a full minute.

A summary of the events and lore of the game :

Once the city of Ark was a thriving technologically and supernaturally advanced city with a council that wished to create an eternal Utopia of perfect happiness.

One day, they unearthed an incredible artifact they called **the Clock** which they knew could allow them to create an eternal city.

To do this they studied chronomancy and started building reactors they called Zero Generators to give the necessary power to the Clock. The generators were under the control of the control room they called the Heart of Eternity which when activated will pull both the Heart and Merkaha which houses the Clock outside of physical space while creating a field of frozen time over the entire city.

However, while experimenting with chronomancy they discovered that frozen time formed a sort of Green Fog that « took » the time of whatever came into contact with it. Living beings became shadowy creatures suffering mental health deterioration as events repeated endlessly in their minds, these are the various shadow enemies within the game.

A man known as Nathaniel discovered that the Clock was actually a living sapient entity and that its activation would lead to a fate worse than death as the entire city would be stuck in frozen time unable to die.

He decided to commit a sin and sealed the Clock in Merkhaba for he didn't want to risk the Clock's reach to spread even beyond the Ark.

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Their only salvation would then be if someone could synchronise with the time of Ark, they could theoretically enter Merkhaba and destroy the Clock which would end their suffering once and for all.

Our protagonist Celia is an ex assassin who after escaping from her group Selene found herself in the city of Ark. There she meets a puppet Jester called ID who introduces her to the city and warns her of how dangerous the place is.

She however decides to keep going to search for her friend Nemo who escaped with her. Thus throughout the game she will destroy the various generators and enter Merkhaba where she will realize that she was manipulated.

Indeed it seems that the man she called Nemo was actually the one called Nathaniel who sealed the Clock within Merkhaba. She chooses to destroy the Clock anyways to save the city from frozen time.

Finally, she remarks that even though it wasn't true she liked the feeling of having a friend and finally leaves the city of the past behind.

Changelog :

V1.0 :

Made A Jump

V 1.1 :

Spelling fixes

Format changes

The **Ring The Bell** perk now allows you to drop the barrier willingly instead of only being upon your defeat.

The **Knowledge of the Ark** perk now also grants you great spellcasting ability.

The **Ark of Eternity** perk is now also an uncapper that removes diminishing returns and allows you to train your perks,powers etc... infinitely.

The **Dark Mirror** perk now allows you to use the copied abilities,skills,magics etc... without having to transform into the form related to it.

Clarified that the scale of the **Obscuritas** perk can increase with time and training.

The **Moonlight Sword** and **Sword of Obscuritas** items are now unbreakable and scale with the user as they grow stronger.

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Added examples in the notes of spells and martial arts within the setting.