



## Metaphor ReFantazio Jumpchain (Xaldreca Version)

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Hello Jumper, and welcome to the world of Metaphor ReFantazio. This is a story that takes place in the United Kingdom of Echronia, a nation encompassing the entire island it is upon, with little mention paid to any neighbors beyond the seas.

This nation is home to eight tribes, although they are by no means treated equally. Inequality and discrimination litter the land, and people are routinely murdered because of it.

This nation is in a pseudo-medieval state, mostly having its forces and technology composed of sword wielding knights and horse-drawn carriages. However, it does possess magitech as well. This primarily takes the form of Igniters.

Igniters are, as was said before, Magitech. Controlled, Manufactured, and Sold through the Crown Theocracy, the Sanctus Church, they are basically only used as weapons of war or to power weapons of war. They are incredibly expensive, but also require little to no skill in wielding one's own Magla, instead being powered by pre-installed Magla Crystals. There aren't even Healing Igniters, achieving little but destruction most of the time.

Magla, which was mentioned earlier, is the magical energy of the land. It is both a crystalline substance and a type of energy, and is formed from all things. Specifically, Magla is generated from fears and anxiety, and can induce that emotion in others in turn when in especially high concentrations. This is called Melancholia.

One's own Magla can also be used for personal magic, but the Sanctus Church has used its influence to close all schools for it, so the practice has gone out of favor in the face of that influence and the convenience of Igniters.

There are monsters in this world as well, although two types stand out in particular. The first are Dragons. They are giant creatures that are simultaneously flesh and blood, enough to have blood one can research, as well as manifestations of pure Magla. They aren't the only creatures to have such physiology, such as the Fairies and Elementals, but all others pale in comparison to Dragons. As for their appearance, they are all the very epitome of the Western Dragon. Scaled, 4 legs and a pair of wings alongside horns. They all have their own differences within those bounds, of course, but a Dragon is very obviously what it is.

The other monsters of concern are Humans. Yes, really. Although, despite the name, they aren't the humans you would think of. Rather, these are monsters of immense strength and durability and grotesque forms. While not as strong as a Dragon by any means, they are far stronger than any other monster in the same general size range as them. They are mostly unintelligent, and their forms can range anywhere from a living tooth to a several story high creature. No one knows where the Humans come from, but they terrorize the people nonetheless.

Or at least, that's the prevailing story.

Let's break the illusion a little. Metaphor ReFantazio, while a Fantasy Story, has a setting of a Post Post-Apocalypse. A long, long time ago, the people of Modern Earth discovered Magla. As a power source that infinitely wells from the people's anxiety that allows for supernatural abilities and effects, they instantly weaponized it.

Remaining technology from that time are called Divine Relics. They also created the Dragons as weapons of war, and crafted the Eight Tribes from humankind through general genetic modification and Mutations caused by Magla.

And, on the subject of Magla causing Mutations, that is also what causes both Monsters and Humans. Monsters are formed from Mutations in general wildlife, and Humans are formed from,

well, humans and the eight tribes derived from humanity. As was said earlier, most aren't intelligent, as being transformed happens due to someone losing control of their Magla to the entirety that it entirely warps their mind and form. This generally isn't common in the slightest, being virtually unknown as something that can occur, but it can be artificially induced should someone know the method. The amount of people who even know this is even possible can be counted on one hand though, so it isn't the greatest concern.

But to get back to the subject at hand, the King was just killed. And soon, his postmortem plans will unfold, invoking the Royal Magic to ensure an Election for the New King. In which the one to take the Throne shall be the one the Citizens trust the most, and the Royal Magic shall protect those especially popular to ensure the contest isn't decided by force. Now, that magic is by no means foolproof, especially to a Jumper like you, but it functions perfectly well in most cases.

This is soon to take over the talk of the entire nation, and will determine the fate of all who live there. After all, anyone could be kind next. Be it the next in line for the Throne or some random street urchin, so long as they get the most public support. Why, it could even be you, Jumper.

As I'm sure you've realized by now, this world can be very dangerous. You will be starting the day after Louis Guiabern assassinates the King, just before the start of Canon. In order to help you survive, take the following.

### **Gain 1000 CP**

## Origins

In this world, everyone comes from somewhere. Even if that somewhere is just the middle of nowhere. As such, you have somewhere you come from as well.

You can choose any age between 10 and 30, and you may choose your gender at will.

**Crown Seeker:** You are someone with big dreams and/or ambitions. You see something wrong with the country (and there's no shortage of problems), and you have a way you'd see it fixed. With the death of the King, and the soon to come Election for the New King by virtue of the Royal Magic, you have an opportunity to see your ambitions realized. You'll have lots of opposition, but the crown can indeed soon be in your hand.

**Lodestar:** You are a Warrior. Of what specific forms or job varies, but violence is what you get paid to do. As such, even if direct violence against high level candidates is forbidden by the Royal Magic, there's certainly no shortage of candidates for the Throne that would want your blade (or whatever it is that you use) at their side. In a world like this, Power is as much of a selling point for a candidate as their policy, after all, and doing outreach and gaining favor in cities other than a candidate's starting one becomes near-impossible if they can't survive the trip there. Still, what cause, if any, you would pledge your sword to is up to you in the end.

**Scholar:** You are someone more Academically or Spiritually minded. Perhaps you're a mechanic or more mechanically minded researcher, or perhaps you're a scholar of magic from the old Mage Academy. You could even be a member of the Sanctus Church or one of the Mustari's Pagan Beliefs. Regardless of which it is, your mind, and understanding of Magla, is your greatest strength. In Euchronia, literacy isn't all too common, so high education on any level is impressive and in demand, and with the upcoming race, even little known academics are getting very generous offers to get them on their side.

**Innocent [Drop In]:** You are an innocent soul, or at least mostly innocent, just living your life. Perhaps you're a Merchant, a Baker, a Songstress, or maybe just a child. You could even be a nameless wanderer who just happened to be around when these turbulent times started up. Regardless, you're the sort that is likely to have little, if any, direct relationship to the Tournament for the Throne. You could try to get involved if you want, but most in your position are just hoping that whoever wins won't make things worse for them.

- If you wish to be a Drop-In, take this Origin.

## Tribes

As was said before, there are eight Tribes in this world.

While racism and prejudice do exist, and are undeniably wrong, it is also undeniable that each Tribe does have different strengths and capabilities from each other. The races were formed from both genetic engineering and mutations due to the Magla after all, and those did have meaningful changes. As such, you will need to choose which Tribe you will belong to.

You will gain your form here as an Alt-Form Post-Jump, should you not choose to be a Drop-In or an Elda.

**Clemar:** You are a Clemar, the most populous tribe in the United Kingdom of Euchronia. Additionally, the royal family is of the Clemar tribe, and many royal houses are as well. As such, they are the tribe that most benefits from racial privilege, although discrimination based on class occurs as well. As for their appearance, they are mostly identical to a normal, lowercase h, human, except they have a pair of horns that point forward and wrap close to their head. They aren't noted to have any special abilities, but that is more in that they are considered to be the baseline that all others are measured against in their fields of speciality than them being lacking.

**Roussainte:** You are a Roussainte, one of the most populous tribes in the United Kingdom of Euchronia, although they number less than the Clemar. They are well known for their physical strength and abilities, and often take up positions within knighthood or other martial fields. Thus, they are also a generally very privileged group, especially within the military. For their appearance, like the Clemar they are mostly identical to humankind, although they possess very long and pointy ears that go out directly horizontally from their head.

**Eugief:** You are a Eugief. The Eugief are, contrary to our previous two examples, a very minor tribe, and one that is heavily discriminated against. They are akin to Humanoid Bats, being significantly smaller than the average person of other races, but not as small as a Fairy. As such, they are both immediate to spot and can be mistaken for nothing else. They are also known for their sharp senses, agility, and they tend to be better at matters of stealth than the other Tribes. They also have night vision, and while they cannot fly with their wing-arms, they can glide. The combination of these strengths and the very different general physiology makes them outcasts, and generally pushed out of society. However, that doesn't mean everyone shares that perspective.

**Nidia:** You are a member of the Nidia. If one was to encounter the Nidia, they would say that their most distinctive trait is their jewel-like eyes. And it is true that this is a very distinctive visual trait of theirs. However, it is not what defines the Nidia as a Tribe. The Nidia, in actuality, are a race that ceases to grow larger shortly into their lives. They remain around the size of children no matter how old they get. However, they do possess a Tribal Ability: that of Solid Glamours that *specifically and only* allow them to change their appearance to what it would be if they did grow larger like the other Tribes did, alongside allowing them to do some cosmetic modifications to themselves on the fly, like altering their hair style. While this isn't well known at all, as it's rather hard for a Nidia to lose focus enough to break their Glamour and they wear it basically their entire life, they still have a reputation as friendly liars and those who live in dishonesty. Which honestly isn't untrue, but it gets taken to extremes as if they're all con-men instead of just making themselves look older.

**Paripus:** You are a Paripus. They are a Tribe whose defining visual feature is that they possess animal ears and a tail on top of the normal human appearance. These are generally something like a fox or a dog, but they vary with the person, so that's really more of a guideline. As far as talents go, they are generally known for their durability. Which is useful for them, considering society at large hates them. Paripus, generally, are forced to live on the street and starve. The public perception is that they're hedonists and can't hold down a job. However, it's natural to indulge in something you've been denied all your life when given a chance, and when they were never given training or good conditions, it logically follows that they would perform worse than those that do. That doesn't stop some people from being horrible to them anyways, though.

**Ishkia:** You are an Ishkia. They are a race that is another of the higher ups in the social structure of Eucronia. They are a race whose distinctive trait is two pairs of feathered wings from their waist, one of which is smaller than the other. These are entirely vestigial, not even being able to glide like the Eugief can. However, they can still move their wings around at will. Aside from that, they look like a normal human being. In practical terms, the Ishkia are known for being more intelligent than other races, and hold many positions in the Sanctus Church and scholarly institutions due to this. Of course, just because there is a trend of the Ishkia's intelligence doesn't mean all of the members match that standard. Nepotism and discrimination is as much of a factor here as it is anywhere, if not more so.

**Rhoag:** You are a member of the Rhoag Tribe. The Rhoag Tribe has no additional body parts, unlike many of the other tribes. Instead, they are all known to have either very dark or very light skin, and then have black or white (whichever better contrasts with their skin tone) natural tattoos that naturally form across the majority of their body. As far as the meaningful benefits go, their largest ability is that of their longevity. The Rhoag, on average, live twice as long as the other races. They age around the same rate as the other races until they reach their prime, and then severely slow from there. Because of this longevity, many have risen to the top of many organizations out of sheer seniority, and possess a significant amount of influence as a result. However, that only applies to those already in those positions, and younger Rhoag who would seek those positions themselves have a long road ahead of them.

**Mustari:** You are a Mustaria, another of the ostracized Tribes in the United Kingdom of Eucronia. Contrary to most other tribes that follow the teachings of Sanctism, the Mustari have a Pagan Faith, centered around the Divine Relics that survived the fall of the old civilization. However, this has made them outcasts, and many have fallen into isolationism because of this and the zealotry of the Sanctus Church. As a part of their faith, they wear masks on their head at most times, although they still need to take them off to do things like eat. As far as their visual differences go, their main one is their Third Eye, which rests in-between and above their normal eyes. This allows them to see Magla, but does not possess the normal method of sight, making it a very different perspective. Still, no people are a monolith, and some exist that live in the major cities. Just. . . don't expect much kindness.

**Elda [Drop-In]:** You are a member of the Elda. The Elda, contrary to the other Tribes, don't have anything that sets them apart from the humans you likely know, because they are the humans you likely know. Yes, Elda is just a name the survivors of humankind took up, as Human is now the name for the grotesque monstrosities that can terrorize the land at times. They sourced it from Elder, as they were the original race that preempted any of the Tribes. They are very isolationist, and most people have never seen one before, but they are also the group that knows the most about the truth of this world. Because of this, even a drop-in should be able to seamlessly pass as being an Elda, as it's not like anyone would have the knowledge to call them out on it. Additionally, they are one of the greatest victims of racism, especially by the Church, who had burned down the main Elda village in both a racially and politically motivated attack a few years back.

- If you wish to be a Drop-In, take this or the Half-Blood / Other Tribe Option. Regardless of which you pick, you drop in as you are if you're a Drop-In. The choice only determines the Discounts you get.

**Fairy:** You are a Fairy. This is less of a Tribe and more of a classification of being, but it still qualifies. You are the exact same kind of being as a Dragon, as was described in the introduction: Something that is simultaneously a flesh and blood creature as well as a being of pure Magla given form and thought. As far as your appearance goes, just like how Dragons are the stereotypical Western Dragons, Fairies are the stereotypical Western Fairies. You are a very small person possessing insect-like wings, alongside the possibility of some more pointed ears. Naturally, their physical characteristics scale, as they aren't very strong or durable. While Fairies are rare, they aren't considered to be valuable either. Of all the Magla-Creatures, while they are the ones that are completely sentient, they're also the weakest. As such, even those who wouldn't balk at killing a person to harvest their remains would look elsewhere if only for the sake of efficiency. Thus, the Fairies are often *ignorable*. Which can work to your benefit very well.

**Halfblood / Other [Drop-In]:** You are a Halfblood. This isn't so much of a race as it is a description. Should two people of different Tribes have a child together, they produce a Halfblood child. This child will show partial aspects of both races they are from, but not to the same degree as a pureblooded member of their race. This can be manifested like someone with Ishkia blood only having one set of wings or someone with Mustari blood having a third eye, but it being completely nonfunctional and permanently closed. It can also be that traits from one side don't manifest altogether, such as someone with Clemar blood not having any horns or someone with Rhoag blood not manifesting any markings. Generally, Halfbloods are ostracized, with the Sanctus Church especially having a stigma against them. This can get rather dramatic, but such extremes of racism are relegated to a Drawback rather than being packed into a Tribe option. Due to the variable nature of this option, the way this Tribe Option works is different from the others. See the below note for details.

- Unlike any of the above options, you may take any two 100 CP Tribe Perks for Free and gain a discount on any two 200 CP Tribe Perks. However, you have no discounts for 400 CP Tribe Perks.
  - There are no 600 CP Tribe Perks to receive Discounts for, for reference.
- If you wish to be a Drop-In, take this or the Elda Tribe Option. Regardless of which you pick, you drop in as you are if you're a Drop-In. The choice only determines the Discounts you get.

## Locations

There are a variety of locations within the United Kingdom of Echronia. From these, you have three options.

- A. You may select your Location as you wish.
- B. You may start in Grand Trad, and if you do so, **Gain 100 CP.**
- C. You may roll for your starting location, and if you do so, **Gain 200 CP.**

And the locations you have to choose or roll from are as follows.

1. Grand Trad: You begin in the city of Grand Trad. This is the capital of the United Kingdom of Echronia, and exists in the center of a giant wasteland caused by the Royal Magic, which sources its power by taking Magla from the entire kingdom. The funeral of the King will begin in a few weeks, and once that occurs, the Competition for the Throne will begin. If you wish to be involved in that, this is the place to start.
2. Martira: You begin in the city of Martina. This is a moderately sized village to the southwest of Grand Trad, and near an actual desert rather than just a wasteland. The main threat of the area are giant sandworms that can get larger than a house. However, there is a more insidious threat. The head of the area, Joanna of the Sanctus Church, has had children kidnapped to feed to the Human that has formed from her child's corpse, which had been assassinated in the crib for being of mixed blood. I would recommend either leaving town immediately, or going to solve the problem.

3. Brilehaven: You begin in the port city of Brilehaven. This is, as was just described, a port city that rests at the southwest edge of the United Kingdom of Echronia. It is unsure who exactly they may be trading with, as the seas are also filled with monsters and little is known about any other countries, but it exists nonetheless. Brilehaven is also home to a flourishing Colosseum, if you are interested in that kind of thing.
4. Virgia Islands / Eht Ria: You begin in the Virgia Islands. At the start of your time here, this land has no name of its own, but if the events of Canon come to pass, it will later be known as Eht Ria. It is one of the major homes of the Mustari People, but due to both prejudice and the monsters in the ocean, it is a very isolationist place. Additionally, degradation of information over time has caused the people of Eht Ria to believe that they need to have a Priestess sacrifice her life to their Dragon God to quell disaster, rather than the intended tradition of the Priestess being a warrior to fight alongside the Dragon God. Correcting that without proof won't be easy though.
5. Altabury Heights: You begin in the city of Altabury Heights. This is the seat of the Sanctus Church, but also a very cold and mountainous city. Its most notable landmark is the giant floating stone above the city, known as the Holy Rock. Before Sanctism was dominant, this area used to be largely populated by the Mustari, although some still do remain in the city. It also possesses a culture of hot springs and has a large opera house.
6. Minor Village: You begin in a Minor Village of your choice. Any village that exists within the United Kingdom of Echronia, but is not already mentioned here, is available to you. Choose as you will.

## Perks

Now, we have the meat tithes document, the Perks. These are the powers and abilities that you will gain which will form the foundation of your time here.

As a reminder, if something states that it is Free, then it costs nothing. If something states that it is Discounted, then it is 50% off.

## General Perks

First up, we have the General Perks. These are Perks which are generally applicable for anyone, and thus do not have discounts for anyone. However, they can be very useful, and as such, take the following:

### **Gain 200 CP for General Perks Only**

**Better and Stronger** (Free): Metaphor ReFantazio is, like many games, a world in which you can strengthen all parts of yourself through Combat, alongside other tasks, with basically no limit. This is not limited to the protagonists, and is instead seemingly universal. As such, by coming here you naturally receive this ability yourself.

**The Point of a Sword** (-100 CP): In a world with Monsters, combat becomes a skill that most people will want to at least be at least acquainted with. By taking this, you gain a solid and comprehensive but low level of understanding and experience in all things related to combat. This includes footwork, teamwork, how to prevent injury, how to keep your cool in a fight, first aid, how to protect others, battlefield positioning and awareness, tactics, and the actual fighting part. You may be no decorated veteran, but at the very least you'll now have the basics down.

**Grand Guard** (-200 CP): In a fight, guarding is a rather common action. After all, it's the rare sort that wants to receive brutal injuries. However, a metal shield and bracing oneself may feel superfluous when up against fireballs that can destroy a room or sword strikes that can rend steel. Not anymore though. Now, whenever doing something that is primarily focused on guarding, be it bracing your arms for a hit, putting up a shield to defend yourself, or anything else, this Perk will grant you a variety of benefits. Firstly, you take half damage from any and all sources. Secondly, any explicit weaknesses you have are considered to not exist while guarding. This doesn't mean being less strong in an area, but more like how a Fire Elemental would be fundamentally weak to Ice Magic. Third, damage applied to you is distributed across your body in such a way that minimizes the actual damage taken. Fourth, you are unable to have your stance broken or thrown off-balance, and it is significantly harder for you to be pushed back. Lastly, you are immune to any secondary effects of attacks, such as poison or debilitating magics added to a strike. Additionally, as a side benefit, this Perk grants you mastery in using a shield. With this, you should always be able to rely on your defense in any battle.

**Overwhelming Ambush** (-400 CP): In battle, initiative can be everything. Getting the jump on an opponent, rather than the other way around, can mean the difference between a flawless victory and being dead on the ground. This Perk has two halves, a defensive one and an offensive one. Firstly, you are now incapable of being ambushed. At the very worst, you can be put in a bad situation tactically or geographically, but your opponent will not be able to actually attack you without your knowledge. Should they try, they will find themselves paralyzed until you have gotten to a neutral position at worst. This is similar to the Paralyzing Magic utilized for the Competition for the Throne, but it doesn't allow you to kill the attempted ambusher without a struggle. On the offensive side, this Perk grants you significant skill in ambushing others. When doing an Ambush, your attacks are also doubled in strength. In addition, should you successfully pull off an ambush, or otherwise start a battle with an overwhelming advantage, all of your opponents will be stunned and unable to take any action for a full ten seconds. This is nearly an eternity in combat, and should allow you to finish off the victims of your ambush before you can even get a scratch on you.

**Scream your Heart Out** (-600 CP): You have gained an absolute moral center to yourself, or refined the one you already had. If you, somehow, didn't have a moral code already, you now have one that is objectively considered to be good, although you have significant discretion on what exactly that moral code is and what you value. It will additionally involve a theoretical version of what would be ideal for you, although this does not prevent you from understanding or accepting reality. This will also not prevent you from revising and re-evaluating your beliefs, but will make you immune to any and all Corruption, Mind Alteration or Control, Memetic, Puppetry, or any other effects that could compromise your morals or actions. This also grants you a massively increased ability to convince others to your ideals, and to bring out, reinforce, and refine the goodness and morality inside of others.

Additionally, this Perk has a second half. This also grants you the ability of Archetype. This grants you the ability to temporarily change into a new, much stronger form that also grants new abilities, such as supernatural physical techniques and magic. They, and thus you, will grow stronger with both understanding and combat experience without limit. The exact details of your Archetype is up to your beliefs and nature. With a sufficient understanding of and bond with another person, you can gain new Archetypes to unlock. Then, with a sufficient amount of Magla (or any other sufficiently magical resource) you can unlock different Archetypes for yourself and others, and more advanced versions of existing Archetypes, which can be changed at will.

The abilities and powers granted are mostly locked to each Archetype, functioning like a Class System, but you can allow people who have multiple Archetypes to use some skills found in the ones they aren't currently using, which can also be changed out at will. However, while you can grant the ability to use Archetypes to others (with or without their

knowledge and/or consent), they will not gain this ability, and can merely use the power you've granted to them. That doesn't mean they're anywhere near weak, though.

**Let's try this Again** (-600 CP): You've gained a particularly specific but powerful kind of time magic. This allows you to, assuming you're still alive to use it, rewind time back to the start of the very battle you're in, no sooner or later. This takes no time or effort to cast, and can be used an infinite number of times. It cannot be prevented, interfered with, modified, tracked, sensed, or co-opted. No one but you, and any you explicitly want to be included, will remember any previous events.

**Fantasy Isn't Dead** (-600 CP): In this world, fantasy is considered meaningless and scorned, with the only known fantasy novel in the original work being a banned book. However, you have gained an ability to make fantasy meaningful, or perhaps make reality into fantasy, depending on how you interpret this. This Perk functions as a one-up, allowing you to save your life upon Death. It allows you to, once a month, make your death into a "Fantasy", and roll back the clock. You can roll the clock back up to a total of a month into the past, and allow yourself and anyone else you would want to be included to remember this fantasy of the future as well. This lost month is a true rolling back, making your advancements vanish as well, and the fantasy of time does not count towards your Jump Timer. Still, the further you turn back the clock, the more time you have to change things, even if it does set you back farther.

## Origin Perks

Next, we have the Origin Perks. These are the Perks that are dependent on the Origin you have chosen and its role. They contain the skills that will likely be the key to you succeeding and thriving during your time here. To help you along, take the following:

### **Gain 200 CP for Origin Perks Only**

## Crown Seeker Perks

**Royal Virtue** (-100 CP, Can be purchased multiple times, First is free for Crown Seeker): To be a truly great king, there are five virtues you must excel in. Or so says the game Metaphor

ReFantazio, at least. By taking this Perk, you can select one of these Virtues, and raise your aptitude in that Virtue to great heights. You can gain *Heroic Courage*, obtain a *Sagacious* amount of **Wisdom**, possess the **Tolerance** of a *Savior*, speak with the **Eloquence** of a *Rhetorician*, or contain **Imagination** that is *Demiurgic*. Additionally, you will find yourself effortlessly avoiding the pitfalls of possessing such strength in these virtues. Your Courage will not turn to Recklessness and your Wisdom will not become arrogance or inflexibility. You may take this Perk up to 5 times total, for each of the Royal Virtues.

**Loyal Entourage** (-200 CP, Discount for Crown Seeker): It can be rather hard to find good help, especially for a person seeking to be King. Those seeking to use your power to their own ends, get in your favor for their own benefit, or simply be assassins or spies in disguise are common. Now, however, that isn't a problem for you. If you accept anyone into your service or give someone a job that they accept in any way, they will now follow both your orders and your ideals in both letter and spirit to the best of their ability so long as they are working for you. That being said, they are not forced into service. Instead, should they find themselves unable or unwilling to abide by the above restrictions, they will directly, openly, and peacefully resign from your service and will not take any undue resources or staff with them as they do so. While this doesn't ensure their competence, you can at least be sure of the loyalty of those under you now.

**Power of Bonds** (-400 CP, Discount for Crown Seeker): A King can achieve little alone. As such, the bonds you form are critical to your success. In order to facilitate this, this Perk provides you with a variety of abilities to allow you to better form and take advantage of your bonds. Firstly, this makes it significantly easier for you to form, reinforce, and maintain bonds with others. You can form a meaningful bond in an afternoon, and can form a bond that eclipses any other they have in little over a week of total effort. Additionally, the bonds you make grant you additional power, both generally and in specific forms based on the bonds you've formed and those you've formed them with. This doesn't always manifest as something useful in combat, sometimes being more general utility or specialized abilities, but it can be. Lastly, when you have formed close bonds with others, you gain additional bonuses with them. Primarily, this manifests as Telepathy that can function perfectly well at any distance and through any interference. Naturally, it cannot be co-opted or detected as well. In addition to that, however, this also allows greater ability to sync with them in combat, and can allow you to seamlessly combine your abilities and perform combination moves together, even without any practice beforehand. Even without this, the soft power of having Bonds with others is undeniable, but now that power reaches entirely new forms.

**King of the People** (-600 CP, Discount for Crown Seeker): The King needs to be able to properly rule his people. That is common sense. In accordance with that, this is a Perk that will assist you doing so, and provide you benefits from doing so in turn. Firstly, by default, you will always have a comprehensive knowledge of all of the problems and issues that each group of people in the entire world is suffering from. This is in general, not specifically. By default, this

information sits in a sectioned off corner of your brain that you need to access in order to know any of this, so that it doesn't torment you at all times, but you can change that should you wish. Secondly, you have a supernatural ability to form and successfully implement policies and solutions to those issues, although how much you can accomplish depends on how much power and authority you have to do so. Without a position to implement the changes, coming up with them doesn't mean much in and of themselves. Lastly, you gain an increase to your powers and abilities that scales with the trust and belief in you that you have gained from all of the denizens of this world. Just a few people doesn't reach much, but if you have gained the trust and belief of an entire nation, your power will grow tenfold. And if you gain the trust and belief of an entire world? Well, there's little that would be able to challenge you at that point. That being said, this only applies to those whose trust you have gained within your current Jump. If you have something like a nation you can take along with you, then this isn't the most relevant of restrictions, but it still exists nonetheless.

#### Lodestar Perks

**A World with Honor** (-100 CP, Free for Lodestar): As it turns out, many people don't want a fair fight. Those who lack strength, or just want to win faster, are willing to go to a variety of lows to win a fight. While this Perk can't stop them from doing so, it will provide you benefits when they do. By taking this Perk, whenever your opponent does something that you ***genuinely and legitimately*** consider to be dishonorable, you gain a 10% boost to all of your attributes. This stacks additively, going to 20%, 30%, and so on, and it will continue to grow without limit. However, this does have some weaknesses. Firstly, this lasts for the duration of the fight, or up to a maximum of 24 hours should the fight somehow last that long. Secondly, should you yourself do something that you would ***genuinely and legitimately*** consider to be dishonorable, no matter the justifications you may have for doing so, your bonuses from this will drop down to Zero, and you will need to build it back up again.

**Row Tactics** (-200 CP, Discount for Lodestar): Positioning is a rather important part of combat. However, in a turn based game, that can take the place of rather abstract mechanics, like the Front and Back Row style of system. However, with this Perk, you can take advantage of that abstract system. Now, you can change yourself or any ally to either the "front row" or "back row" at will. This takes no time nor any resources to accomplish, and does not actually change anyone's physical position. Rather, this merely grants benefits and negatives. Firstly, the Front Row is the default. There are no special traits to being in it, you take and deal damage as normal. On the other hand, there's the Back Row. While within the Back Row, you will take half damage from any and all sources. However, you will deal 75% less damage with any physical attacks. That is *only* physical attacks though, magical

attacks or anything else non-physical will still work perfectly fine. Additionally, you will be able to generate abilities that interact with your Row System, such as a Retreat Order that moves all allies to the Back Row and buffs their defense in addition to the normal benefits of being in the Back Row. Use this power wisely, and you can easily overturn the tide battle.

**Slayer of Monsters** (-400 CP, Discount for Lodestar): In the United Kingdom of Euchronia, there exists many types of monsters, and they can be found just about anywhere. As such, Monster Slaying is a highly sought after skill, and one proficient enough can easily make a living off of it. Through taking this Perk, you gain significant bonuses against these monsters. Now, for the purposes of this Perk, the term Monster will be defined. This Perk considers Monsters to be either A) a being that possesses no Sapience and/or Self Determination or B) a being that has been corrupted or altered to such an extent that 25% of their form, personality, or sense of self remains. Now, when fighting a Monster, you deal double Damage to them, and they deal half damage to you. Additionally, any monsters will find themselves growing tired faster, have their strengths and special traits growing weaker, and simply becoming less capable merely by being within a mile radius of you, greatly increasing the safety for any one nearby. With this, you could single handedly ensure the safety of an entire village, should you desire to stick around in one place for so long like that.

**Master of Arms** (-600 CP, Discount for Lodestar): As it turns out, the basic level of combat mastery from “The Point of a Sword” is below what one would expect from a Professional Warrior. No matter your strength, you will still need skill after all. This Perk grants you that. Now, you now longer have “skills with various weapons” you simply have weapon skill. No matter what it is you're wielding, or how improvised or unsuitable for combat it may be, you can still wield it with the same level of skill that you would have with your best weapon. And, should you not already be there, your skill in weaponry will be increased to that of a Master. Additionally, this Perk grants you a variety of other effects. Firstly, any weapon you hold, or anything you would wield as a weapon, becomes completely indestructible so long as you want it to be, be it a proper sword or a random stick from the ground. Secondly, the effects of anything you would wield as a weapon are increased by 25%, such as a spear being sharper or a hammer hitting harder. Lastly, you can call the last thing you were using as a weapon back to your hands at any time, either causing it to teleport to you or fly through the air to your location, depending on which you would want. With this, you should never be short of useful weapons and things to do with them on the battlefield.

**Universal Literacy** (-100 CP, Free for Scholar): Literacy isn't all that common in this world. However, for a Scholar, it is something they must have mastered as a prerequisite to be what they are. However, making just basic literacy a Perk seems rather underwhelming, so this goes beyond that. Rather, by taking this Perk, you gain both perfect literacy and perfect fluency in every language to exist, and this automatically updates for all variants to be made and for future jumps. Additionally, this grants you an immunity to any negative effect that can be caused or transferred by written or spoken word alone, such as memetics. You shouldn't be punished for having this Perk.

**Artist Extrordinaire** (-200 CP, Discount for Scholar): One may think it strange that a scholar may be good at art, but there is more of a crossover than one may think. Without drafting software or computers, being able to have proper penmanship and draft things properly is critical to communicating one's ideas. This grants you that ability, now having peerless ability with a pen and to put your thoughts into images. This also comes with a general great artistic skill and sense. Additionally, you gain a perfect visual memory of everything you've ever seen, able to call any of it up at will. Although you can also intentionally repress and quarantine something you've seen, should you experience something you don't want to think about.

**Mechanical Savant** (-400 CP, Discount for Scholar): Contrary to what you may expect, there is a significant amount of mechanical expertise in the United Kingdom of Euchronia. Granted, most of that is centered upon the Gauntlet Runner and the magi-tech that is Igniters, but it exists nonetheless. By taking this Perk, you gain a mastery of all things mechanics related. This obviously means machinery, allowing immediate and fully complete knowledge on any machine you see, as well as perfect knowledge and skill in how to use, build, and repair it. However, it also means the field of mechanical engineering as a whole, granting you comprehensive knowledge and skill in utilizing topics like static and dynamic force calculations, thermodynamics, fluid mechanics, flight engineering, and material science. All of your knowledge also updates should you go to a Jump with different physics or with knowledge that outpaces your own. With this Perk alone, you are an authority in those fields in the United Kingdom of Euchronia, although you will still need to actually spend the time to utilize these talents.

**Master of Magla** (-600 CP, Discount for Scholar): Magla, the existence that is both magical energy that is birthed from anxiety and a crystalline substance. Its existence means much for this world, but many barely understand it. The same cannot be said for you. By taking this Perk, you gain a variety of benefits. Firstly, you gain perfect control over your own Magla, as well as any other supernatural sources of power you may already have access to or may gain access to in the future. Additionally, you gain an automatic understanding of

how Magic is performed, becoming a master of the Magic of Metaphor ReFantazio, as well as gaining mastery of any other Magic System (or similar) you gain access to in any other Jump. Lastly, this grants you a comprehensive knowledge and mastery of all of the United Kingdom of Echronia's Magi-Tech. You now know and have mastered all of the knowledge and methodology of Igniters. Not only that, but this also included the knowledge of the Divine Relics that had been produced by the Old World, both in how to use them and how they are made. Although, you may want to take "Mechanical Savant" if you plan to actually produce them.

### Innocent Perks

**A Good Meal** (-100 CP, Free for Innocent): At the end of the day, everyone needs to eat, and a good meal can bring people together like nothing else. By taking this Perk, you become a peerless chef, knowing every recipe for food in existence and being so skilled at all things cooking that you could perfectly prepare and cook any dish in your sleep. Naturally, this knowledge automatically updates upon entering new jumps, as they would undoubtedly have new ingredients and cultures for you to learn. Additionally, this Perk has a second effect. So long as you are cooking food, and doing nothing but cooking food, time will not pass. You could spend days worth of time making a massive feast and come out of the kitchen just a few seconds after entering. If you happen to have a team, this applies to them as well, and no one involved will suffer any negative effects or need rest due to this period, nor will they notice anything strange. If you ever wanted to open a restaurant, this would be more than enough to get you there, so enjoy the meal!

**Fair Deal** (-200 CP, Discount for Innocent): As it turns out, the exchange of money is important for anyone's life. Even if someone isn't a merchant by trade, everyone buys things. That being said, not everyone is willing to make fair and honest trades or deals. However, that isn't a problem for you anymore. Now, no one can even consider trying to scam you, overprice you, lie to or deceive you, or take advantage of you in any purchase or business deal of any kind. Additionally, anyone in those kinds of deals with you will be compelled to maintain their side of the deal to the best of their ability, so long as you don't do so first. Hopefully, with this, you can live your life with a little less fear of being taken advantage of.

**Saint's Salvation** (-400 CP, Discount for Innocent): Healing Magic is something very rare in the United Kingdom of Echronia. There are no Igniters that can perform such magic, and when inherent casting is as rare as it is, those with the knowledge to even begin to try and cast it are rare. However, you do possess such powers. By taking this Perk, you have a

comprehensive knowledge on all healing magic that exists. Be it normal healing, removing negative conditions like poison or curses, or even reviving the dying and recently deceased, there is little you cannot heal. Additionally, you gain additional bonuses for Healing of any kind by taking this, be it magic or more medically based. Firstly, the cost of the healing, be it material or magic based, is halved. Secondly, the effects of said healing are doubled. Thirdly, you can white-list or black-list anyone from your healing, no matter the radius of its effects or how universal it should or should not be. Lastly, your healing cannot be impeded, canceled, reversed, or cause unintended effect. No matter the situation, you will always be able to successfully heal those you wish to heal.

**True Redeemer** (-600 CP, Discount for Innocent): Sometimes, It seems like you were born to make the world a better place. This Perk has two effects. The first is a passive aura that has a variety of effects and affects all of existence within the bounds of the Jump you are in, with no variance in strength based on distance. You can turn off any or all of the Aura at will, and it is undetectable, blockable, or interactable. What this Aura does is encourages positivity and discourages negativity. It makes it easier for people to see past fallacies, assumptions, and their biases, and encourages people to act to solve their problems rather than wallowing in them. It turns down the severity of things like intrusive thoughts, depression, and a variety of other negative mental effects. It helps people better handle their anxieties and fears, and encourages them to follow what they believe is right. It encourages empathy, and makes it easy for those to sympathize with what others are going through, and vice versa. To put it simply, this aura makes it easier, and more common, for people to be good. Despite this, it is still their choice. This aura doesn't infringe on Free Will. Rather, if there was an Angel and a Devil on everyone's shoulders, then this makes the Angel louder and the Devil quieter.

The second effect of this Perk is more of a personal Charisma ability. In this world and many others, most people hold biases based on social status, race, and/or religion, just to cover a few factors. Biases can be hard to move past, should people even want to do so, and the process can take decades to truly accomplish. Well, for people who aren't you at least. You have a supernatural ability to break people free from biases and preconceived notions. With even a single conversation or speech, you can do something like eliminate someone's preconceived notions about the poor, or biases against the people of some specific race. Furthermore, they won't be able to easily relapse either. This eliminates the biases outright, not turns them away from it. They would need to relearn and internalize all of that behavior from scratch before returning to that state of mind. You also excel at bringing people together and helping people find new chances and ways to reinvent themselves, to make a new future no matter where they've come from. However, this part of the Perk is less drastic than the previous portion, merely hastening the process rather than making it instantaneous. Still, with you around, making the future a better place for everyone becomes far more realistic.

## Tribe Perks

Now, we've reached the Tribe Perks. These are the Perks that represent the abilities that each Tribe tends to have, either inherently due to their biology or as something they have gained culturally. However, I'm sure you've spent a good amount of your resources by now, so here's some more for you.

### **Gain 200 CP for Tribe Perks Only**

As a Reminder: Those of the Halfblood / Other Tribe may take any two 100 CP Tribe Perks for Free, and receive a Discount on any two 200 CP Tribe Perks, as they do not possess a section of their own.

## Cleamar Perks

**Cool Under Pressure** (-100 CP, Free for Cleamar): There are a lot of sources of stress in the upcoming days. The election for the New King, the increase in monster attacks (especially of the Human variety), and the exasperation of pre-existing issues with the populace, to say nothing of live combat and personal issues. To you, however, this is much less of an issue than for others. By taking this Perk, you have gained the ability to maintain a clear mind and thought process, regardless of what the situation may be. This doesn't mean that you *aren't* affected by emotional distress, the chaos of battle, or whatever else may be happening that could normally overwhelm someone. You just are now able to put a wall between you and it so it doesn't overwhelm your ability to make decisions. Additionally, this grants you an immunity to any emotional or stress based attacks or supernatural effects, as well as anything involving information overload, as they fit under the domain of this Perk.

**An Average Guy** (-200 CP, Discount for Cleamar): The Cleamar are the most populous tribe in the United Kingdom of Echronia. As such, the talents and capabilities of the Cleamar are considered to be the average that all others are compared against. By taking this Perk, you now are able to wield something similar to this concept to hide your own abilities. Now, you can make yourself seem perfectly average in abilities to any observer or ability, so long as you aren't actively doing something that would contradict that. No matter your skill in combat, even the greatest of warriors that look at you with this up would see just a normal person. The same

applies for any precognition, postcognition, clairvoyance, or prediction techniques or information magic (or similar) that would otherwise be able to obtain your true abilities. This can be toggled at will, and you are able to whitelist or blacklist people into this ability as well. This **DOES NOT** make it so anything you do is considered to be normal by those around you. That is a very different kind and scale of Perk than this. The point of this is to obfuscate your capabilities, not to allow you to get away with anything.

**Noble's Soul** (-400 CP, Discount for Clemar): Well, it seems like you are a Clemar who has inherited the mantle of Nobility. While not all Clemar are Noble by a long shot, as the most populous tribe, they also have the most Nobles, and you now come from one of those families. You now have the title of a Noble, now and in all future Jumps. Should those future Jumps be one without direct Nobility, you will gain a title of equivalent standing. Additionally, this comes with land of your own. You will, now and in all future Jumps, start off with some section of land under your stewardship. Then, upon the end of each Jump, you may add any and all land (and there's people thereof) that you legitimately rule to your Warehouse, and carry it with you into your future Jumps. Naturally, you have the skill to manage your lands as well, becoming a master of statesmanship and running a territory. The difference between this and the statesman component of "King of the People" is that, where that Perk focuses on societal improvement and changes, this focuses on the work needed to keep things running smoothly. Taxation, Law Enforcement, Bureaucracy, all of the things that aren't flashy or enjoyable, but still need to be done to maintain a functioning government.

## Roussainte Perks

**Militant Strength** (-100 CP, Free for Roussainte): The defining feature of the Roussainte as a Tribe is their physical strength. It is what has won them their high positions in military orders, and serves them very well in combat. Now, you too have obtained enhanced physical strength of the Roussainte. Firstly, if you were not already at the peak modern day human level of strength, you now are. Then, on top of that, you receive a passive x1.5 times multiplier to your physical strength, no matter what it may be. Additionally, any growth you may receive to your physical strength is also beneficial to that x1.5 multiplier. However, be aware that strength alone is not enough to defeat more skilled foes, although it certainly doesn't hurt to have.

**Knight's Proclamation** (-200 CP, Discount for Roussainte): The Roussainte are well known for their positions of knighthood. This has extended to such an extent that they made an entire separate Shadow Guard for those of less popular races that had the drive and skill to be a knight, in order to keep their renown and position. Still, despite this foul play, many of them do legitimately hold their title, and have for generations. As a result of this, the skills of knighthood are well entrenched in the Roussainte, and now you as well. By taking this Perk, you gain

several benefits. Firstly, you can choose to gain Knighthood, or some equivalent role/title, upon entering this jump and any future jumps you may take. You can choose what organization you would want to be a part of as well, in situations where you would have that option.

Secondly, and more immediately impactful, is the ability to forcibly attract attention to yourself in battle. By making a proclamation in some way, generally related to your status as a knight, you can force any and all enemies to focus on you and only you. This will remain as such for the next minute, at which point you would need to reapply it. This extends to the point of them not even being able to consider large area-of-effect attacks that could hit you and your allies, they are going to focus on hitting only you. On one hand, you can force your opponents to make much less tactically wise decisions. On the other, you have your enemies relentlessly attacking you and only you. Be sure you can handle this before using it, but it's a very powerful tool nonetheless.

**No Dirty Tricks** (-400 CP, Discount for Roussainte): There are many people who are willing to use less than honorable means to beat an opponent, especially a trained Roussainte knight. However, those don't work against you, or at least they don't anymore. By taking this Perk, you have gained an immunity to any detrimental effect that could be applied to you aside from direct damage. You cannot be poisoned or cursed, and things like pain magic, paralysis, or supernaturally induced emotions may as well not exist. This also applies to any magic or effect that would lower your capabilities in some way to debilitate you. Granted, this doesn't cover everything. Traps involving wires or things like bear traps that are based off of physical force will still work perfectly fine, and although you may be immune to long-lasting burns or paralysis, getting lit on fire or struck with electricity will still damage you. This Perk is merely to keep such things from dragging you down.

- Note: To put the effects of this Perk in terms of Metaphor ReFantazio's gameplay, this makes you immune to debuffs and status effects.

## Eugief Perks

**Supreme Senses** (-100 CP, Free for Eugief): One of the most universal traits of the Eugief is their enhanced senses. It makes sense after all, it's not like they will suddenly grow smaller ears or a different type of eye. Still, that doesn't make those senses unimpressive. By taking this Perk, all of your five basic senses will be massively improved, no matter what you may have already had. You can see further and in more detail, smell more accurately, and hear quieter sounds and in greater detail, just to name a few examples. In addition, you are immune to sensory overload and deprivation, and cannot be overwhelmed by too much varied information or a difference between extremes of information. That being said, I'll repeat that this only works on your five basic senses. It doesn't boost any additional / supernatural senses you may have or

later obtain. Still, this is a very useful Perk that can assist you in a variety of situations. You're using at least one of your senses at basically every point in life after all.

**Swift as the Night** (-200 CP, Discount for Eugief): The Eugief are also well known for their agility. A part of this is a matter of simple physics. With a smaller body and wings capable of gliding, they have an easier time maneuvering in various areas and can easily access locations that would be arduous for members of other Tribes to reach. However, that doesn't mean that it's the only reason the Eugief are known for that. By taking this Perk, you receive a passive x1.5 times multiplier to your Agility, Dexterity, and Flexibility. You also receive the same x1.5 times multiplier to your growth in any of those fields, and have your Agility, Dexterity, and Flexibility raised to peak human levels if they weren't already there. However, whenever it is night time, the above bonuses instead go up to a x2 times multiplier. If you happen to be in a location that doesn't possess a day/night cycle, or are in a situation where it doesn't apply, then it shall stay at the x1.5 times multiplier. The Eugief are akin to bats after all.

**Disappear into Shadows** (-400 CP, Discount for Eugief): The Eugief are known for their talent in stealth. This is partially because of the prior two Perks, but they do indeed have an inherent affinity for it. However, this is also used as racism against them, claiming that they are all thieves and deceivers who would steal your belongings without your knowledge if given a chance. Still, that doesn't make stealth a bad skill to have, especially for those who choose to put in the effort to hone their potential into proper skill. By taking this Perk, you have done so. Firstly, you gain a mastery of Stealth and all its related skills. Erasing your tracks, removing evidence, quiet breathing and moving, proper camouflage, and of course, and so on.

In addition, you gain a variety of supernatural benefits when actively attempting to be stealthy. Firstly, any way of being perceived outside of one's direct five basic senses no longer function. This can include scrying or perceiving one's magical presence, but also includes things like not showing up on cameras or recording devices in more technologically advanced settings. The person trying to observe you cannot use an intermediary or an additional sense to do so. Additionally, any tell you would give off to your presence is halved. Any sound you make is half as loud, any discrepancy in your silhouette compared to your environment is half as apparent, and any smells someone could pick up from you are half as potent. This obviously still requires you to do your prep work, and not be careless, but it will make all of the stealth and preparations you do significantly more effective.

## Nidia Perks

**Age Appearance Alteration** (-100 CP, Free for Nidia): This is a rather simple ability, and one inherent to the Nidia people, although yours works differently from the standard method. The

Nidia people all look like children throughout the entirety of their lives, and have specialized solid glamors that allow them to change their appearance to that as if they were an adult of the same proportions as one of the other tribes. However, your Perk doesn't function that way. Instead of a Glamour, this is a physical change you can apply to yourself or anything you have contact with over the course of a few seconds. While this allows you to change the appearance of your age, it does not actually reverse aging, but this also has the benefit of not being able to be dispelled through a lack of focus, shock, or any other method that could do so. If you do want Solid Illusions though, that is in a separate Perk just below.

**Charming Form** (-200 CP, Discount for Nidia): The Nidia are well known for being charming. Those who are more knowledgeable in the Nidia's inherent abilities may think it's purely a part of their Glamour, but in general they're simply like that. By taking this Perk, all parts of you become more appealing. Firstly, this removes any and all "flaws" in your appearance that you may not want, and will continue to do so simply by having this Perk. Scars, Tattoos, Birthmarks, or anything else. If you don't want it, they'll disappear. Additionally, this boosts every aspect of yourself to a minimum of a 8/10 for anyone and anything that observes you, regardless of if you're their type or not. Be it your appearance, the way you hold yourself and move, your voice, or even the way you smell, there isn't a single being that won't be forced to admit that you are objectively attractive even if you are the exact opposite of everything they are into. And for those whose tastes do match your appearance and style? Well, for them you may as well be perfection brought to life. Just. . . be sure to make sure you can properly send off those who get overzealous.

**Solid Illusions** (-400 CP, Discount for Nidia): The Nidia possess the power of Solid Glamours, albeit extremely limited. However, their use of it, to change the appearance to that of how they would look if they aged normally, was already covered in a prior Perk. As such, this Perk grants you a far more wide ability to cast solid illusions. There is no limit as to the complexity, durability, longevity, and scale of illusions you can cast. Rather, it is dependent only on the Magla (or other magical energy) you possess, your creativity, and your attention to detail. You could cast an illusion of a sword that's as functional as a real one or craft an illusion over the entire world's sky that would shatter like glass if hit with a small rock. The only restriction this truly has is that you cannot make an illusion permanent. Everything you forge will need to fade eventually, although that isn't too different from normal reality if you think about it.

## Paripus Perks

**Downtrodden Endurance** (-100 CP, Free for Paripus): The Paripus are well known for their endurance. This is both a positive and a negative for them. A positive, as it allows them to survive in the terrible conditions that they are forced to endure due to the massive prejudice

against them. However, that is also taken advantage of, and many of them undergo horrific experimentation and abuse for the promise of a roof over their head and non-rotten food. By taking this Perk, you too gain an enhanced endurance. If you did not have so already, your endurance and durability is now raised to peak human levels. Then, your endurance and durability, no matter what it may be, receives a x1.5 times multiplier. In addition, the benefits of anything that would improve your endurance also receives that x1.5 times multiplier, whether or not that it was actually intended to be training or was just abuse that you survived. In addition, you gain an immunity to disease and illness, and can consume any kind of food and rest in any type of environment without any negative consequences (although you may not get much or any positive benefits either). This should help you survive even abysmal situations, although hopefully you won't need the effects of this too often.

**A Spark of Hope** (-200 CP, Discount for Paripus): The Paripus have, generally, a rather shit lot in life. People take advantage of them, they are denied basic necessities, and they have few hopes available to them. That doesn't mean they're willing to give up easily though, and with this Perk, neither are you. By taking this Perk, you gain an incredible amount of willpower. You are able to endure any amount of suffering, depression, setbacks, or any other sort of issue indefinitely without breaking down, having it permanently affect you, settling into that as a routine, or removing your motivation to make things better for yourself. That doesn't mean things will get better on its own, though. You will still need to work to improve your situation, no matter how much you can endure. To assist in this, there is a second half to this Perk. When directly working towards something that will remove yourself and/or others from constant suffering, all actions you take will be 50% more effective. Additionally, events and chance will be more likely to go your way, and those who are or have been in similar situations to yours or those you are trying to help will be more willing to hear you out and assist you. So, to you and everyone else suffering, don't give up hope. Things can get better.

**Wellspring of Life** (-400 CP, Discount for Paripus): The Paripus are well known for their endurance, but this isn't that. No, what this Perk offers is something beyond that. More than enduring and surviving suffering, this is the ability to rebuild and regrow one's self. By taking this Perk, there is now a source of life and energy within yourself that will flow forth without end for all eternity. This flow isn't overwhelmingly fast, but it is consistent and uninterrupted. What this actually means, in a more practical sense, is that all of your wounds and exhaustion will be cured and replenished at a significantly faster pace. While this isn't at the level where you could casually regrow a limb in the middle of a fight, your wounds now heal and close at a visual rate to the point where it is useful in combat. And, if you do lose a limb, it will only take a day or two for it to grow back in full. Additionally, this will also replenish any other sources of energy you may have, such as your stamina, Magla,

general life energy, or anything else you may pick up in your travels. Through this, you will be able to last longer through anything and everything, but be careful to make sure you're still aware of your limits. Even with this, everyone needs to rest a little at some point.

Ishkia Perks

**Eye for Life** (-100 CP, Free for Ishkia): A recurring trend amongst the Ishkia is an advanced ability to observe and appreciate living things in general. By taking this Perk, you have a similar kind of affinity. Now, when encountering biological life of any kind, you are gifted with an insight that will assist you in noticing things like habits, strengths and weakness, and any injuries or issues they may be occurring. This doesn't grant you automatic knowledge of anything you lay eyes on, but rather nudges you in the right direction and gives you hunches that are generally correct. Additionally, any non-sapient biological life (or normally sapient biological life that currently isn't) will not be aggressive with you unless you or your allies intentionally attack it, and even so, will try and fight to drive you off. Although only you, any allies you have don't get the same benefits. Still, this Perk has a variety of small uses in cases that are widely applicable, so you're sure to find some use for it.

**Windrider's Composure** (-200 CP, Discount for Ishkia): While the Ishkia may not be able to fly on their wings, they have inherited some traits that assist them when going fast. By taking this Perk, so have you. Now, this Perk does not, by itself, give you any ability to move fast. However, you receive benefits related to your speed. Firstly, you receive no negative effects from how fast you are going or how quickly you change the speed at which you are going. This negates both damage to yourself from falling, as well as any negative effects from G-Force. Secondly, you receive no negative consequences from your height, due to the thinning of the atmosphere. You could even go into the void of space if you want, and would be able to both breathe as normal and not freeze to death. And lastly, you gain a scaling perspective based on your speed. You may choose how much this scales, but you have to choose it from how things would normally look without this Perk, to having your perspectives speed up to the point where you would always Consider yourself to be casually walking, no matter how fast you are, and everyone else is just incredibly slow. Still, should you go full blast, do be aware that you may have to wait around a while for certain things, depending on how exactly you plan to use this.

**Brilliant Mind** (-400 CP, Discount for Ishkia): The most famous trait of the Ishkia, and one that is more rare than one may expect: their intelligence. By taking this Perk, you are one of those who did receive this trait though. Now, you are quite simply a genius by any respect. You pick up new trades like it's nothing, and make advancements in years that would take

others decades. You could be making entirely unheard of spells as a 10 year old, or have become a master of combat and strategy that could take over the military as a teenager. There are no limits as to how far you can climb, or what revolutions you can create, so long as you keep at it and put in the time and effort.

## Rhoag Perks

**Enduring Body** (-100 CP, Free for Rhoag): The most basic and well known traits of the Rhoag: They live twice as long, on average, as any other Race. They grow up normally until their age of maturity, and then their aging slows dramatically. By taking this Perk, you gain this as well, doubling the lifespan of yourself from now on, no matter what form you may change into. Even in a mechanical form, this would slow things like fracture formation and the accumulation of rust that would normally occur from exposure to the elements alongside wear and tear. Additionally, should you gain or possess any form of Lifeforce, this Perk will double that as well. Your life was doubled, so that should apply to all parts of it after all.

**Frost-Proof** (-200 CP, Discount for Rhoag): One of the more less known traits of the Rhoag is that they are significantly more resistant to the cold than any of the other Tribes. However, that doesn't make them immune to its effects, as it's only just resistance. Although, that doesn't apply to you anymore. Now, by taking this Perk, you have gained an immunity to the Cold. This manifests, most obviously, as you being immune to Ice, Freezing, and are completely unaffected by low temperatures whatsoever, no matter how cold that may be. Anything you may have on you receives these same protections as well. This also allows you perfect control over your friction on ice or other frozen surfaces, and can walk and stand on any amount of snow and ice without issue, even if it should be deforming, cracking, or shattering under your weight. This, during a snowstorm, would allow you to basically use the air as a platform whenever and wherever you would want, allowing you to run on air and jump off snow to redirect yourself. Still, this is only really useful in the cold, so be sure to not forget that you have this when the time comes for it to prove it's worth.

**Undulling Edge** (-400 CP, Discount for Rhoag): When one lives for as long as a Rhoag does, the fog of time becomes a serious consideration. Skills one had once mastered can become lost, and one's physical condition can easily deteriorate. However, by taking this Perk, that's no longer an issue for you. You will no longer lose anything to the sands of time. Your muscles will not atrophy from disuse, even if you were in a coma for a decade, and you would be able to pick up a sword again and use it as well as you always could, even if you hadn't touched one in a century. This also grants you an immunity to any time related effects that you wouldn't want to affect you, such as time stops or the like. Although, that

isn't likely to be that large of an issue for you in this specific Jump. Regardless, you shouldn't be losing anything to time, so be sure you don't lose your focus to it either and keep yourself focused in the present.

## Mustari Perks

**Guardian Mask** (-100 CP, Free for Mustari): The Mustari are known for wearing masks. Obviously they don't do so all the time, as the masks are generally made of stone or clay and they need to eat, but they do spend most of their time under them. Normally, this is simply tradition, with no major benefit. However, that isn't the same for you. Now, whenever you wear a Mask, you can take on some of the traits of the mask's subject. The effects of which scale with both the quality of materials and construction as well as the accuracy of said Mask. This can directly increase your basic abilities, grant you Immunities and Resistances you didn't possess before, and allow you to access their abilities. That being said, you will not suffer any weakness or vulnerabilities from this mask, just the strengths. You are already jumping through enough hoops for this, no need to punish you in addition to that.

**The Third Eye** (-200 CP, Discount for Mustari): The Mustari possess a Third Eye. As has been said before, their Third Eye allows them to see Magla, but does not possess the normal method of sight, making it a very different perspective for them. By this Perk, you too obtain this ability. If you're not a Mustari, or are in a non-Mustari form in the future, you may apply these following descriptions to your normal eyesight, and can turn this on and off at will. Firstly, as was stated before, you can now see Magla and any other sources of energy. This goes into incredible detail, allowing you to see the formation of spells, can tell if there are magical effects around someone, and see the general flow of energy in an area. As you are only seeing Magla (or other supernatural energies), this also isn't affected by solid objects, allowing you to see through walls and other obscuring effects like fog, granting you the ability to perceive things you wouldn't be able to normally. Lastly, as Magla is formed from Anxiety, this can also be used to gauge the emotional states of others as a Pseudo-Empathic Ability. This isn't perfect though, and you will need to learn how to interpret what you can see with this on your own. Still, with this you should be able to see the world in a whole new way.

**Divine Channeler** (-400 CP, Discount for Mustari): The Mustari are known for their Pagan Worship of Divine Relics, old remains from human civilization that possess immense power. What may be surprising though, is that their rites actually work. By taking this Perk, you gain a variety of benefits. Firstly, you can call upon the full power of any object, and even

manifest that power into a being that can fight alongside you. You can do all of this regardless of if you may or may not be qualified to use that item without this Perk, bypassing any and all requirements for using any item or weapon. Secondly, using any power or item that is literally divine or is widely considered to be divine is twice as effective, costs half as much of any resource to perform, and if it would take time to perform its function, it will do so in half its normal time. Anything that would qualify for the above will have no negative effects that you do not want whatsoever, be it on yourself or anyone else. Lastly, you receive significant social bonuses with any Divine Beings or anything or anyone that is considered to be or is called Divine / a God or Goddess. They will automatically start with a high impression of you, and will find themselves subconsciously doing things that would benefit you and deciding things with a significant bias in your favor. Additionally, things that would make them like you are twice as effective, things that would make them like you less are half as effective, and they will not like you less from time passing or not interacting with them. With this, you will almost always have the blessings of the Gods.

#### Elda Perks

**Knowledge of History** (-100 CP, Free for Elda): The history of the world has become distorted and foggy. The truth has long been buried. The only ones who actually know the truth in this day and age are the Elda. By taking this Perk, you gain that same knowledge, now and forevermore. You have a knowledge of history (IE, any event 30 years or older) at the same level of a trained historian who specialized in each area for all of history. This primarily covers major events and figures, and doesn't grant you granular knowledge such as what someone had for breakfast on a specific day. However, this does grant you the full truth of what happened, regardless of any coverups or general degradation of information as time goes on. Additionally, if you want, you can automatically enter each Jump from now on being recognized as a prolific and extensively knowledge historian. If you do so, you can also make it so you have retroactively written books on historical topics of your choice with the knowledge you possess from this Perk. How well those would be received will depend on if the topic is controversial or not, but if you want to get the truth out there, this is certainly a way to do it.

**Generalist Talent** (-200 CP, Discount for Elda): The many Tribes of the United Kingdom of Echronia were all once human, but have undergone a variety of genetic engineering and mutations that have specialized them in various areas. The Elda, however, haven't had that happen to them. So, what happens to the generalist? Well, they can make progress in all areas, even if not as well as the other Tribes can in their area of speciality. By taking this Perk, you receive an x1.25 multiplier to all of your basic attributes. You also receive this x1.25 multiplier to anything that would improve your basic attributes, as well as your growth in any and all skills of any kind. Unlike the other Perks of this type though, you do not receive an increase to your

basic attributes under the multiplier if you weren't already at peak human levels. If you aren't already there, you will have to reach it yourself. The Elda are only human after all.

**Human Resistance** (-400 CP, Discount for Elda): The Elda are the original humans. While they may not be Human, they have managed to maintain their form and knowledge for generations, and that is worthy of some respect. And, by taking this Perk, you have manifested this into a literal protection for yourself. Firstly, this overwrites any and all weaknesses you may have. This doesn't mean being less strong in an area, but more like how a Vampire would be fundamentally weak to Sunlight. Secondly, this grants you a 50% reduction in any damage you would take, or any negative effects that would be applied to you, no matter what they are or how strong they are. Lastly, this grants you an immunity to anything that would try and alter or corrupt any part of yourself, or make you lose control of any part of yourself. No matter how they would try to do it or how much power they may put behind it, it simply will not work against you. Additionally, if the effect works on a wide scale, you can choose to either have it still work in general and just not affect you, or have the entire thing shatter by you simply being within its bounds.

## Fairy Perks

**The First Magic** (-100 CP, Free for Fairy): The first magic ever created, believe it or not, is Music. Although, perhaps that makes sense. Music is something that can encourage and motivate people, and is something that many people have a strong emotional attachment to. By taking this Perk, you gain the ability to use music magic. Primarily, this allows you to directly play music inside the heads of yourself and others, and can do so without any indication to anyone else that you are doing so, through any method. However, you can also use this to play music out loud, if you want. The cost of this magic is negligible either way, and can be cast indefinitely for basically no strain or cost. As a way to assist you with this, you gain a perfect audio memory of everything you've ever heard, able to call any of it up at will. Although you can also intentionally repress and quarantine something you've heard, should you experience something you don't want to think about.

**Guide's Privilege** (-200 CP, Discount for Fairy): It may be a consequence of their size, but for something that generally has sparkles around them, Fairies tend to be very ignorable. By taking this Perk, you have gained a way to weaponize this effect. Firstly, on a toggle, you can make people significantly more likely to forget, ignore, overlook, and/or dismiss you. You can apply this universally if you want, or can whitelist or blacklist certain individuals for its use on or against. Secondly, there is an effect that applies during combat from this. When in a battle, so long as you do not actively attack an enemy, they will all act as if you do not exist, no matter what else you may do to alter the flow of battle. Should you actually choose to attack though,

you cannot reapply this for the duration of the battle. It's rather hard to re-enter stealth after being discovered after all.

**Eyes of the Fae** (-400 CP, Discount for Fairy): The Fae possess a supernatural sight, or at least some do. This allows them to see things that others can't, and can obtain information at a glance that others couldn't be able to obtain at all. By taking this Perk, you gain this ability as well. Now, you can see the strength of others with a single glance, bypassing any and all methods of preventing such a thing, and know how their strengths compare to yourself and others. Additionally, you can also see the areas where someone is resistant and weak to certain elements, should they have those. This can allow you to know what will work best against your opponents and not need to stumble into what an effective strategy may be. This also allows you to perceive the life force of others, as well as see the level of that life force. This can be used to see the condition of both allies and enemies, and adjust accordingly. Lastly, this allows you to view things from a third person perspective at will, granting you greater perspective as to your surroundings. You could choose to have this occur from any angle you desire, and will not lose any of the other benefits of your sight, such as the ones from this Perk, while doing so. There is much to see in this world, and with this, you can see even more than the average person.

**Dragon's Soul** (-1000 CP, Fairy Only [They do not receive a Discount]): . . . Oh. You aren't a Fairy after all, are you? You're a Dragon. While still a creature of Pure Magla, the scale and density of a Dragon makes them a far larger threat than Fairies. However you still can access the form of a Fairy should you want, having your Dragon Form be an Alt-Form you can take at will. By taking this Perk, you gain a variety of benefits, some of which are always active and some of which are only active when you choose to take your full form as a Dragon. For the rest of descriptions for this Perk, when "Magla" is used, consider it to be a shorthand for "Magla or any other power source you may obtain or possess".

Firstly, for the benefits you have regardless of your form. The amount of Magla you possess, the density and strength of said Magla, and how quickly your Magla regenerates or is restored is doubled. Additionally, any techniques you would power with your Magla are twice as strong, cost half as much Magla to perform, and if they had a Casting Time, can be done in half the time. Lastly, you gain a mastery over Fire, and high temperatures in general. This manifests, most obviously, as you being immune to Fire, Burns, and are completely unaffected by high temperatures whatsoever, no matter how hot that may be. Anything you may have on you receives these same protections as well. Additionally, any technique you use involving Fire or a temperature twice or higher than your normal body heat are twice as strong, cost half as much Magla to perform, and if they had a Casting Time, can be done in half the time.

Now, we will cover the additional effects you receive while in your Dragon Form. Firstly, all of your Attributes are doubled. In addition to this, the amount of Magla you possess, the density and strength of said Magla, and how quickly your Magla regenerates or is restored is tripled. This stacks multiplicatively with the previous bonus to all attributes and the bonus that you

always receive. You also, naturally, gain the stereotypical form of a Western Dragon, which comes with a Breath Attack and the ability of flight. You also possess a massive aura of Fear that you can deploy. This is guaranteed to be at least somewhat effective against any foe, but it will completely paralyze anyone whose general strength is less than half of yours. Lastly, after this Jump, you can choose to mix this Alt-Form into any other Alt-Form you receive later on, and gain a draconic themed version of that Alt-Form that has all of the benefits of this form in addition to any benefits gained from that specific Alt-form. This does not remove your ability to access either of the base versions of those Alt-Forms, and can be done more than once.

## Items

Next, we get to the Items Section. This is the area where you will purchase the equipment that will help you through your time here. There are free items as well, so do be sure to look this over.

As per usual, all items here cannot be stolen, broken, or lost.

Additionally, take the following. I'm sure you're running low by now:

### **Gain 200 CP for Items Only**

**The Clothes on your Back** (Free): An outfit, designed exactly to your specification. It has no protective abilities, but you need **something** to wear.

**The Coin in your Pocket** (Free): A small amount of money. Enough for a week of food and board at even the most expensive city, but little else.

**Fantasy Novel** (-100 CP, Free for Crown Seeker): This is a fantasy novel. Within it lies a description of an ideal version of the world, according to your current values and desires. It is a physical manifestation of what you believe in, and can be used to more easily convey your messages to others, as well as to be able to see the written version of exactly what you are currently aiming for, so you can reflect upon what you see there. Perhaps looking in a mirror may cause you to change your ways, or perhaps it will merely make you more certain of your path.

**One's Arms** (-100 CP, Free for Lodestar): This is an infinite supply of any kind of weapon you would want, in any material you would want. They're well made, but nothing is special about them. Although, if you want to outfit an army or just desire to melt them down for an infinite supply of metal, you can find plenty of worth here.

**An Igniter** (-100 CP, First Free for Scholar, can be purchased multiple times): This is an Igniter, the magitech that has been mentioned many times in this document before. Specifically, this is a handheld combat Igniter. It can cast exactly one type of magic, although what type is up to you. It cannot be healing magic, but if you want it to throw fire or lightning, enhance your allies, debilitate your enemies, or even cast Almighty Magic, the choice is yours as to what exactly your Igniter does. You can also determine whether or not your Igniter casts on the scale of a single target attack, or if it casts a spell that can wipe out groups. You can't adjust either of these specifications later on without the requisite technical knowledge, so you should consider what you want carefully. Should you want, you can purchase multiple of these as well.

**A Modest Salary** (-100 CP, Free for Innocent): Most people need to work. You likely will end up working too, but if you do it likely won't be for the money. Not after taking this. See, by taking this item, you will now receive a modest amount of money each month. Enough to cover room and board at even the most expensive city for that month twice over. This will continue every month, regardless of what you do or do not do, for as long as you exist.

**Transport Sword** (-200 CP, Discount for Crown Seeker): This is a sword. There's nothing special about it as a weapon. However, it does have a special property. Just by willing it, it will levitate and allow you to fly upon it. The max speed of this Sword will always be twice of however fast you can go through any other means, and you are immune to things like wind speed and having bugs impacting your body like bullets while upon it. You can import any weapon you already have in place of this, should you want.

**Sturdy Armor** (-200 CP, Discount for Lodestar): This is a set of sturdy and dependable armor. It can be designed however you want, and you can import any armor you have into this. However, this armor does have one benefit aside from the obvious: While wearing it, anything that would attempt to affect you, that you wouldn't want, is only 75% as effective as it would otherwise be.

**Informant's Grey Book** (-200 CP, Discount for Scholar): This item is a book. A book that contains a significant amount of information on wherever you happen to currently be, auto-updating with new chapters as you head to new places. While this doesn't include anything illegal, it does include information that is hard to get, like the secret menus shops have and how to access them, the habits and weaknesses of both local monsters and notable members of the

military and/or gangs, as well as a variety of other gossip and embarrassing secrets that people may not want getting out. With this, you can single handedly make a living as an informant, should you not want to make use of your talents in other ways.

**The Perfect Kitchen** (-200 CP, Discount for Innocent): This is what is described on the tin, a Kitchen. Specifically, a Kitchen of variable size and layout that will adjust to whatever is best for what you are making. Additionally, it possesses literally every appliance and cooking utensil that can be imagined, and has as many of them as you may need for your chosen dish. Lastly, this kitchen is stocked with an infinite amount of every ingredient to exist, although you can only access them when cooking something that uses it. To put all of the above simply, this cuts out prerequisites and issues when cooking, but is not intended to grant you infinite materials for non-cooking means. You can still make fantastical food that can double as things like medicine or enhancements, but it has to primarily be in the form of food. After all, at the end of the day this is a Kitchen, and should be used as such.

**Fervent Supporters** (-400 CP, Discount for Crown Seeker): This is. . . not really a physical item, but there's not really a better place for it. By taking this, you now have a sizable and diehard group of supporters, both for you personally and for whatever ideals you champion. You have no direct connection to them at the start, but they'd be ecstatic to do literally anything for you. Additionally, you will be able to find at least a couple in any city, although they will obviously be more prevalent in places where your ideas are either already very represented or are very appealing to those who get no representation. Still, just. . . be careful with them. They can easily get over enthusiastic and take things too far if you misspeak.

**Bounty Board** (-400 CP, Discount for Lodestar): Bounties are a regular part of life in this world, where monsters roam the land and those who can survive in those wilds can do whatever they want. To resolve this, bounties are offered so that the capable will see these problems. By taking this item, you get a Bounty Board added to your Warehouse. This will automatically give you bounties for powerful creatures, as well as tell you their general location. It will pay out in valuable materials as well as money, in equivalence to the danger of the monster. Additionally, should there be any actual bounties listed, for anyone or thing for any reason, this will also display them and will collect the bounty and handle all other processes for you should you succeed. This will automatically update as you go on.

**Arcane Dragon Blood** (-400 CP, Discount for Scholar): This is a series of 5 vials of Arcane Dragon Blood. While its primary ingredient is indeed Dragon Blood, as one of the most Magla-dense substances in existence, it has also been refined and processed heavily. As for what this does? Well, a single Vial of Arcane Dragon Blood can fully restore the Magla of an entire group of anyone or thing instantly. By taking this, you obtain 5 such vials, and receive 5

more every month, forever. Should you want it for the Dragon Blood that makes up most of this Elixir, you can use it for that as well.

**A Home of your Own** (-400 CP, Discount for Innocent): This is a home. It looks like a modest house from the outside, but on the inside it is however large you may want it to be. It can infinitely grow, breaking linear space, to expand as much as you may need while not changing its outward appearance. Additionally, it won't become labyrinthine, and will generate furniture and the like to assist you in housing all you will want housed. It will also contain shortcuts that you, and anyone you want, can use to go from one end to another instantly without needing to travel whatever distance may form within the house. Naturally, it becomes a part of your Warehouse at the end of your Jump.

**Gauntlet Runner** (-600 CP, Discount for Crown Seeker): This is a Gauntlet Runner, a rather strange device that nonetheless is used by basically every member of the Competition for the Throne. It is, to describe it simply, a vehicle that has a main ship-like portion that is suspended off the ground and moved via a giant pair of legs. Yes, you read that correctly. Rather than something like a car, this is a magitech-powered boat with legs that runs across the country. The "Runner" part is literal. It possesses onboard canons, as well as a literal beating heart as bio-mechanical main engine. It will automatically refill all of its ammunition, fuel, and amenities, so you don't need to worry about that. You will also gain the knowledge and skill on how to pilot the thing.

By virtue of what it is, it can handle both Ground and Sea travel without issue. This is standard issue, although many don't take their chances with the sea travel portion. However yours is special. In addition to those, your Gauntlet Runner can fly, either sprouting a pair of wings, or having its legs unfold into wings, whichever you would prefer. It also possesses a special, and very large, Igniter onboard, that will allow you to teleport to any major city that you have been to before. That said, this is still within the grounds of your current Jump. Lastly, your Gauntlet Runner comes equipped with the ability to transform into a mecha form, should you find yourselves against a massive foe that you want to fight on more even terms. This is entirely unheard of at the time you're entering the setting though, so using it in a populated area is sure to cause a stir.

**Hero-King's Weapon** (-600 CP, Discount for Lodestar): This is a legendary weapon, once worthy of both a Hero and a King. It can be any type of weapon you want, and you can import any weapon you already have into it if you want. As such, it also has a variety of benefits. Firstly, the weapon can blaze with an Azure Flame. You can turn this on or off at will, and is mostly cosmetic. Secondly, you can choose whether or not this weapon deals physical-aligned damage or almighty-aligned damage at any given time. This will not change the form of your weapon or have any tell, but the type of damage inflicted will indeed change. Third, the power of your weapon will scale with your strength, becoming more powerful as you do. In addition to this, the

power of this weapon will always, at bare minimum, match the power of the most powerful weapon you have aside from this.

Lastly, and likely most impactfully, while you are wielding this weapon, you can temporarily grant a copy of one of your Perks to everyone who is fighting alongside you, is under your command, and/or who is at your level or below you in your organization's structure (should you have one). You can choose what this Perk is, and can change it at any time. You can also choose exactly what groups of people you would want to receive this Perk. However, the same Perk must be given to all who would apply for it. You do not get to hand-pick Perks en-masse. Still, with this weapon in your hands, little should be able to stand in your way.

**Draconic Relic** (-600 CP, Discount for Scholar, "Free" with Dragon's Soul): This is a relic of the ancient past, what would be called a Divine Relic. Even among them, this would stand out though, for it contains the power of a Dragon. Yes, the Relic itself can be in whatever shape, size, or form as you desire, be it a lance as large as a person or a small bracelet, but the critical part is the Dragon resting within. While the Dragon is resting within the relic, the effectiveness of anything you do with the relic is doubled, and it will also possess the ability to dispel any and all magic you would desire to be dispelled. You can also summon your Dragon out at will though. It will be both intelligent and completely and utterly loyal to you, following your instructions to both the spirit and the letter. You can also import any Draconic Companion you have into the Relic for free, if you wish to do so. As a Dragon, naturally it is far more of a force of nature than a monster, able to knock down near-any opponents in your way without any trouble at all. To be clear: This isn't a modern Dragon, one whose power has atrophied over the ages. No, the Dragon you have gained the loyalty of is a Dragon at its original power, that of a Weapon of War crafted by a Modern Humanity that had gained access to Magla. Still, such a power will easily breed fear, and the Sanctus Church will likely try and hunt you down for having this, so use your newfound power with care.

- If you are obtaining this item for free by virtue of having the Dragon's Soul Perk, you. . . just get the Relic. You **are** the Dragon of the Relic, that's why it's free. It's tied to you, and you can use it just like a Dragon could in the description above. Additionally, while in your hands, it has the same effects as if you were within it, so I'm sure you can find some use for it.

**Holy Spring** (-600 CP, Discount for Innocent): This is a sizable spring of water, although not just any water. No, this spring contains the highest grade holy water to ever exist. By placing anyone or anything within this spring, it will swiftly remove them of any and all injuries, damage, corruption, curses, poisons, or any other negative afflictions that may be affecting them. You can cure the blind or restore a lost limb. You could make a ruined old weapon even better than new, or remove a curse that should have been irremovable from something. This can assist with mental issues and corruption, and can even cure inborn / genetic conditions. This will never harm anyone or thing you would want to not be harmed, no matter their normal reaction to holy water, and anyone you don't want using this will be able to gain no benefits from this spring or

its water. If you want to take some water from the spring for something else that would require Holy Water, you are free to do that as well. Naturally, this joins your Warehouse at the end of this Jump.

The spring also functions as, well, a spring. It is incredibly relaxing to be within, and you can change the temperature at will, depending on if you want a hot springs or a cool dip. It is self cleaning, self refilling, and incredibly relaxing to be within. A simple dip can wash away most stresses, and those unaccustomed will end up in a blissful daze after a more extended stay. Don't worry though, the spring is enchanted to make sure no one can drown within it. It's a perfect place to relax at the end of any day, so enjoy yourself.

## Companions

Up next we have the Companion Section. This is the place where you will select the allies you are guaranteed to have during your time here.

That said. . . I'm sure you've seen this all before. While Friendship and Bonds are absolutely irreplaceable, there's only so many ways you can write out the options time and time again.

So, as a small recompense for the impending repetitive section, take the following. We're almost at the end now, regardless.

### **Gain 100 CP for Companions Only**

**An Adventuring Party** (-100 CP): It isn't much of a country spanning adventure if you're doing it alone. Whether you already have a cast of friends just waiting for a new adventure, or are starting off fresh, I'm sure you'd like some company, and this option gives you that in spades. By picking this, you may Import or Create up to 8 Companions. They gain 800 CP and gain Origins and Freebies as normal, and may take Drawbacks that only affect themselves. However cannot take Drawbacks that would affect the World at large, and are unable to take Companions.

**Traveling Companion** (-100 CP / -200 CP, The 200 CP option cannot be taken by a Drop-In, Can be taken multiple times.): This the option for taking a Canon Character as a Companion. That being said, this isn't exactly the same as the standard one you'd see in

other Jumps. For 100 CP, you get the standard Companion Option. You will be guaranteed to run into them in-jump and to have a good relationship with them. Enough so that they will be willing to follow you when you leave. For 200 CP, however, their backstory is altered So that they are already traveling / working with you at the start of your Jump, and the two of you will already be very close. The exact nature of the changes to their backstory and your relationship is up to you, however.

## Scenarios

While the above options are plenty, there are some other ways you could choose to take your time here, should you want.

These Scenarios will fundamentally alter your time here, but will come with additional rewards should you win. Naturally, these are all optional, but you may be interested in taking them.

**You may not take any of the following Scenarios with the “Scripted Fantasy” Drawback.**

**The following Scenarios are mutually exclusive.**

### To Ascend the Throne

(Requires the Crown Seeker Origin for the one taking this Scenario. If you are not the one taking this Scenario, but a Companion is, you cannot be a Drop-In)

As it turns out, there's quite a lot of ways to cheat the competition for the Throne, despite the intended rules. As someone who has set their sights on it, but also is highly likely to possess powers beyond what anyone here can match, it may seem like child's play to win.

By taking this Scenario, however, you are going to have to win this game the way it was intended. You must, in both Spirit and Letter, follow the rules of this competition and win it.

Well, I say “you”, but if you would have a Companion of yours take the Throne instead, you may do that as well. The following Scenario is written as if you are taking it, but if you would want

that for a companion instead, adjust the wording accordingly. If you take such a route, you will instead be supporting them in their quest for the Throne.

You cannot seek to take an opponent's life, except through a mutually agreed upon duel, and you must legitimately (IE, without mental manipulation, mind control, or anything similar) win the minds and hearts of a majority of the nation. You cannot set things up for others to do so either. You are also unable to do anything meaningful to alter the race before it starts. These restrictions apply to both yourself and all of your Companions.

Should you succeed in your task, overcoming all of your opponents including the protagonist of the game, and are crowned the rightful new King of the United Kingdom of Echronia, you win this scenario. Should you fail to do so, and someone else takes the Throne, then you forfeit your prizes from this but face no other downsides.

For this Scenario, some of your rewards are given to you up-front. You obtain the Gauntlet Runner item for free, with all of the benefits it normally has, but are only allowed to keep it after this Jump if you succeed in this scenario.

You also gain your choice of 8 Canon, Imported, or Custom Companions for free, although you will only start with 2 of them, and will join up with you during your Journey. If you succeed, you gain all of them as permanent Companions who keep all of their abilities, and they may be imported for free in all future Jumps, as per your choice of Import Option. Should you fail, you can choose to still gain them as Companions, but they will not retain any of their Perks or Abilities from this Jump, even ones they canonically had for Canon Companions, and will not receive the ability to freely import into later Jump.

- Should this be taken by a Companion, they will take up one of those eight slots, meaning it will be you, them, and one other to start, with 6 more gained during the Journey.

Lastly, upon your victory, you shall win the literal prize of the competition: The United Kingdom of Echronia itself. Your rule is Fiat-Backed to be stable and secure, and no one will attempt to overthrow you or challenge your authority. Additionally, you gain the Kingdom and all of its subjects for all of your future Jumps. It becomes a part of your Warehouse by default, but you can bring it all with you in any later Jump for free, either showing up out of the blue or being retroactively added to that Jump's setting.

The game of Metaphor ReFantazio has meta elements to it. A shock, I know. It's not like it's in the name, even if that's not what one is likely to think when they see "Metaphor".

In it, the Player itself is a factor, being an invisible guiding force that helps make sure the Protagonist (commonly known as Will) makes it through the events of the story. While not intrusive, it is indeed canonical.

By taking this Scenario, you are now put into the role of the Player. As of now, you will be confined to your Warehouse from now until the end of the Canon story of Metaphor ReFantazio.

During this time, you are unable to use your Perks, Abilities, or anything else to assist or communicate with Will, with some exceptions that will be covered later. Additionally, any Imported Companions will be put into your Warehouse alongside you, and you will need to meet up with any Created or Canon Companions afterwards.

This will happen, in real time, and you will be sitting in your Warehouse that entire time, although food and water shall be provided if your Warehouse does not already contain a sufficient amount of it. You will also be given a method to observe Will, but you do actively need to be paying attention to ensure you're there when he needs you, instead of slacking off or working on some other project. Your victory condition is to successfully get him to the end of the game, and your failure condition is if that becomes impossible.

However, it was mentioned before that there are exceptions to the rule of being unable to communicate or interact with Will. And this will be how you achieve your goal.

The first is during decision points. While you aren't able to puppet Will around, when he gets to a point where he has an important decision to make, you may act as the metaphorical angel on his shoulder, advising him on what to say or how to say it between a few options he was already thinking of or considering.

The second is during Battle. You will be the one to decide battle tactics and skill use, not only for Will, but for his entire group. This is also where the exception of using Perks to interact with him is.

See, by taking this Scenario, you will be given the Perks “Fantasy Isn't Dead” and “Let's try this Again” for free. You may apply these to Will instead of yourself during the events of the game, although no one but yourself will remember. Should you succeed, you will get to keep these Perks, and you lose them if you fail.

Additionally, should you succeed, you obtain Will and his Party as Companions who only take up one Companion Slot. Naturally, you will be unable to do so should they die from your failure.

That being said, upon either Victory or Defeat, you will be free to leave your Warehouse. Although, should you do so after your defeat, you will likely have quite a mess to clean up or prevent, so good luck in that case.

## Drawbacks

And we have finally reached the finale of this document, the Drawbacks. This is where you can modify your time here or make things harder on yourself in exchange for additional CP.

There is no limit on how much CP you can gain here or how many Drawbacks you can take. However, I would recommend caution so you do not put yourself into a situation that would lead to your death.

That being said, while there are some notable exclusion clauses on the Drawbacks, they must also make sense together. For example, if you take the Human Drawback, it wouldn't make much sense to also take the Victim of Prejudice Drawback. So, keep this in mind while you look through the following options available to you.

**Tasteless** (+100 CP): You have no real palate. You'll eat just about anything and be unable to really tell the difference, and have an unusual sense of what you consider to be good food to others. This really is just an issue when eating with or cooking for other people, as your tastes likely won't match theirs and you may weird them out.

**Clumsy** (+100 CP): You seem to have two left feet and hands covered in butter at all times. You can't go thirty minutes without tripping, running into something or someone, or losing your grip on something. Luckily for you, this doesn't occur during combat, so you don't need to worry

about losing your grip on your weapon in the heat of a life or death battle, but this is going to be a constant annoyance in your day to day life.

**Dramatic Prose** (+100 CP): Well, it seems like you have quite the affinity for Drama. You are now predisposed to dramatically narrating to yourself aloud and phrasing things in the most over the top and drastic way possible. This doesn't make you lie or mislead others about how you feel, but you are going to be doing a lot of over-exaggeration, and likely annoying the people around you at many points. And, well, I wish you the best of luck if you ever need to try to go undercover.

**Orphaned** (+200 CP, Cannot be taken with Drop-In): Your Parents are Dead. That's it, plain and simple. How and why this happened is both tragic and rather important to you personally, although you can determine the specifics yourself. Perhaps they were killed in a Human attack that was actually orchestrated by the military, or were the victims of some kind of racially motivated attack. Regardless, what's done is done, and it's left its mark on you.

**Victim of Prejudice [Minor]** (+200 CP): Racism, Classism, and Religious Persecution is everywhere in the United Kingdom of Echronia, as I'm sure you've noticed by now through all of the descriptions of various Tribes, Perks, and Items. There are, as it turns out, those who suffer less from it than others, but it's a part of life for everyone. By taking this Drawback though, things get worse for you. Now, no matter who you are, what you are, or what you believe in, everyone will automatically perceive you by the worst of the stereotypes upon your first meeting. This will grant you horrible first impressions, and are likely to generally be treated poorly by most people. However, people are basically never going to resort to violence unless you initiate it. Rather, cold indifference and scorn is more likely to color your interactions with others. You can work past this through effort and proving yourself, but it won't be a fun or easy path.

- **Victim of Prejudice [Major]** (+400 CP, Requires Victim of Prejudice [Minor]): . . . Are you sure about this? Before, violence wasn't going to be common. By taking this, that is no longer the case. For some reason, you just attract the worst and most violent of the prejudiced to yourself. Expect to face at least one attempted kick or punch to your person a day, and an attempt at lynching you at least once a month. Additionally, should you fight back, successfully or otherwise, the authorities will be significantly biased against you. Still, if you can deal with all of that, then I suppose this will help you clean out some of the rot.

**Unfamiliar Faces** (+200 CP): An adventure is all about going to new places and meeting new people. However, the incentive to keep some familiar faces alongside you can be hard to fight. In order to encourage you to do so, we have this Drawback. By taking this Drawback, you will be unable to Import any of your existing Companions, or interact with them at all. They will all be fine, of course, but you will not be able to interact with them, and vice versa. With this, you

should be able to focus on the new sights and people to see and meet. If you happen to not have any Companions, then this is essentially free points. Perhaps you can use some of them to gain some friends while you're here?

**Lost Relics** (+200 CP): The Relics of the Old Humanity are lost and scattered, many of which have been lost forever. By taking this Perk, the items you already have are lost to you during this jump, being sealed away. You don't need to worry about losing them forever or having them scattered across the world, but this Perk will take your existing items from you. You can still take any items from this Jump and receive them just fine, but you will have to make due with only that. I'd highly recommend taking the free items on offer though, unless you want to start your jump naked and broke as dirt. If you have no previous items, then you can consider this free CP, but still do take some items from this Jump, as the previous statement would still apply.

**Friend Zoned** (+200 CP): Compared to other Atlus games you may be aware of, such as Persona, Metaphor ReFantazio does not possess any romance whatsoever. And, by taking this, you too will be under the same restrictions during your time here. You cannot participate in romance or romantic events of any kind, even with prior romantic relationships. That being said, you can still be close friends / Platonic life partners with others, and this does not remove or reduce existing relationships. However, you can not experience or perform anything romantic whatsoever. As a part of this, this also prevents any sexual activities with anyone you're close with, although if you really feel the urge you can go and buy a night with someone, I suppose.

**Enemy Oh Mine** (+200 CP / +400 CP / 600 CP, Can be taken Multiple Times, but not at the same CP Value): Well now, it seems you've attracted some attention. You now have an enemy that, for some reason, has decided they want you dead, at any cost. This is naturally wrapped into your background, and won't be a surprise for you, assuming you aren't a Drop-In. If you are a Drop-In, then you will have the blame for something pinned on you, with no way of proving otherwise. The amount of CP you receive for this Drawback is dependent on exactly how powerful this enemy of yours is. You can take this Drawback multiple times, but you cannot take the same CP Value of this Drawback multiple times. So, you could take a +400 CP and +600 CP version of this Drawback, but not the +200 CP Version 3 separate times.

For 200 CP, the enemy you've gained is relatively weak. They could be the head of the guard, the mayor of a town, or a traveling bounty hunter, but while they have authority within their area, it isn't all reaching, and most of your issues can be solved by simply running far enough.

For 400 CP, your enemy is influential indeed, and can make your life much harder. They could be one of the Candidates for the Throne, a major Bounty Hunter, or perhaps one of the heads of one of the Major Cities. Regardless, they have contacts just about anywhere you could go, and no shortage of people who would want to get in their good grace's. This battle of yours isn't

likely to resolve any time soon, so I hope you're prepared for a drawn out struggle, assuming you can't just end them outright.

For 600 CP, you have gained the hatred of one of two groups, although which is your choice. The first is the Sanctus Church, the Crown Theocracy and also the organization which controls the sale and production of Igniters. If you choose them to be your enemy, you'll have been excommunicated from the church through every aspect of the organization, have a bounty on your head, and they'll also have their army after you. Anyone who follows Sanctism will know your name and face, and know it as an enemy. The other option is to be an enemy of Louis Guiabern. He has many of the same types of resources as the Church, but while he'll use them to make your life harder, he won't send soldiers to kill you. No, he wants to do the deed himself. Even if you can get past the Royal Magic that protects him, the man is a master warrior, an archmage, and possesses the power of Archetype on top of that. Additionally, he has some of the best equipment that one can get their hands on alongside a Gauntlet Runner capable of Flight and filled with some of the most elite soldiers in the country. And. . . last but certainly not least, he's one of the only people in the world to know the spell to forcibly transform someone into a Human, so I would recommend having a defense against that. He will hold nothing back in ending your life, including transforming himself into a Human if need be, but if you can take him, feel free.

**Cloud of Assumptions** (+400 CP): I'm sure you're aware of the various kinds of Prejudice in the United Kingdom of Echronia. Such a thing is obviously bad, but even the kindest and well meaning person can fall into those traps if they've been raised in such a culture. By taking this, you now have this problem as well. No matter who you're interacting with, you will always find a way to put your foot in your mouth and say something offensive in some way when first interacting with others. Be it their Tribe, Social Status, Religious Beliefs, or something else you are going to cross some sort of line no matter how hard you may try not to. You can, of course, try to be better, and can make significant strides at it. However, this won't be easy or fast, and you're likely to get into many uncomfortable situations during your time here.

**Ambush Incompetent** (+400 CP): You. . . must either have the worst luck imaginable in regards to this type of thing or simply possess abysmal situational awareness. During your entire stay here, others will constantly get the jump on you. Be it just being unaware of those around you or an enemy successfully ambushing you, you are going to be on the backfoot far more often than not. And well, don't expect any mercy from your opponents should they catch you unaware. One wrong move could have you and your allies dead on the ground if you stumble into something too far out of your depths, and even opponents on your level can be incredibly dangerous if allowed to take the initiative like that. Additionally, you are absolutely abysmal in trying to get the jump on others, with some sort of shenanigans or mistake happening to make it simply fail nine times out of ten. I would honestly recommend just trying for the straight honorable route. At least that would put you on even footing with your opponents.

**Faded Cover** (+400 CP, Cannot be taken with Redacted Prequels or Empty Book): This is a part of a set of 3 mutually exclusive Drawbacks that will affect your memory. By taking this one, you possess no memory of Metaphor ReFantazio. This specifically only applies to any metaknowledge you may have from reading this document, as well as from playing the game yourself. You will still possess your own memories of all of your past lives, as well as your memories from your backstory (if you aren't a Drop-In), but you will have no clue as to the truth of this world or the vulnerabilities of the Tournament for the Throne. Still, you will likely be able to navigate this world decently with what you still possess, so this shouldn't be horrible to you.

- **Faded Prologue** (+200 CP, Requires Faded Cover, Cannot be taken by a Drop-In): Oh? Interesting. It seems that you have chosen to sacrifice your memories of your life in this world as well, waking up with absolutely no knowledge or context as to the United Kingdom of Eukronia. However, be aware. Just because you forgot doesn't mean that others did as well. Those you were close to will likely be hurt by your sudden lack of recognition, and any enemies you may have had will not relent because of this. And yes, both will occur with you during your time here. You do not get to run from your past, even if you have forgotten it.

**Redacted Prequels** (+600 CP, Cannot be taken with Faded Cover or Empty Book): This is a part of a set of 3 mutually exclusive Drawbacks that will affect your memory. By taking this one, you possess no memory of any of your past lives. You will wake up in your new life as if it were any other day, completely unaware of the new powers and skills at your disposal. You will be aware of anything you have purchased within this Jump, as it will be a part of your life so far, but you'll need to discover that you even possess anything else, let alone how to access and use them. On the bright side, you won't have any problems with trying to hide secrets from your friends, because you'll be just as confused as them, if not more so.

**Empty Book** (+1000 CP, Cannot be taken with Faded Cover or Redacted Prequels): This is a part of a set of 3 mutually exclusive Drawbacks that will affect your memory. By taking this one, you possess no memory at all. You will wake up with absolutely no memories whatsoever, likely greatly confused at everything. The only thing you will still have is the knowledge of your name, although daily skills such as walking, language, and so on are unaffected. You still possess everything you would normally have from your Perks and other experiences, but have no idea that they even exist, let alone how to access and use them. I would hope that you have a good support network and/or Companions who can assist you, because adjusting to a world such as this from zero isn't likely to be enjoyable in the slightest.

**New Story** (+600 CP): Every story should start at the beginning, right? Well, regardless if you believe that or not, it seems like someone's decided to make you act as if this was the beginning for you. By taking this Drawback, you will not be able to access any of the skills, powers, or Perks that you may have obtained from your previous Jumps. In other words, you are going to

be on a personal power level as if this was your first Jump, regardless of how many Jumps you may or may not have done before this. And, should this happen to actually be your first Jump? Well, then this is an excellent opportunity to gain some free CP! Be careful though, the United Kingdom of Echronia is full of many dangers. Be it monsters, Humans, or even the various contestants in the Competition for the Throne, there is no shortage of things that can kill you here. Make sure that you can take care of yourself, because death may be closer than you think.

**Scripted Fantasy** (+600 CP): The story of Metaphor ReFantazio is, all and all, rather easy to derail. If you have a way to bypass the Royal Magic, act fast enough before the Royal Magic's protection is enacted, or even just ensure the assassination attempt that the protagonist launches in the later half of the game actually goes through, you can easily prevent the game's climax from coming to fruition. And that's assuming you actually want to kill Louis, rather than simply do something like cripple his Gauntlet Runner. By taking this Drawback, though, you can no longer take those easy paths. No matter what you do or don't do, everything will go exactly the same as it does in Canon. Normally, this type Drawback is worth less points, but since literally any anti-magic can snap the plot's premise in half, you'll be given more in this case.

**Fantasy is Dead** (+600 CP): Well, this is quite sad. It seems something rather horrible happened to you in your past here, or perhaps something has gone wrong with your Drop-In process. Regardless of the cause though, it has had quite an effect on you. Now, you cannot believe in any dreams, fantasies, or hope. Incremental change is but a lie to you, and any system that can be built by the Tribes can just as easily be torn down by the Tribes. The only change that you can consider to be worth believing in, and worth doing, is irreversible change that cannot be taken back. This state of mind can be enough for someone to, say, concoct a plan to forcibly and irreversibly turn the entire nation into Humans, under the philosophy that true equality is born of strength, and the truly strong will be able to keep their minds when being forcibly converted. That, of course, is only an example. You aren't forced to follow that path, but I hope it gives you a good idea of the sort of absolutist mindset that you will be under during your time here. Of course, if you can't find it in yourself to do something that drastic, there is always the other option: Depression and a struggle to bring yourself to act! . . . Yeah, neither of these are fun. Still, if you have good Companions at your side, they can help you temper your worst impulses during your time here, and perhaps you can grow closer to them in the process.

**Human** (+600 CP, Cannot be taken with the Fairy Tribe): In this Document, Humans have been mentioned many times by now. Rather than standard humankind, these are mutated and deformed monstrosities that contain power and resistance beyond near-anything else of their same size-class. By taking this Drawback, you are now one of them. You will maintain your Sanity, but lose your ability to speak. Additionally, you will, in 99% of cases, either be attacked on-sight or have others flee from your presence, depending on the difference in power between you and what you run up against, and will almost certainly have a bounty on your head. You can

choose how exactly your Human form looks, so long as you stay within the general design aesthetic of Humans, and your form is not that of a standard humanoid. It should also be noted that the form of a Human is generally (but not always) thematic to a person's anxiety, so you can keep that in mind if you want to use it as inspiration. However, you cannot use any shape shifting or alt-forms to change your shape during this Jump. You gain your Human form as an Alt-Form Post-Jump, should you want to return to that.

## Conclusion

Well, it seems your time here has come to an end. I hope you managed to find some joy during your time here in the United Kingdom of Echronia, despite its many issues. Still that leaves us with only one question. What do you plan to do from here?

**Close the Book:** You chose to return back home? Well, I suppose seeing a world that can legitimately look at the world you had and see so many positives in it can make one nostalgic for what they once had. Enjoy your rest.

**A Living Fantasy:** So, you choose to stay. Perhaps you plan to rule yourself, or perhaps you just can't wait to see what kind of world the new King will create. Regardless, you've chosen to make this your last stop, and this World into your home.

**A New Novel:** So, you choose to continue on to your next adventure then? Very well. Farewell, and good luck!

## Author's Notes

I'd like to thank my friends Orrin, Inanos, Ohm, Ham, and Genih for their help with the development of this Jump.

I'm aware that Wily Machine King is doing one of these as well, or at least was last I heard. However, we've had multiple Jump Docs for the same Setting before, so I don't see a problem with there being multiple. I've talked to him, and he didn't seem to have an issue with it either. Thus, I put (Xaldreca Version) on this, and am uploading it.

**For the Hero-King's Weapon:** Honestly, most of what it does is something I've made up. However, I needed something for it to do beyond "Being a Better Weapon", so I came up with abilities that made sense.

**For Draconic Relic:** For additional reference as to the strength of the Dragon you have, see the NG+ Exclusive Superboss of Metaphor ReFantazio. It's that level of strength.

**For the Royal Magic:** I realized there wasn't a great place to explain this, so I will do so here. The Royal Magic is a result of a Divine Relic (IE a Relic from Old Humanity) that passively takes Magla from every citizen of the United Kingdom of Eukhronia. As such, it is reliant on the holder having the faith and/or favor the the Public at large, but can achieve incredible things as a result.

In regards to the Tournament for the Throne, though, the Royal Magic is said to protect the contestants. Specifically, it protects the Top 10 Contestants, and does so through manifesting Magical Chains to bind any assailant who would seek to harm one of the Top 10, provided the situation isn't a recognized Duel by both sides. These Magical Chains will suspend the victim in midair, and it is not known when or even if it would wear off, as all known victims are shortly killed afterwards.

This is, as has been stated before, vulnerable to any form of Anti-Magic, including those from the Draconic Relics. There is also no punishment system in place for breaking these rules. As such, the entire Anti-Combat Rule gets dropped (albeit, only by a direct request from Louis) after Louis was nearly assassinated by the party, and Louis used the same Lance that nearly killed him to kill the only person in front of him in the race: the head of the Sanctus Church. This is why there is an entire scenario about playing by the rules, and why the Scripted Fantasy Drawback gives so many points.

And yes. Louis was in first place and held one of the only Anti-Magic weapons in the world, yet intentionally lowered his protection. That's just the kind of person he is.