

Jumpchain CYOA
Version 1.0
by AzureKnight_mx

Your Benefactor, engrossed in a whirlwind of papers, seems to be searching for your next destination in the ever-expansive multiverse. As you stand nearby, a brochure flutters from the pile, and you retrieve it. It's an Academy brochure, vibrant with promises of opportunity and a call to students from diverse corners of existence.

"Ah, that one?" your Benefactor glances your way. "I've heard tales about this Academy. It might just be the place for a traveler like you, a chance to connect with fellow wayfarers across the Omniverse."

She steps away, lost in contemplation. "Something troubled me about this," she muses, turning back to you with a smile. "Ah, well, if I can't recall, it mustn't be too significant. This could be an exhilarating chance for growth and adventure!"

She hands you a dossier with multiple options. "Fill this out for me; time's of the essence if you seek admission. **You've got 1000 Choice Points to spend**, so choose wisely!"

As you peruse the document, the text appears unusual, almost arcane:

"Welcome to the Interdimensional Academy," the script reads, "nestled within one of the pivotal fulcrum points of the Omniverse. Our heritage is in cultivating the finest universal travelers. Here, you'll forge the person you aspire to be across this vast multiverse, whether summoned, reborn, adrift, guided by higher forces, or something entirely unique."

The brief but enigmatic passage leaves you stirred with anticipation. Clearly, this academy is no ordinary institution—it seems tailor-made for honing skills and preparing for the vast challenges of your Jumpchain journey.

Take 1000 Choice Points to prepare.

Race

The Omniverse teems with an expansive array of races, each with unique traits and abilities awaiting your selection.

Human [+100 CP]

As the baseline species at the Academy and the Nexus, humans lack innate special powers or abilities. However, this doesn't diminish their potential; many celebrated graduates have been humans who honed their skills and developed unique abilities during their tenure. You will receive 100 CP for choosing this.

Humanoid [Free or 200 CP]

Within the section on humanoid races lies a myriad of options, each with distinct features setting them apart from humanity. These races hail from various realms across the multiverse, boasting minor abilities that differentiate them. You're free to choose from a plethora of humanoid races like Elves, Dwarves, Merfolk, and more.

For an additional 200 CP, you can select a variant of a humanoid race with slightly overpowering abilities compared to a normal human. Examples include empowered variants of familiar races or teenagers of more powerful races, whose starting innate abilities will initially be below average proficiency but in time will grow into a full-fledged array worthy of an average adult of that race.

Definitely Not Humanoid [400/800/1000 CP]

Beyond humanoids, the multiverse harbors diverse, non-humanoid beings with forms and minds beyond human comprehension.

400 CP: This tier allows you to embody an inhuman and formidable creature, perhaps hailing from a warrior race or possessing a composite body. While your form must fit within the Academy's structures, options range from legendary species like ancient

sphinxes or elder dragons to true ancestor monstrous vampires. You gain all the lore abilities corresponding to your selected race.

800 CP: Ascend to the ranks of supreme beings, embodying a form utterly inhuman and enigmatic. Shape-shift into low- to mid-tier eldritch beings capable of interacting with others in varying forms, while maintaining an abstract and unfathomable nature. Select one concept, you gain 3 supernatural mid-tier abilities and one supernatural major ability related to that concept.

1000 CP: Elevate yourself to the echelons of the most formidable non-human races within the multiverse. While within the Academy, your powers are confined to a weakened avatar akin to the 400 CP tier. However, beyond the Nexus' confines, you're free to unleash your true higher dimensional form's full might. While you may not initially rival cosmic entities, your potential for unparalleled growth and staggering power is boundless and are guaranteed to reach their level in time.

Upon selection, choose two concepts that resonate deeply with your essence. These concepts grant you a domain-like field, tangibly linked to the chosen ideas, enhancing your powers and abilities related to them. This augmentation substantially amplifies your capabilities and prowess.

Additionally, you gain three supernatural mid-tier abilities and one supernatural major ability corresponding to each chosen concept.

Mid-tier abilities encompass potent yet manageable powers, such as flight, regeneration, elemental manipulation, and more. Major abilities approach on the realm of near-limitless might, including instantaneous regeneration, immortality, matter manipulation, and other almost cheat-like abilities.

Age and Gender

Choose an appropriate age and gender for your race.

Starting Location

The Academy Nexus

Nestled within the enigmatic space that transcends dimensions and universes, the Academy stands as an ethereal bastion within the Omniverse. Suspended within the nebulous interstitial space known as the Nexus, it serves as a pivotal hub that intertwines with countless realities, drawing in travelers and seekers from far-flung corners of the cosmos.

The Academy's physical embodiment manifests within the colossal Aetherian Continent, an imposing landmass that defies gravity, hovering amidst the void. This celestial landmass serves as the foundation for the institution, its sheer size dwarfing even smaller worlds from across the multiverse. The continent teems with intricate architecture,

spires reaching skyward, and sprawling campuses and structures that blend seamlessly into the ethereal surroundings.

Sprawling at the fringes of the Academy's domain lies the bustling metropolis known as Crossroads. Founded by wandering souls and displaced beings, this vibrant city pulsates with life, its streets brimming with a kaleidoscope of cultures, architectures, and beings from myriad realms. Over time, the city burgeoned as a melting pot of commerce and interaction. Here, merchants from distant dimensions peddle exotic wares, while taverns resonate with tales from far-off worlds.

As newcomers arrive, they find themselves amidst the vibrant chaos at the entrance of the Academy, drawn by the gravitational pull of the towering dark metal doors. An imposing figure—a minotaur-like being adorned with scholarly accessories—stands guard, orchestrating the influx of eager students and travelers. Their authoritative presence exudes an air of both sternness and wisdom, maintaining order amidst the burgeoning crowd.

The first day of the semester unfurls as newly arrived students eagerly seek entry into the Academy.



Origins

Drop-In

Arriving in this world devoid of memories or a known background could be a double-edged sword. Students might possess complex relationships, leaving you both unburdened and disadvantaged. Discovering a cryptic letter of admission signed by the enigmatic Academy dean in your pocket adds to the mystery. Its appearance raises questions about your existence here and your connection to this place. Curiously absent from the academy register, presenting this letter becomes your sole key to entry. Yet, whispers suggest alternative methods to gain admission, should this letter fail you.

Academy Student

As a newly enrolled student at the Academy, your journey here bears its own narrative. Whether propelled by hard-earned merits, sponsorship, or a twist of fate, your background precedes you. Perhaps you hail from a distant heroic realm, embody the legacy of a noble lineage, or have been transposed from the clutches of a dark isekai force. Each student at the Academy embodies extraordinary prowess, standing as the apex representatives of their respective worlds.

S-Rank Student

You transcend the commonplace, residing among the top echelons of the Academy—merited by upbringing, inherent talent, or unyielding dedication. Existing within the top 5%, you're lavished with adulation, admiration, and perhaps a tinge of envy. This status bequeaths you with a threefold augmentation in both physical and mental capabilities, an impetus to excel. However, failing to maintain these sky-high expectations might lead to losing this revered status, inviting potential ostracization or even harassment from peers. Yet, the amplified abilities endure, a testament to your exceptional potential.

Academy Teacher

Opting against the path of a student, you step into the esteemed shoes of an Academy teacher. Instantaneously bestowed with mastery in three non-supernatural disciplines of your choice and theoretical mastery in an additional discipline, your role demands imparting knowledge while navigating the rigors of academia. Attending classes, contributing to events, and ensuring student safety form the crux of your responsibilities. Faltering in these duties might incur disciplinary measures, culminating in expulsion from the Academy roster, potentially exposing you to dire consequences.



Perks

You will receive the 100 CP perk from your origin for free, and the other perks from your origin are offered at 50% discount.

General [Undiscounted]

Basic Knowledge [Free]

Upon meeting someone you'll acquire basic knowledge regarding their world and culture, mentioning anything that could be found in a book in a public library. The information will not be guaranteed to be completely correct, but will give you some degree of knowledge and understanding regarding who are you meeting and where they come from.

Additionally you'll gain upon entering a jump setting the same basic knowledge, with the added benefit of having an 80% accurate mental map of the world which will self-update to correct any errors as you find or make more accurate maps.

Fractal Training Studies [100 CP]

Choosing this perk grants you theoretical and practical expertise surpassing a mere Ph.D. or Grandmastery in a discipline of your choosing. This comprehensive knowledge mirrors at least 500 years of dedicated study and practice as if you started studying right now. Should the knowledge become obsolete, the perk autonomously updates and self corrects, ensuring you possess continuously refreshed, state-of-the-art expertise.

This perk can be selected up to 3 times.

Dimensional Weight [100 CP]

Your very presence has a noticeable effect upon the veil of reality, much like mass has an effect on space. Your presence hardens your current reality, making it more difficult to alter around you, and your body hold so much weight that piercing it becomes easier to you.

This perk makes any attempt to change or alter reality around you against your will to be much more difficult, and should you find a weak point connecting your current reality to another subspace then you might use your own body to pierce it and enter without needing additional machinery, magic or powers. Should your physical might increase, you might even attempt to breach weak points connecting to alternate universes.

Alternative Path Cognition [200 CP]

This perk grants you the ability to peer into the realm of probability and potentialities, observing diverging paths stemming from a single event. When faced with pivotal choices during your adventures, where uncertainties and unforeseen consequences loom, this perk grants clarity. Upon encountering multiple options, you instantly gain the ability to glimpse the potential outcomes of each choice, extending up to 24 hours into the future. However, as time progresses beyond 1 hour, the certainty of these glimpsed futures diminishes due to the fluid nature of future events.

The perk will aid you in going through the choice of your selection, moving your body automatically according to your capabilities should it be needed to.

Severance [200 CP]

Merely causing harm to something often isn't sufficient to obliterate it, especially when dealing with entities that are conceptually indestructible or impervious to death. This perk endows you with the ability to inflict existential harm upon anything using only your physical body, rendering the possibility of erasing its existence within a reality a tangible prospect.

With a touch or strike from your bare body, you can inflict devastating existential harm upon anything in direct contact, potentially severing its existence from reality itself. Inanimate objects typically require sufficient force to be physically destroyed before being severed, while magical or firmly anchored entities may demand powerful strikes enhanced by your other abilities to entirely sever them.

Even physical or immaterial entities deemed indestructible or immortal can be severed, necessitating three to four times the force or power that would normally cause their destruction or demise as if they weren't indestructible nor immortal. Successful strikes momentarily weaken any aware being, leaving them with a foreboding sense of danger when in contact with you.

A successfully severed entity or object begins to unravel from reality, gradually dissipating until it ceases to exist. The only remnants of the severed entity are anything not intrinsically connected to it. Partially struck entities or objects will recover within 24 hours as if the intent wasn't to sever them. The act of severing requires a deliberate intent and cannot occur accidentally.

Infinity Reactive Strike [400 CP]

Throughout your jumps, encountering beings or events wielding seemingly infinite conceptual force with potentially catastrophic consequences for your journey is inevitable. For instance, a supernova explosion or a godlike entity's immense power capable of shattering the universe. This perk empowers you to counteract and match any force encountered, enabling you to exert an equivalent force against opposing attacks or powers, effectively neutralizing their impact without immediate harm to yourself.

Upon collision, the collateral energy resulting from this force-matching collision will propagate as a perpendicular wave, but you will remain unharmed by its immediate effects though anything caught by the wave will suffer the energy of both strikes. Any entity or object employing its physical form to attack and subjected to the Infinity Reactive Strike will abruptly halt in their tracks, experiencing the recoil of their own strike without causing harm to you.

The only requirement for this perk is for you to be able to strike back at the original force in a similar form. An explosion with an explosion, a strike with a strike, a weapon with a weapon, and so on. It even works with metaphysical events or attacks assuming you have your own to counter with. This perk works with any kind of force and power, from lowly strikes to explosions capable of destroying the entire universe.

Progression Reversal [400 CP]

Within the Omniverse, certain entities undergo perpetual passive self-improvement, steadily growing stronger with every moment or encounter, devoid of active intention. This continuous enhancement is a characteristic shared by protagonists, antagonists, and formidable creatures alike.

This perk nullifies and minimizes the effects of such passive improvement abilities when in proximity to them. You gain the ability to detect any passive self-strengthening capability in encountered beings, enabling you to instantly halt their progression within your vicinity. Upon direct physical sustained contact, you can temporarily begin to nullify any improvements on their skills, abilities, and powers boosted by these self-improvement traits. Sustained contact weakens these enhancements until only their natural improvements remain, achieved without relying on such abilities. While effective against other jumpers' perks, resistance increases, slowing the weakening process. Upon leaving your immediate presence, the target's abilities swiftly revert to normal levels within minutes. If a jumper has a perk that protects from this perk, then he or she will remain unaffected.

This perk can affect various abilities such as leveling systems, autotraining perks, enhancements acquired after reincarnation or resurrection, and other passive abilities that incessantly and permanently amplify an attribute or ability of their possessor.

However, anything acquired by the target through active effort or deliberate training will remain unaffected by this perk's effects.

Chrono-Causal Immunity [600 CP]

This perk grants the user immunity against alterations in causality and the flow of time. It establishes the user as an immutable point existing outside the standard temporal flow, impervious to changes brought about by reality-altering abilities.

The user's existence becomes anchored beyond the regular timeline, rendering them immune to alterations, erasures, or manipulations of events across time. They retain control over their personal timeline, enabling movement through time at will and interaction with various temporal periods without susceptibility to alterations in the timeline.

Furthermore, the ability inherently resists alterations in cause and effect. Regardless of reality manipulation or erasure, the user remains unaffected, maintaining their own causality. Within the user's immediate vicinity, they can create a localized field nullifying attempted alterations, thereby preserving that space in its original state.

However, while this ability provides immunity against changes in causality and time, it does not grant the power to manipulate time or alter events directly.

Jumper Ignition [800 CP]

This perk will be mostly useless for this jump only...

This transcendent perk encapsulates the essence of the ultimate goal—igniting the Jumper's potential toward the attainment of his own Spark, an existence beyond the narrative confines, capable of reshaping and manipulating the very essence of the story.

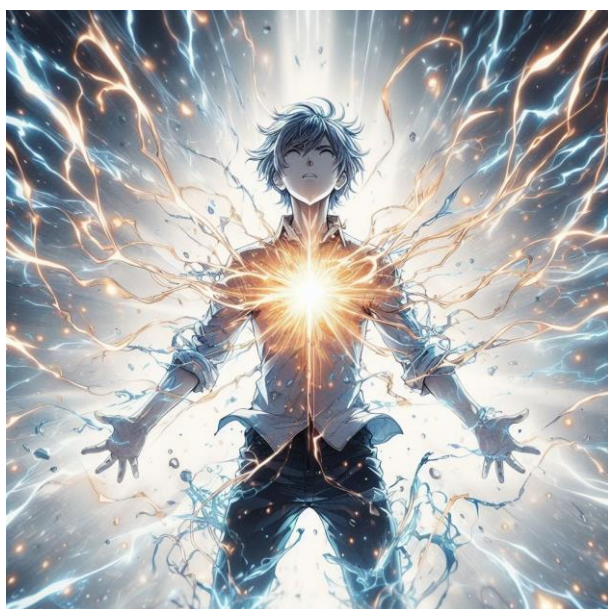
Jumper's Ignition bestows upon the current Jumper a something like a Primordial Spark—a seed of immense potential representing the first glimmer of the Jumper Spark. This seed serves as the foundational spark for the ultimate ascension beyond the narrative.

Across successive jumps, this Primordial Spark evolves, gradually expanding the Jumper's capabilities, granting incremental advancements in power, versatility, and comprehension of the narrative's inner workings. The Spark resonates with the Jumper's journey, evolving in tandem with their experiences, aligning with their choices and actions across diverse worlds.

Jumper's Ignition requires time and immersive experiences across jumps to mature and unlock its full potential. As the proto spark matures, it empowers the Jumper's unprecedented abilities transcending the conventional limits of perks, enabling manipulation of narrative elements, alteration of story arcs, and limited reality manipulation within the narrative realm.

The ultimate objective remains the ascension of the seed into a Jumper's Spark, a state transcending the narrative's limitations, where the Jumper attains true mastery over the story's fabric, reshaping it at will.

This perk while not evident at the beginning once it begins to evolve it will soon turn very visible to those superior beings that are capable of discerning it. It is advised to be careful when this happens as the power and potential it entails is very desired by those existing within the narrative and the Omniverse.



Drop-In

Mystic Universal Eyes [100 CP | Free for Drop-in]

Traditionally, certain bloodlines, rituals, or divine gifts bestow mystic eyes with specific, limited abilities. In contrast, the Mystic Universal Eyes offer a broader and adaptable ability, allowing the user to switch abilities at will to suit their needs. This perk empowers the user to imbue their sight with a single chosen ability, ranging from low to medium strength based on their selection. Abilities encompass illusions, mind control, healing, true sight, mana manipulation, and much more, granting versatility to the Jumper no matter the situation. However, only one effect can be active at any given time.

It's important to note that the potency of an ability will be adjusted within the range of a 100 CP perk, proportional to its versatility or strength. Enhancing this perk's effects typically requires additional specific jumper perks dedicated that permit such improvements. Without these perks, the power of the Mystic Universal Eyes' effects cannot be further increased.

Crafty Jumper [100 CP | Free for Drop-in]

When traversing diverse worlds and settings, the unavailability of specific materials or components poses a considerable challenge. This scarcity can impact various endeavors such as potion brewing, pill design, machinery construction, or casting specialized magic.

This perk ensures the circumvention of such shortages by endowing you with innate wisdom. You gain instinctual knowledge on treating materials from any given setting to mimic the properties of those you require, without imposing any particular conditions for implementation. This exclusive knowledge remains intrinsic to you and cannot be shared but guarantees flawless results, ensuring you always have access to any material or component you need.

Additionally, this perk grants you an innate ability to diagnose and repair malfunctions in any object or system, even if the solution appears unconventional or quirky.

Out of Context Body [200 CP | Discounted for Drop-in]

When you arrive at a new Jump without having a specific origin usually you'll do it with your own body or one of the alt-forms you might have obtained previously. However the sole truth is that your body is not from this universe and will have out of context properties that do not exist in this one.

This perk enhances your main body's baseline attractiveness, strength, resilience, intelligence, dexterity, and any other property associated with your body every time you arrive at a new multiverse or start a new jump. The enhancement is about 20% improvement from what you currently have, and thus the improvement compounds with every new setting you visit. Even more, this improvement works retroactively up to this jump guaranteeing you receive more benefits the more jumps you've had in your jumpchain.

Externally, observers won't perceive any noticeable alterations (except for attractiveness, which can be capped to a normal human level if desired). However, upon arrival, you'll swiftly notice these qualitative improvements manifesting within you.

Multiversal Power Source [200 CP | Discounted for Drop-in]

Across various realms, energies wield distinct effects, often accessible through specific means like mana cores, dantians, ether souls, divine blessings, or appropriate origins. However, this perk redefines the accessibility to these energies.

By choosing this perk, you'll acquire an immutable Multiversal Power Source within you, residing in a higher-dimensional plane intricately linked to your essence, ensuring its perpetual presence. This source is an infinite reservoir capable of supplying an infinite amount of any energy type—electrical, nuclear, psychic, spectral, magical, demonic, sacred, and more. You will channel this energy directly through your body via touch, emanations or even energy beams or arcs, everything is possible as long as you can control it.

The sole restriction lies in acclimating yourself to the different energies in order to use them, and practicing their use to increase the output you might supply. Mastery over this source allows limitless augmentation, with no ceiling on its potential output, only limited by the amount of practice and control you have with the Multiversal Power Source.

World Traveler [400 CP | Discounted for Drop-in]

In tales of world travelers, gods from various realms bestow exceptional abilities—often labeled as cheats—beyond the capabilities of their respective worlds to these souls or summoned persons. These potent abilities serve as catalysts, shaping the journey of the world traveler.

This perk grants you the same advantage. Each time you venture into a new setting, you'll be able to conceive one cheat ability akin to those found in an average isekai narrative.

However, there are limitations to consider: this perk allows the creation of only one setting-related cheat-like ability per travel, with discernible limits, devoid of omnipotence, and incapable of improvement. While the granted ability works flawlessly within its native universe, it will not be considered fiat backed and can potentially present challenges beyond its realm. Although as an exception these abilities are guaranteed to be functional at least in some form, never being completely useless to you.

Narrative Reversal [400 CP | Discounted for Drop-in]

In every story, the unyielding force of the Narrative dictates events, impervious to alteration—except for beings beyond the story and Jumpers wielding perks from beyond the tale. This perk grants you the ability to defy the Narrative, enabling the alteration or reversal of a canonical event within a story at critical junctures.

You can change one predetermined event per jump, reshaping the storyline. However, the magnitude of the change carries a proportional weight, making reversing the narrative more challenging as the alteration's significance increases.

The resistance the Narrative puts up against changes is your choice to determine. It inherently opposes alterations and, even if you succeed in changing the event, it will strive to expunge the foreign element that disrupted the story.

This perk wields immense power, particularly for substantial changes, allowing even seemingly impossible occurrences in the pursuit of good or evil. Yet, remember, the Narrative prioritizes the story above all else and will respond accordingly to the magnitude of your alterations for the remaining time of your stay in that story, and should it manage to kill or destroy you once then the changes will be reverted to what they were supposed to be.

Kae'lr Showdown [600 CP | Discounted for Drop-in]

The Kael'ir Showdown epitomizes a noble elven clan's tradition, honor, and martial prowess—a revered ceremonial duel within a mystically prepared ring.

This perk grants the Jumper the ability to evoke an enhanced rendition surpassing the original duel. Initially, a challenge and a high-stakes bet must be established between the involved parties to activate this ability.

Once the challenge and bet are settled, a summoned enchanted ring materializes before both challengers, compelling their entry and participation. Upon entry, participants undergo an augmentation in their inherent attributes, heightening agility, reflexes, strength, and attunement to any relevant energies, albeit with efforts by the ring to balance power between participants to ensure equitable combat. The duel strictly adheres to pre-set rules established prior to the duel, possibly restricting specific magic types, weaponry, or combat styles, emphasizing skill and strategy over brute force. The ring, imbued with mystical properties, amplifies combat abilities and reacts to the combatants' actions, ensuring a distinct and fair duel. The bet's outcome is determined by the duel's result, enforceable by the perk unless the winner opts out of enforcement.

Furthermore, should you be the winner then you'll receive an optional boon should you accept it, gaining a portion of the loser's potential, allowing for further mastery in the loser's abilities.

Any attempt at cheating the rules incurs penalties, escalating to potential automatic loss in severe cases. The ring will prevent mortal wounds, only stopping once one of the participants declares his loss, a preset condition is reached or one is unable to continue fighting. Only the participants of the duel may enter the summoned enchanted ring, anyone or anything else finding it impossible to enter and unable to exert any influence within it.

Deus Ex Machina [600 CP | Discounted for Drop-in]

This perk embodies a storytelling device where an unexpected, artificial, or improbable element is introduced abruptly in a narrative to resolve an otherwise unsolvable problem or situation.

As the Jumper, you embody this role. This perk grants you near-omnipotent temporary abilities and the means to resolve seemingly insurmountable challenges within a narrative. However, its utilization demands an abrupt and improbable entry into the story to wield its power effectively. Should you be already part of that narrative, then this perk will not activate.

The perk works in any kind of plot or subplot you might be aware but not be participating in. How and what abilities this perk grants you are for you to decide, but they should only be enough for the problem or situation to be resolved.

Use of this perk will leave any participant or onlooker feeling cheated out of a satisfying solution to the events where it is invoked.

Academy Student

Interdimensional Boost [100 CP | Discounted for Academy Student]

Being a student of an Academy where the best of many universes come can be hard if you don't have the talent or something to compete with. With this you will receive an overall boost on every aspect of yourself, rendering you much more capable in physical, mental and supernatural aspects than you would be without this perk. Hopefully this should be enough to be on par with most of the elite that attend this institution.

On average your abilities should improve about 3x from what they were before. Does not affect fiat based perks or powers.

Multiversal Safety Kit [100 CP | Discounted for Academy Student]

You will achieve a set of resistances and immunities that should aid you during your travels in the multiverse. You will become resistant to radiation, poison and toxins, parasites, magical or Clarke tech diseases, mind control or intrusions, and alteration of your physical shape. In addition to that you'll become immune to non-magical diseases, vacuum pressure and temperatures in the range of -150 °C to 1000 °C.

Mindscribe Mastery [200 CP | Discounted for Academy Student]

With Mindscribe Mastery, the Jumper gains an extraordinary ability to instantly and flawlessly transcribe any information they see, read, or hear into books or physical media. This innate skill operates effortlessly, ensuring perfect and accurate records. As long as the books or physical media remain undamaged, the Jumper can effortlessly access the stored information by simply thinking about it. It's like having a mental library at your fingertips, ready to be accessed whenever needed.

Physical Savant [200 CP | Discounted for Academy Student]

This perk empowers the Jumper with an unparalleled ability to instantly attain mastery in any physical activity. Whether its martial arts, sports, or any bodily skill, the Jumper achieves proficiency surpassing over 99% of individuals engaging in the same activity. Moreover, this skill isn't just a ceiling—it acts as a springboard for the Jumper to continually enhance their expertise, potentially reaching the pinnacle of Grand Mastery and beyond.

Omnisensory Sphere [400 CP | Discounted for Academy Student]

This unique ability starts as an intimate sensory radius of 30 centimeters around the Jumper, gradually expanding over several years to encompass an impressive 30-meter radius. Through this sphere, the Jumper gains a heightened instinct, capable of perceiving various energies, hidden individuals, and even the physical forms of objects within its

range. While the default mode provides an omnidirectional awareness, focusing this sense in a specific direction extends its reach up to four times the length but temporarily sacrifices the omnidirectional sensing until the focus ends. It's a versatile and evolving perception, enabling the Jumper to experience and interpret the world around them in remarkable detail. May be trained beyond the 30 meter range with increasingly great difficulty.

Creative Revelation [400 CP | Discounted for Academy Student]

This perk serves as a key to unlock the Jumper's latent potential in various artistic endeavors such as singing, painting, writing, and more. Upon activation, it not only unleashes the individual talent in each art form but also offers a unique perspective. The Jumper gains an expanded awareness of how these diverse artistic expressions intertwine and influence one another, fostering a holistic understanding that allows for the creation of greater, more inspired works. It's a revelation that unveils the interconnectedness of creativity, enhancing the Jumper's ability to produce masterpieces across various artistic domains.

Skillcraft Synergy [600 CP | Discounted for Academy Student]

This perk operates as an auto-training mechanism, subtly honing the Jumper's abilities and skills, including minor enhancement to acquired perks and powers. It synergizes with any active training undertaken by the Jumper, amplifying the results beyond the combined potential of active training and the perk's auto-training. Every effort put into active improvement compounds with this perk, creating an exponential boost in the Jumper's overall prowess and capabilities. Every day after waking up you may designate one skill or ability to be auto-trained, or may select a perk or power chosen in one of your jumps to be improved at a much slower rate but unless the perk or power explicitly states it cannot be further improved, this perk will slowly improve it over time.

Plotbound Serendipity [600 CP | Discounted for Academy Student]

This perk grants the Jumper the role of a protagonist within any story they inhabit. As one of the central characters, they benefit from the plot's favor, experiencing extraordinary luck and circumstances aligning in their favor. The narrative itself becomes an ally, accommodating events to suit the Jumper's needs and success. However, this favor isn't absolute; it hinges on the Jumper aligning their actions with the narrative flow of the story. Working in harmony with the story's arc ensures the full array of benefits, while opposition to its narrative may lead to a lack of support or even hindrances.



S-Rank Student

Supremacy [100 CP | Discounted for S-Rank Student]

This perk ensures that in contests against opponents perceived as equal or inferior, the Jumper effortlessly emerges victorious in any attack, skill, or action. It establishes an unwavering dominance, guaranteeing success when facing those that are on par or lesser. However, this advantage doesn't extend to contesting against other jumper perks—unless the Jumper deliberately chooses to temporarily disable this perk for 24 hours, allowing it to prevail once in a contest against another jumper's contested perk.

Benefits of the Strong [100 CP | Discounted for S-Rank Student]

This perk grants the Jumper unparalleled access and privileges akin to those of S-rank individuals. Whether it's the best facilities, complete quest catalogs, priority in lines, or top-tier transportation, all aspects reserved by rank or level become immediately unlocked and available to the Jumper from the start. It's an elevation beyond limitations, ensuring the Jumper possesses unrestricted access to the pinnacle of resources and benefits regardless of typical hierarchical constraints.

Radiant Majesty [200 CP | Discounted for S-Rank Student]

This perk bestows the Jumper with an unparalleled aura of charisma and attraction, captivating the admiration of those deemed less powerful or of lower standing. Movements become graceful and elegant, accompanied by an unmatched allure that pushes the Jumper's physical appearance to the brink of what could be considered supernatural. In order to dare to cause harm the jumper the aggressor has to put all of their willpower into it, making it far more difficult for the average person or creature to lay a finger on the jumper. People with little to no willpower might be charmed or stupefied by this effect, but fortunately it can be toned down should it be necessary.

Master Creator [200 CP | Discounted for S-Rank Student]

This perk elevates the Jumper's creations effortlessly to the pinnacle of quality—equivalent to an S-Rank standard. Whether crafting medicines, weapons, spells, literature, or any other creation, they inherently possess an unparalleled level of excellence. Even at this apex level, there remains room for improvement should the Jumper dedicate additional effort. It's a testament to the Jumper's mastery, ensuring that anything they create stands at the zenith of quality within its category, with potential for even greater heights through continued dedication.

Unyielding Form [400 CP | Discounted for S-Rank Student]

This perk endows the Jumper with unparalleled resilience. Physically toughened to the levels of an adult Kryptonian or Viltrumite but devoid of vulnerabilities, the Jumper becomes impervious to harm that would typically affect individuals at such power levels. Moreover, fate intervenes on their behalf, conspiring to thwart any attempts at sabotage or indirect harm. Such efforts, even when orchestrated, would require a degree of fate or luck manipulation to pose even a remote chance of success against the Jumper. This fortitude creates an unbreakable shield around the Jumper, ensuring their continued success despite adversities or deliberate attempts to impede them.

Cosmic Cognition [400 CP | Discounted for S-Rank Student]

This perk endows the Jumper with unparalleled mental resilience. They can comprehend the true forms of entities beyond human understanding without suffering any mental harm. Additionally, immunity to dangerous memes is granted, fortifying the mind to such an extent that manipulation becomes impossible without the intervention of another jumper's perks or a benefactor. Alongside this formidable defense, the perk significantly augments the Jumper's intelligence, elevating their cognitive abilities to unprecedented levels. It's an enhancement that not only shields the mind but also empowers it to grasp the unfathomable.

Aiming for the Peak [600 CP | Discounted for S-Rank Student]

This perk embodies the Jumper's relentless pursuit of the apex in the multiverse. Regardless of the setting or circumstance, it ensures the Jumper will discover and access means to fortify themselves with power, knowledge, connections, or skills necessary to ascend to the pinnacle of that particular setting. However, achieving this summit isn't guaranteed—it hinges on the Jumper's dedication, effort, and talent. This perk serves as a catalyst, providing the tools and opportunities, but the ultimate attainment of that elusive peak relies on the Jumper's determination and capability.

Rekindled and Renewed [600 CP | Discounted for S-Rank Student]

This perk serves as a safety net for the Jumper should they ever lose what makes them great—be it attributes, abilities, skills, or anything else. It grants the Jumper the means to restore themselves automatically or regain what was lost after a while, allowing for a recovery back to their prime.

Moreover, this process isn't merely a return to former glory; it offers the opportunity to relive the journey of attaining those abilities and possessions while retaining the experience of already possessing them. This unique perspective grants the Jumper a much more profound understanding and mastery, leading to improvements beyond their original capabilities. As they reacquire what was lost, wither his skills, attributes, or abilities, they not only recover but evolve to surpass their previous heights becoming much more powerful with each iteration.



Academy Teacher

Skillful Tutelage [100 CP | Discounted for Academy Teacher]

This perk empowers the Jumper with the ability to pass on their knowledge and skills to worthy disciples at an impressive pace. Through this ability, the Jumper can swiftly transfer their expertise, enabling rapid learning of various skills and knowledge. With time, patience, and a mentor-student relationship, even the transfer of powers may become possible. It's a mastery of teaching that allows the Jumper to impart their wisdom and abilities to others, fostering growth and development in their disciples at an accelerated rate.

Quick Expertise [100 CP | Discounted for Academy Teacher]

This perk accelerates the Jumper's learning and understanding abilities to a remarkable degree. When acquiring new knowledge, whether scientific theories, magical spells, or any other form of information, the Jumper experiences a 20x multiplier in learning and comprehension speed. Additionally, it significantly enhances training speed by 10x, facilitating quicker mastery of skills and abilities. It's a swift path to expertise, allowing the Jumper to rapidly grasp and assimilate diverse forms of knowledge and skills, ultimately propelling them towards mastery in various disciplines.

Immutable Personal Reality Code [200 CP | Discounted for Academy Teacher]

This perk grants the Jumper the unique ability to enforce unchanging rules that persist irrespective of their location. Even when entering spaces where the fundamental laws of the universe are absent or altered, the Jumper experiences these laws as if they remain upheld and unaltered.

This ensures the Jumper's capability to navigate spaces where essential aspects such as time, gravity, or other forces and laws have been radically modified or have deviated beyond what's considered normal. They operate within these environments as if the laws were in their standard, unaltered state. This ability establishes a steadfast framework, allowing the Jumper's reality to remain consistent, unwavering, and functional even in the most unconventional or conceptually challenging settings, ensuring stability amidst altered or absent laws of existence.

Grading Authority [200 CP | Discounted for Academy Teacher]

This perk empowers the Jumper to evaluate and grade an individual's performance in tests or tasks, assigning scores ranging from S+ to F. The rewards granted align with the difficulty of the test and the obtained grade related to how successfully was the test completed.

At S+ Rank, the recipient receives a permanent boon and a temporary boon of equal strength. Grades from S to C offer temporary boons of varying strength, contingent on the assigned rank. A D grade provides the recipient with tailored advice for self-improvement, while E and F bestow temporary minor penalties. The perk ensures that any boon or penalty given will suit the recipient's abilities and prove beneficial.

The Jumper holds the authority to assign evaluations that not only assess performance but also bestow corresponding benefits or penalties. However, the Jumper cannot dictate the specific reward the recipient will receive once their grade is given.

Boons may include enhancements in abilities, attributes, or skills, and occasionally, weaker versions of the Jumper's perks. However, these bestowed perks cannot be further improved by any means once granted. Temporary boons will always disappear from the recipient after a reasonable amount of time, no matter what skills or powers are applied to try to keep or copy them.

Dungeon Dominion [400 CP | Discounted for Academy Teacher]

This perk grants the Jumper the authority to contest administrative rights within a dungeon upon entering it. A check of the Jumper's abilities, wealth, items, and power against the dungeon's size, traps, treasures, monsters' might, and age determines if the Jumper gains administrative control. Upon acquiring administrative rights, the Jumper gains the ability to modify the dungeon's structure, encounters, traps, monsters, and treasures.

However, unless the Jumper fully conquers the dungeon by defeating its most powerful monster or claiming its greatest treasure, the dungeon will resist any alterations made by the Jumper. The resistance level varies based on the difference in value between the Jumper and the dungeon. Narrow gaps make changes increasingly difficult, while wider gaps reduce resistance. Nevertheless, unless fully conquered, the dungeon will persistently resist any modifications attempted by the Jumper.

Sentinel Link [400 CP | Discounted for Academy Teacher]

This perk empowers the Jumper to mentally select and sense the exact locations, current actions, and physical statuses of a chosen group of up to 50 friendly individuals within a structure or the surrounding area. The Jumper retains instinctual awareness of their allies but cannot infer their surroundings. At will, the Jumper after a brief delay can switch places with any member of the group.

Moreover, if the Jumper is aware of a direct path permitting anyone to leave the group's current location, an emergency exit protocol can be initiated. This protocol teleports everyone to a nearby safe location away from the current area after a ten-second delay. Activating this emergency exit triggers a 2-hour cooldown period during which the perk's sense radius focuses solely on the Jumper's immediate surroundings. During this cooldown, the Jumper cannot switch places or initiate another emergency exit. This ability is not considered spatial manipulation, but a distortion of the narrative and thus ignores any spatial restriction that may exist.

Ultimate Confinement Ritual [600 CP | Discounted for Academy Teacher]

This perk grants the Jumper the ability to perform a very quick ritual that traps any being in an isolated, timeless space, stripping them of awareness and power, rendering them powerless within this confinement. This may not be avoided or resisted, and is guaranteed to work as long as the target can be considered a being.

However, activating this ritual comes at a steep price. Upon use, the Jumper's abilities, strengths, perks and powers are halved from their current limits or effects.

After two years, the confined being will be automatically released at its original location, gaining immunity to this ritual for a period of two years. Simultaneously, the Jumper will

start recovering his or her reduced abilities, taking a week to restore them to their original strength from before the ritual was cast. There is no other way from recovering the jumper's abilities other than the trapped being leaving the confined space, not even with any other perk you might have.

At will, the Jumper can release the confinement, taking a week to restore their halved abilities to their original performance. Exceedingly potent entities, capable of obliterating entire universes or more through mere existence, possess the resilience to retain fragments of awareness and power, potentially enabling their liberation. In such instances, the recovery period for the Jumper extends to a month.

This perk allows the ritual to be used multiple times, however the penalties will stack representing an increasing risk for the Jumper and the ritual will be consequently weaker unless the Jumper is at full power.

Multiversal Paragon [600 CP | Discounted for Academy Teacher]

You are supposed to be among the best versions of you, at least the Academy expects so if you are to teach in it. With this you are not only among the best, this means you will become the best.

Within any local multiverse you reside, you will slowly begin to copy any knowledge, skill and abilities and even powers any version of you that exists within that multiverse. You will become as fast, skillful and strong as the best version among all possibilities over the course of 5 years.

Should you be a unique existence in that multiverse, such as a Drop-in origin or other similar cases, then this perk will ensure at least a small increase in all skills and abilities, and only in this case a minor automatically increase in the potency of all jumper perks or powers you have over the course of 5 years, not including this perk. The Nexus and the Academy do not have alternate realities, therefore for this jump this will be the case.



Items

Any item alterations and upgrades made to items from this jump will be maintained between jumps and are fiat-backed.

All items chosen from this jump if lost or destroyed will reappear at the warehouse at the end of a jump or 10 years later, whatever comes first. Some items may reappear sooner as stated in their description.

Some items will not be available at the very start of the jump, but selecting them will ensure you will run into them and become able to claim them.

All origins get their 100cp perks for free with subsequent purchases being 50% off, and all other purchases for that origin discounted by 50%.

General [Undiscounted]

Academy ID card and Uniform [Free]

Upon acceptance into the esteemed halls of the Academy, all students and faculty are provided with personalized ID cards and meticulously tailored uniforms, crafted to accommodate the diverse array of races within the institution. However, due to their specialized nature, the downside lies in the considerable challenge of replacing them once damaged or lost.

The ID cards hold a dual purpose—identifying the student or teacher with the many Academy automatons that serve as security, and to receive a small stipend every month that should cover basic expenses for the student while teachers receive a greater sum as payment for their services.

Moreover, upon the completion of this jump, your Academy ID card will seamlessly transform into any official document necessary for identification within another setting. However, while this transformation offers versatility, the basic information displayed cannot be falsified. Instead, it will accurately reflect the essential details required for legitimate identification. Regardless of origin, the basic stipend will carry over after the jump ends as well allowing you to fulfill your basic necessities in future settings.

Losing your ID card or neglecting to wear the sanctioned uniform can present significant obstacles within the Academy's structured environment. By selecting this perk, your ID card and set of uniforms gain a fiat backing. In the unfortunate event of loss or damage, they will reappear in pristine condition within your warehouse after a span of 8 hours.

Interdimensional Translator [100 CP]

The Interdimensional Translator embodies the pinnacle of linguistic synthesis and universal understanding, housed within an elegantly crafted, compact device. Its sleek design, adorned with luminescent runes and a mesmerizing display of dynamic symbols, imparts a captivating, otherworldly charm.

Functioning seamlessly across a diverse array of planes and realms, this remarkable device transcends linguistic barriers, facilitating communication with the diverse beings encountered in the multiverse. It adeptly deciphers spoken dialects, inscribed text or runes, telepathic exchanges, and other sensorial methods of communication, swiftly rendering communication comprehensible in the user's preferred language.

Furthermore, its compactness ensures portability, allowing it to be worn as an amulet, bracelet, or discreetly carried within a pocket. The intuitive interface provides options for dialect adjustments, colloquial adaptations, and the replication of non-verbal cues, fostering nuanced communication for deeper understanding and empath

Omniversal Beacon [200 CP]

The Omniversal Beacon is an ethereal crystal resonating with pulsating energies, emitting a subtle frequency that transcends the fabric of the multiverse. Crafted as a guiding light, it marks safe passages, delineates explored territories, and beckons travelers back to familiar grounds. Upon activation, this beacon creates a metaphysical connection across dimensions, aiding navigation and orientation within the vast expanse of the multiverse.

However, while the beacon illuminates the way, the traversal of these paths ultimately depends on the user. It provides a guide, but it's the bearer's will and capabilities that determine the actual journey. Additionally, it's important to note that while it facilitates navigation within a setting's local multiverse, the traversal through the Omniverse itself demands the power of a Spark. Without this potent cosmic ability, the user's journey remains confined to the boundaries of their current setting.

Beyond navigation, the beacon possesses astute awareness, pinpointing safe havens, stable nexus points, and harmonious planes suitable for rest or study. Its adaptive nature synchronizes with dimensional shifts, guiding the bearer towards familiar or designated locations within the Omniverse. Serving as a cosmic tether, it offers reassurance amidst the ceaseless journey through the kaleidoscopic realms of existence.

Dimensional Compendium [200 CP]

The Dimensional Compendium stands as a magnum opus of knowledge, an ancient tome meticulously crafted to unlock the mysteries of the multiverse. Its weathered cover bears intricate symbols and shimmering runes that seem to dance and shift with cosmic energies.

Within its pages lie a wealth of insights, meticulously cataloged descriptions, and detailed cartography spanning an unimaginable expanse of dimensions, realms, and planes of existence. Each section is a testament to exhaustive research, offering comprehensive

narratives on the characteristics, inhabitants, cultures, and peculiarities of diverse dimensions.

The Compendium serves as a beacon of enlightenment for interdimensional travelers, providing vivid descriptions of the landscapes—ranging from celestial heavens to infernal abysses—alongside elaborate maps that chart the intricacies of these realms.

Cultural insights woven into the text impart an understanding of social structures, traditions, languages, and interactions with denizens encountered across the multiverse. Hazardous anomalies, temporal quirks, and cosmic phenomena are meticulously chronicled, aiding in navigation and safeguarding against unforeseen dangers during traversal.

Studying this compendium allows a deeper grasp of the interwoven tapestry of existence, empowering the bearer with a wealth of knowledge crucial for informed exploration, strategic decision-making, and diplomatic interaction within the ever-shifting landscapes of the Omniverse.

Temporal Anchor [300 CP]

The Temporal Anchor, a pseudo cosmic amulet shimmering with radiant sigils, serves as an unparalleled safeguard against spatial and temporal disruptions within the Omniverse.

This artifact, meticulously crafted, ensures the wearer's stability and protection across space and time. It intrinsically binds the user's spatial location, rendering them impervious to any spatial distortions or dimensional shifts. The wearer remains firmly anchored within the fabric of the multiverse, their position fixed and shielded from external alterations.

Moreover, the Temporal Anchor establishes an impenetrable temporal barrier around the wearer. This barrier thwarts attempts to manipulate the user's timeline, safeguarding their existence from alterations to their past, present, or future. Regardless of the method—time travel, reverse causation, or other temporal manipulations—the wearer remains untouched, their timeline preserved and inviolable.

Additionally, in the face of temporal paradoxes or attempts to erase the user's existence, the Temporal Anchor guarantees the wearer's continuity. It secures their presence across all timelines, ensuring their integral role in the multiverse remains unaltered.

The amulet's protection is great but not perfect, slowly receiving cracks whenever it protects its user. Should the artifact be removed from its user or break from usage, the artifact or whatever is left of it will start to get very hot and soon cause a very small sized implosion and reconstitutes within the user's warehouse after a 24-hour interval, ready to resume its protective functions.

The Vorpall Shadeblade [400 CP]

The Vorpall Shadeblade, a sinister and sleek one-handed dagger, emanates an aura of ominous darkness that cloaks its obscure origins. Within its obsidian blade lies a history entwined with ancient conflicts among cosmic entities, shrouded in the enigma of shattered gods and eldritch power.

Forged from the fractured tooth of a monstrous deity, sundered amidst a cataclysmic clash of celestial titans beyond mortal comprehension, this blade holds the remnants of an immeasurable power, capable of striking through any defense. Lost amidst the fragmented interstices between dimensions, it found itself ensnared within the dominion of the enigmatic Eyeless of Midnight, an arcane force reigning over a realm steeped in mystery and dread.

In a bold display of audacity, an eldersmith, wielding techniques steeped in eldritch lore, harnessed the shattered essence of the godly tooth. Crafted with ambition and a thirst for supremacy, the Vorpall Shadeblade emerged as a futile attempt to usurp the Eyeless of Midnight's dominion. Yet, the cosmic ruler's overwhelming might eclipsed the smith's aspirations, casting the dagger into obscurity once more.

Inexplicably drawn to a mortal realm, the Vorpall Shadeblade eventually fell into the hands of an unsuspecting individual. Unaware of its malevolent origins, this mortal unknowingly carried the dagger into the realms of diverse realities, eventually enrolling in the prestigious Interdimensional Academy. The dagger's dark history remained veiled behind its enigmatic facade, silently waiting for a new wielder to succumb to the siren call of its whispered promises and insidious temptations.

This blade of dark origins not only manipulates its wielder toward greed and deceit but with each strike, it consumes the essence or powers of its victims, allowing a fraction of that consumed essence to bleed into the wielder. This grim transfusion leaves the wielder both empowered and tainted by the stolen essence, blurring the boundaries between predator and prey, victor and victim. This effect is absolute and no known method of avoiding or resisting it exists.

The Vorpall Shadeblade stands as a sinister testament to ancient conflicts and unattainable ambitions, its dark history woven into the very fabric of its eerie and unassuming form.

Selecting this formidable weapon with CP will set the machinations of fate into an unescapable spiral where you will enter into conflict with its current thrall residing in the Academy, and should you defeat him then you may claim the dagger. But beware, **for the dagger's abilities transcend even the protections of jumpers, no perk, power or ability can fully protect from the dagger's draining effects**, however your nature as a Jumper may resist or be immune to the manipulative effects depending on your current perks. As a CP item, should the dagger break or be removed from your reach, it will reappear three days in pristine condition in your warehouse, hungry for essence once more.

Aurora's Embrace [800 CP]

"Aurora's Embrace" is a legendary longsword originating from a lost verse, its blade a radiant expanse of pure white—a hint to its nature and purpose. Delicate celestial motifs, a tapestry of stars, constellations, and ethereal patterns, grace its surface, barely perceptible to the naked eye, hinting at the sword's origins.

Its tale is one of sacrifice and undying love. Forged by a being of sacred power who transcended mortal bounds, the sword is a tribute to her profound affection for a young man with whom she could never be. When a demonic catastrophe threatened the man's world, she valiantly battled the encroaching darkness, but her sacrifice was inevitable. Striking a lethal blow against the pure manifestation of evil, she suffered a mortal wound that would claim her life. Fearing for her beloved's safety, she crafted a tool to protect against the darkness, empowered by sacred power. In her final moments, she bound a part of her soul to the sword, ensuring its guidance to her beloved's reincarnations and her own return in each era to be with him.

The sword's abilities are as potent as its origins, evolving and growing stronger with the passage of each era. Anathema to evil, its mere presence invokes fear in lesser malevolent beings. Immediate contact weakens or shatters curses, dark magic, and evil effects while sustained contact purifies or obliterates anything touched by dark powers in a truly absolute and complete way. In the face of malevolence, it emits a subtle glow, intensifying to a radiant golden aura against true beings of darkness, becoming capable of delivering fatal blows to entities immune to death.

Throughout the ages, 'Aurora's Embrace' has evolved, its abilities refined to unfathomable levels far surpassing conventional comprehension. Its celestial essence resonates beyond the confines of the known, transcending boundaries in ways that impact the very fabric of existence. **The sword's power is capable of going through the protective perks, abilities, and items of a Jumper.**

Harnessing its holy nature, the sword is capable of absorbing sacred power limitlessly, empowering itself to confront even the most supreme malevolent beings. Though not absolutely indestructible, it exhibits remarkable resilience and gains even more when facing against evil. Should it break or be destroyed, it regenerates and renews over time, accelerated only by exposure to external sources of sacred power.

Embedded within the sword is a dormant fragment of the soul of a transcendental being named Aurora. It senses her other self's location and tests wielders for worthiness. Typically, only her hero's reincarnation can wield the sword, but in dire times and in the presence of someone deemed worthy, the sword may temporarily lend itself until the threat is vanquished.

The Sword currently rests within the depths of the Academy, concealed deep within an ancient dungeon named The Garden of the Lilies. Destiny intertwines with fate, orchestrating a cosmic dance that ensures the sword will be discovered by someone worthy when the hour of need strikes, or by the champion it has long awaited when reborn no matter where in the multiverse.

Choosing this item with CP aligns your destiny with that of the sword's fated wielder—the reincarnation of its hero. However, to claim the sword and become its true bearer, you must first find it within the Academy and then prove your worthiness. The echoes of Aurora's soul reside within the blade, dormant yet sentient. It awaits the touch of her chosen one or someone deemed worthy in times of dire need, rejecting anything else from grasping it.

The sword may be wielded by someone with the other fragment of the soul of its creator, it will never reject her, but doing so enables an extreme measure that will culminate in the true awakening of the transcendental being as both souls join as one. This awakening does not last long as she voluntarily splits her soul again and returns both the incarnation of her soul fragment and the sword into the cycle of reincarnation, hoping to experience a life together with the other reincarnation of her love. This will cause the sword to disappear until the next cycle.

Upon choosing this, you step onto the stage as the long-awaited hero, drawn into the Academy's enigmatic embrace. Your journey intertwines with a peculiar connection—a certain elven girl from the Academy begins to gravitate toward you. As you claim the sword, this bond solidifies into an inexplicable attraction, resonating with the intertwining of your souls. What blossoms from this relationship—be it friendship or something deeper—depends on the exploration of this intricate connection between you two.

It is possible to find this legendary sword during your stay if you don't pay CP for it, but without selecting this as a CP item the blade will strongly reject you unless you prove yourself worthy and at the same time there's an imminent threat that it deems you will not best without its help, and will return to rest when the immediate threat is gone. Any attempts to forcefully coerce the sword to be used will be considered evil and the sword will react accordingly.

The Sword acquires an extra ability as a CP item, in case of total destruction or involuntary loss it will reappear in your warehouse after one week fully restored and may not be converted to a fiat backed item if not chosen at jump start. The sword will be unavailable should it enter the cycle of reincarnation until fate dictates it is time for it to reappear.

Drop-In

Mysterious Letter of Admission [100 CP | Discounted and obligatory for Drop-in]

The seemingly ordinary Letter of Admission harbors hidden patterns and encrypted codes, subtly woven into its script. Within the Academy, these concealed elements serve as a guide, leading the bearer to secretive or obscured areas within its halls, unveiling hidden pathways and clandestine chambers. Signed by the mysterious Dean of the Academy, its enigmatic nature suggests a deeper connection between the bearer and the institution.

Furthermore, beyond the confines of this Academy, the letter retains its enigmatic properties. Once per subsequent jump, it bestows upon the holder the unparalleled

ability to gain admittance to any organization, regardless of its stringent admission requisites. While this exceptional privilege grants access, it necessitates adherence to the organization's regulations, expectations, benefits, and obligations. Embracing the association requires compliance with its guidelines and may involve commitments and entitlements inherent to the organization's structure and purpose.

Additionally, irrespective of the initial admission day, the letter can be utilized at any point to register at the Academy, providing an opportunity for belated enrollment should the bearer have missed the initial joining opportunity.

Pathfinder's Compass [200 CP | Discounted for Drop-in]

The Pathfinder's Compass is no ordinary directional tool. Its unassuming appearance belies its extraordinary abilities within the confines of the Interdimensional Academy. Crafted with precision and imbued with mystical properties, this premium compass serves as a steadfast guide to more than mere cardinal directions.

Within the Academy's labyrinthine corridors, the compass transcends conventional navigation. Not only does it steer the bearer toward hidden pathways, but it possesses the unique ability to unravel the true nature of illusions and disguises. A mere glance through its lens exposes veiled passages and unveils authentic routes, distinguishing reality from deceit.

Amphibious Locket [400 CP | Discounted for Drop-in]

The Amphibious Locket, an exquisite testament to arcane artistry, harbors a graceful yet potent sanctuary for its bearer within the enigmatic confines of the Interdimensional Academy. Forged from an otherworldly alloy and bound by mystic incantations, this artifact holds the key to fleeting refuge in dire circumstances.

Upon command, the bearer can activate the locket, channeling its latent energies to fashion a dimensional pocket—a fleeting haven amidst the tumultuous forces of the Academy. However, with each activation, the locket's protective sheen dims, its once-potent shield dulled. A day's passage is required for its restoration, renewing its protective vigor for subsequent use.

This protective haven, though powerful, bears limitations. Extreme duress might strain its integrity, risking rupture when faced with overwhelming threats. Additionally, the locket's innate magic acts as a guardian, self-activating when the bearer's life hangs in the balance, offering a brief escape from imminent demise.

Omniversal Keystone [600 CP | Discounted for Drop-in]

The Omniversal Keystone, an artifact of immeasurable significance within the Interdimensional Academy, presents itself as an unassuming relic endowed with the profound ability to transcend the boundaries of the multiverse. Forged from an amalgamation of cosmic essences and shaped by ancient arcane techniques, this artifact serves as a key to unlock gateways to distant dimensions.

This formidable relic possesses the capacity to retain up to five charges, recharging itself once per week. It grants its bearer the rare ability to open pathways within the same dimension or any subdimension. Furthermore, by expending two charges, it can tear a temporal crack in the local multiverse, revealing a passage to diverse temporal states or alternate timelines. However, navigation through these temporal rifts requires precise orientation methods.

Intriguingly, the Keystone's extraordinary power can unleash a temporal crack towards the Omniverse when all five charges are employed. Beware, for attempting passage through this aperture without the power of a Spark might result in absolute annihilation, no perk will save you should you attempt this. Yet, there's a risk and an enigmatic allure. Something unexpected might traverse the Omniversal crack, bringing unforeseen consequences—both auspicious and perilous—into the bearer's realm.

Academy Student

Legacy Relic [100 CP | Discounted and obligatory for Academy Student]

An unassuming heirloom from your origin, this relic holds immeasurable sentimental value. It serves as a poignant reminder of your roots, embodying the essence of your motivations and aspirations. Within the confines of the Interdimensional Academy, it stands as a steadfast source of comfort and inspiration, nurturing a sense of belonging amidst the academic rigors.

Remarkably, as you embark on each new Jump, the relic undergoes a transformation, adapting its form to suit the setting and culture of the new world. Alongside its metamorphosis, it gains a profound ability: the power to resonate with individuals, serving as a guiding light to those who have strayed from their original ideals. This transformative artifact possesses the unique capability to remind individuals of their own roots and motivations, offering a beacon that beckons wanderers back to their fundamental principles and true calling.

Scholar's Satchel [200 CP | Discounted for Academy Student]

The Scholar's Satchel, an esteemed companion within the academic corridors of the Interdimensional Academy, is more than a mere bag; it embodies a fusion of enchanted materials and advanced technology. Crafted from a blend of mystic essences and technological marvels, this premium satchel serves as an unparalleled repository for academic pursuits, aiding in an organized and inexhaustible approach to your studies.

Embedded within its enchanted compartments lies a convergence of magic and technology, enabling the satchel to generate any materials of varying rarity and potential power. However, the creation of such materials takes corresponding amounts of time, dependent upon their rarity and complexity. Additionally, this remarkable satchel contains a special subspace, allowing for the storage of up to approximately 5 tons of mass. Within this extradimensional storage, users can stow items and retrieve them at will, simply by focusing on the desired object and reaching into the satchel's inner space. This unique feature offers convenient access to stored items, making it an invaluable asset within the multifaceted challenges of the Academy.

Tome of Versatility [400 CP | Discounted for Academy Student]

The Tome of Versatility stands as a revered literary treasure within the Interdimensional Academy, transcending the boundaries of conventional knowledge. Far more than a mere book, it embodies a reservoir of wisdom tailored to the owner's beliefs and desires, delving into subjects that resonate with their scholarly pursuits. This enigmatic tome spans history, sciences, and arcane studies, drawing upon the owner's knowledge and aspirations.

Rather than a complete compendium of knowledge, the book takes from the owner's wisdom and records it within its weathered pages. It's most remarkable ability lies in its capacity to extrapolate from this gathered knowledge, creating new and innovative approaches to expand or improve upon existing concepts. Whether navigating through the annals of time, unraveling scientific mysteries, or exploring arcane secrets, the Tome of Versatility channels the owner's beliefs and desires into a reservoir of evolving knowledge, fostering innovation and enlightenment within the halls of the Academy.

Transcendental Memory Crystal [600 CP | Discounted for Academy Student]

The Transcendental Memory Crystal stands as an enigmatic supra-dimensional construct within the Interdimensional Academy. Existing as a projection into three-dimensional space, it's formed by an amalgamation of experiences, memories, and divergent alternate universes converging into a singular point of existence.

This extraordinary crystal, possessing a certain level of awareness, refrains from communication or developing a distinct personality. Instead, it acts as a reservoir, **assimilating in the course of a year** an unfathomable repository of knowledge, insights, and details from the current setting. The crystal's ethereal nature encompasses a boundless expanse of information, resonating with the intricacies and vibrancy of the multiverse. However due to your nature as a Jumper, the crystal will take an average of six years to be able to gather information about you, rendering any direct interaction where a jumper is involved as blank memories until it is capable of understanding it.

Functioning as a silent observer and collector of vast knowledge, the Transcendental Memory Crystal serves as a beacon of unparalleled potential within the Academy. Its presence offers a glimpse into a myriad of dimensions, divergent timelines, and unexplored realms, embodying an enigmatic fusion of experiences and memories coalescing into an incomprehensible singularity point.

Moreover, the crystal records and retains information from approximately 670 universes, with each new Jump the Jumper undertakes after acquiring this crystal adding one more universe to its vast repository. Through mental attunement and sufficient mental prowess, individuals possess the potential to access this expansive repository. Utilizing a mental interface, attuned individuals can delve into the crystal's extensive database, retrieving specific knowledge, insights, or information from any of the recorded universes. This unique communion with the crystal opens a gateway to a wealth of information, providing an extraordinary opportunity to draw upon wisdom and understanding from myriad realities and settings within the multiverse.

This item is very well known within the Interdimensional Academy, and there are many that greatly covet it due to its nearly omniscient ability to gather all information of any multiverse it resides.

S-Rank Student

Embroidered Honor Cloak [100 CP | Discounted and obligatory for S-Rank Student]

A finely crafted cloak adorned with intricate embroideries depicting the achievements and accolades of an S-Rank Student. This regal garment not only signifies status but also subtly bolsters the wearer's confidence and presence, commanding attention and admiration wherever they go.

Furthermore, after the completion of this Jump, the cloak awakens a latent ability. It possesses the unique capability to augment its wearer's attributes and potentials to S-Rank levels, enabling the individual to attain the pinnacle of excellence in all categories, provided they dedicate themselves to developing their abilities. This extraordinary enhancement allows the wearer to aspire to unparalleled heights, pushing the boundaries of their capabilities across various realms and disciplines within the Omniverse.

Nexus Mirror of Potential [200 CP | Discounted for S-Rank Student]

This ornate mirror, embellished with fractal motifs, possesses a unique ability to reflect a divergent reality shaped by the user's desires or intentions. When gazed upon while focusing on a specific direction or outcome, the mirror reflects an alternate version of the world where events unfold in alignment with the user's envisioned path.

Upon invoking the mirror's power, the user experiences a glimpse of this alternate reality, immersing themselves in a world where outcomes align with their chosen direction. However, the experience is ephemeral, lasting only five minutes. During this brief period, the user can explore and witness the divergent world, but any attempt to bring items or alterations back to reality proves futile.

What's more, while someone is inside the mirror, the mirror becomes irrevocably indestructible, impervious to any force or attempt to damage it from the outside. Additionally, the mirror's mere presence and existential weight cause space in its surroundings to weaken, creating subtle fluctuations and vulnerabilities in the fabric of the nearby spatial continuum.

Councilor's Sovereign Armlet [400 CP | Discounted for S-Rank Student]

The Councilor's Sovereign Armlet, adorned with the insignia of the Interdimensional Jumper Academy, serves as a distinguished mark, signifying the wearer's esteemed position within the student council of the Interdimensional Academy. This prestigious armlet grants the wearer an array of privileges, facilitating an influential role within the academy.

Upon donning this ornate armlet, the wearer is immediately recognized as a prominent member of the student council, providing access to pivotal decision-making processes, the proposal of initiatives, and the representation of student interests within the academy's administrative functions. This esteemed role positions the wearer as a key figure in shaping policies and advocating for the student body's needs and aspirations.

Beyond its symbolic significance, the armlet augments the wearer's natural leadership qualities, imbuing them with an empowering aura. This aura fosters unity and inspiration among fellow students, serving as a beacon of guidance, rallying support, and mediating conflicts. It cultivates an environment conducive to progress and cooperation within the academy.

Moreover, the armlet grants exclusive access to restricted areas, events, and confidential information pertinent to the student council's undertakings. This access not only provides insight but also facilitates networking opportunities with influential figures, fostering alliances and negotiations beneficial to the academy.

After the completion of this Jump, the armlet's influence extends beyond the academy's walls. It empowers the wearer to partake in decision-making, propose initiatives, and act as a senior representative of the Jumper's interests within any organization or group to which it belongs.

The Illusory Quill of Superlative Prowess [600 CP | Discounted for S-Rank Student]

The Illusory Quill of Superlative Prowess appears as an unassuming fountain pen crafted from iridescent materials and etched with intricate designs, representing the pinnacle of potential within the Interdimensional Academy. Despite its unremarkable appearance, this pen possesses a remarkable ability to mimic superpowers and abilities, albeit discreetly and in a slightly weakened capacity. When wielded, the pen allows the wearer to project subtle illusions or effects that replicate enhanced attributes, powers, or skills, though noticeably less potent than the genuine powers they imitate.

However, utilizing the pen's abilities carries substantial consequences. As the quill simulates stronger powers, it draws ink from the fabric of space, placing strain on the immediate surroundings. If the space weakens to the point of fracturing, any of the pen effects are canceled and a brief-lived void spontaneously materializes at the pen's last activation spot. This void forcibly transports the pen's user and nearby objects to a random location within the local multiverse, leaving them stranded without a means of return. **The pen might attempt to imitate the effects a perk from a previous jump document or seen before, but the strain on space will be significantly higher than normal and proportional to how powerful the imitated perk is.**

In the event of the pen being broken, a larger, semi-permanent void emerges shortly after the breakage point. This void gradually dissipates over several years unless further spatial damage occurs.

Damages to the spatial tapestry caused by the pen that do not result in a void will gradually self-repair over a few hours post-use, restoring the stability and integrity of the surroundings. A replacement pen becomes accessible at the warehouse after 2 weeks if

the original pen is compromised, and if a replacement appears and your original is still currently intact, lost or in the hands of someone, the same effect as if the original pen broke will be invoked.

Curiously, this pen should be unique and currently belonging to the Academy Dean. It will be very curious what could happen if it's discovered a second pen exists, as its ability to weaken or crack space no matter how stable it is can be considered dangerous by many beings that reside in the Academy or its surroundings.

Academy Teacher

Mentor's Insight Spectacles [100 CP, Free and obligatory for Academy Teacher]

A pair of sleek, enchanted spectacles that offer a unique perspective on student learning and development. When worn, these glasses reveal subtle indicators and insights into a student's academic potential and areas for improvement within the chosen disciplines. Post-jump, they retain their ability, offering guidance on enhancing not only students' academic growth but also providing broader guidelines for refining various processes.

Guardian's Ward Pendant [200 CP | Discounted for Academy Teacher]

A shimmering pendant infused with protective spells. Creates a subtle shield around the wearer, offering protection against threats within the Academy. Provides heightened security during classes and events, ensuring the safety of both students and oneself. It will block one fatal attack against its wearer no matter its origin, and then it will break, regenerating itself after the jump's end or 10 years later whatever happens first.

Enlightenment Rod [400 CP | Discounted for Academy Teacher]

A finely crafted rod radiating an aura of guidance and intellectual prowess. Amplifies the impact of your teachings significantly, instilling deep understanding and inspiration among students. Grants the ability to uncover hidden potentials in students and facilitates accelerated learning in your chosen discipline.

The enlightenment rod possesses a hidden feature, striking someone with it will muddle some of their knowledge and skills from the target and should the rod be used with a gentle touch in someone other than yourself then those same knowledges and skills will begin to appear in the mind of the other target. The more you strike someone, the more they lose their knowledge and skills up to the point where they are only just above basic levels, and you may only impart them to others up to the expert level.

Any unused knowledge or skills in the rod not used in 24 hours will return to their original owners.

Chronicle of Academia [600 CP | Discounted for Academy Teacher]

An ancient tome filled with esoteric wisdom and unparalleled insights into the Academy's history and inner workings. Grants unparalleled mastery to its holder over teaching methodologies, student mentorship, and unravels some mysteries of the Academy's past. Enables the manipulation of educational environments and influences academic outcomes on a profound scale, although these effects take several years to manifest and can be detected by those sensitive enough.

The Chronicle bears the tales of the beginnings of the Academy hidden within it in riddles and cyphers, and offers a set of maps regarding most of the Academy dungeons and underground areas. The maps will change if the dungeons receive changes in their design or layout and show the user location in the maps at all times, and once the Jump is complete the Chronicle will self-update and include maps from other interesting locations of the new jump settings it arrives to.

Companions

Companions possess their own distinct persona and journey within the jump. When selecting a companion, rest assured that you'll be guaranteed to encounter them early in the jump and leave a good lasting impression, and your interactions with them will be generally greatly favorable.

Selecting a named companion grants them 500 CP to be spent only in perks from this jump.

Named companions from this jump not selected may still exist in the jump and will act according to their own goals and desires. They may be befriended or antagonized, but it will not be guaranteed that you'll cross paths with them early in the jump.

Your initial interactions will shape their perception of you. It's within your power to foster friendship, extend an invitation, or seek their alliance for your journey. However, the ultimate decision to accompany you on this jump or continue through your jumpchain lies with them.



Companion Import [50-200]

Bring along your trusted companions from your journey to join you in this jump! Pay 50 CP for one companion or 200 CP for up to six companions. They retain their own identity and can choose their origin, receiving 400 CP to allocate as they see fit. However, they cannot acquire additional companions or select drawbacks.

A myriad of possibilities [100]

The Interdimensional Academy is a nexus traversing countless multiverses, where myriad beings exist in myriad forms. Use this opportunity to design a companion tailored to your vision using this jump document. Your new companion receives 400 CP to craft their abilities and backstory. They are not permitted to acquire further companions or take drawbacks.

Specific Canon Character... from another story [100 CP]

Encounter an alternate version of a character from a different setting, unexpectedly finding themselves at the Interdimensional Academy. While they may have minor alterations from the version you know, their overall capabilities will align roughly with what could be achieved with 400 CP from this jump.

Melchoir, the Minotaur [100 CP]

Melchoir, a towering and reassuring figure in his natural minotaur form at the Interdimensional Academy, is known for his kindness and intriguing quirks. Banished from his tribal origins due to a curse that forces him to transform into a human during every full moon, Melchoir found himself lost in a dimensional rift before arriving at the Academy.



His Minotaur form, his natural state, exudes reliability despite his unconventional nature. At the Academy, he earned his place through academic achievements and chose to remain, becoming a professor dedicated to guiding new students, drawing from his own experiences of displacement and redemption.

Initially distressed by the cursed transformations and harboring resentment towards his forced human state, Melchoir's time at the academy reshaped his views. He carries a stark contrast of personalities during these transformations, but retains his core values, leaving him a trustful ally at any moment even during his transformation.

Melchoir is often seen sporting glasses and an assortment of quirky ties, a testament to his vibrant character. His dislike for milk doesn't hinder his immense stamina and strength, especially in his Minotaur form. During full moons, his curse compels him to transform into a human, revealing a different emotionless side of him, however his well-intentioned nature remains and he will still keep his moral compass during this time.

His Minotaur form grants him great strength and endurance and a racial ability to instinctively be able to navigate any kind of maze, while the cursed human transformation allows him to tap into the peak potential of human capabilities for a limited time: This means Melchoir will receive access to most skills and abilities the most powerful humans have in the setting where he currently is, but it's up to him to discover how to use them in the limited time he has during his transformation.

Moreover, during his human transformation, he gains an exceptional ability: practically any item or object designed for human use becomes accessible to him regardless of requirements and restrictions. However, while most items succumb to his influence, certain immensely powerful and mythical artifacts may resist his touch, retaining their innate restrictions.

Yamuel, the Breaker [100 CP]

Yamuel, an intriguing person, possesses a striking appearance that sets him apart from his peers. He is seen always wearing some kind of technological suit that greatly amplifies his mental abilities and is infamously known for being involved in several incidents at the Academy.

Despite his lean and almost wiry physique, Yamuel exudes a commanding presence. His eyes, a vivid and intense shade of dark purple, seemingly pulsate with a faint inner energy, reflecting the psionic powers and capabilities residing within him.



Hailing from a world invaded by an alien race, Yamuel's history is rife with secrets. Bullying from his own family during his formative years has shaped his cynical and opportunistic nature. His insensitivity to others often finds expression in his manipulative tendencies, acquiring minions through various means and seeking opportunities to assert dominance. However, hidden beneath his intimidating facade is a lingering desire for acceptance, particularly from his mother, an aspect of himself he may not even be aware of.

Yamuel's entry into the Academy was not conventional; he and his fellow refugees from his world found their way through a rift to the Nexus thanks to his stolen alien suit. His enrollment involved usurping another student's spot through cunning and manipulation, a fact he guards closely, only revealing it to individuals he deems trustworthy. This guarded secret becomes the crux of his hostility toward anyone who learns of it, and those aware of it become potential targets for his vindictive nature.

Yamuel possesses a remarkable set of psionic powers intertwined with his suit extraterrestrial heritage. His own abilities resonate with the multiverse, granting him the rare capacity to sense disturbances and entities from neighboring dimensions. His potent psionic potential allows glimpses into parallel realities of what could be and a powerful telekinesis has earned him the name The Breaker from his enemies, whom he tortures with visions of parallel worlds. He is very good street fighter as well, capable of taking care of himself even without the use of his powers.

At the pinnacle of his power, Yamuel's abilities surge unpredictably, briefly affecting even those purportedly immune to psionic influence, though this triggers a temporary shutdown of his powers by the suit. In the aftermath, while his abilities lie dormant, Yamuel becomes impervious to all forms of psionic or dimensional influence until his recovery as a safety factor implemented by the suit, although its limits haven't been tested.

He avoids forming relationships with others, his goal in the academy is to improve and strengthen himself and enact revenge on the invaders that exiled him from his world.

Myria, Elven Ambassador [100 CP]

Myria Kael'ir, a young interexchange elvish student from a Nexus-connected world, embodies a captivating grace inherent to her peerless elven beauty. She serves as an ambassadorial figure within the Academy, representing her elven kin with elegance and intelligence. Her studies delve into interdimensional dynamics, aimed at fostering diplomacy and understanding across realms.



As the third daughter of a noble elven family, Myria portrays herself as an elegant and well-behaved woman entrusted with the ambassadorial task for the Kael'ir at the Academy. However, she suspects she's being pushed into this role due to her candidacy for succession. Reserved and composed, she rarely reveals emotions, known for her perfectionism and extraordinary talents. While earning admiration from peers, her reserved nature keeps her distant, and although subject to admiration and romantic interest, few express their feelings, and those who do are met with rejection.

Beyond her ambassadorial duties, Myria yearns for a life of freedom and adventure away from her family's politics. A vague sense of purpose drives her, a feeling seeking someone or something she can't define. With golden hair, fair skin, and undeniable elven beauty, she excels in archery, academics, and magic studies. Physically akin to a human in strength and fitness, her elven nature imbues her with exceptional grace and dexterity, along with a strong affinity for sacred energy and a minor talent for plant and water magic.

Unknown to her, Myria harbors one of the fragments of the radiant soul of a higher being from a bygone era, reincarnated within her. Her soul bears unique qualities hinting at sacred properties, though this fact remains hidden and unlearnable under scrutiny unless awakened. Secretly, her soul is the current reincarnation of a goddess-like being that once fell in love with a human, binding herself to the cycle of reincarnation to remain together. Should she encounter or come close to the current incarnation of her destined partner, an inexplicable connection will arise, prompting her to interact with them in an exceptionally favorable manner. Continuous interaction with that person will slowly gradually awaken the transcendental qualities of her soul, empowering her sacred energy potential until her very presence radiates enough power to be considered an equal to her partner.

Close proximity to the sacred blade housing the other fragment of her soul intensifies her powers. Should she voluntarily wield the blade with the intent of defending her fated one, both her own and the sword's powers will resonate and exponentially intensify, and if given enough time this may awaken the true soul within them, granting her enough potential to drastically affect the plot and narrative of the story. This however this extreme measure will cause her and the sword to shortly after banish into light and enter the cycle of reincarnation until she can reincarnate along with the soul of her destined one.

Ganasha, Weaponry Mentor [100 CP]

Within the Interdimensional Academy thrives Ganasha, a stalwart dwarven professor whose boisterous spirit embodies an unwavering devotion to the art of weaponry. Her fervent passion animates her classes on arms and armor, transcending mere education to immerse her students in the cultural tapestry and historical lineage of weaponry across diverse dimensions. Renowned as a custodian of extraordinary armaments, Ganasha's quarters serve as a vault brimming with the culmination of her fervor—a treasury of rare, unique, and awe-inspiring weapons curated from the expanse of the Omniverse.



Her collection is an eclectic marvel, a tapestry woven with the threads of technological marvels, extraordinary manufacturing processes, and artifacts borne from mystical or arcane origins. Each weapon holds a narrative as vivid and intricate as the craftsmanship that birthed it, bearing the fingerprints of innovation, genius, or the fabled history etched into its alloyed heart. Ganasha's fascination transcends conventional weaponry, embracing relics that defy the very laws of physics or challenge the boundaries of plausibility, earning their place among her cherished rarities.

Ganasha's brilliance shines as a technological and manufacturing genius, capable of crafting and comprehending the most intricate and innovative armaments known across dimensions. Her expertise spans the realms of higher-dimensional vibronics, subspace folding, and non-linear temporal mechanics, allowing her to dissect and understand the complexities of advanced machinery and weaponry. However, Ganasha encounters her limitations when it comes to magic and arcane practices, where her understanding falters. Despite her brilliance in the realms of technology, the arcane arts remain beyond her grasp, a subject that eludes her full comprehension and expertise.

Her current personal project is the construction of a giant robot inspired by tales from other dimensional travelers. She hopes to create something that equals the mightiest constructs that exist in the multiverse, although for now she is lacking materials and a working power source.

Despite her enthusiastic facade, she is currently coping with the recent loss of her only daughter. Though seemingly content in her role as a teacher, she yearns for companionship, someone to be there for her in moments of need - a desire that weighs heavily on her heart.

Zima, Dark Cultist [100 CP]

An enigmatic presence at the academy, Zima is an athletic and tall individual with an air of mystery surrounding him. His unassuming appearance as a seemingly normal student conceals a secret; intricate tattoos embellish his back and head, an artful display veiled from the gaze of the dean. He spends much of his time wandering the academy, his searches shrouded in an aura of purposeful introspection.



Beneath the surface, Zima holds a hidden affiliation with the clandestine cult known as the Followers of the Eclipse. A believer in the cult's teachings, he perceives their guidance as a pathway to attain peace and serenity upon life's culmination. Bound by the strictest secrecy, Zima conceals this allegiance, seeking clues within the academy's confines. His pursuit revolves around an elusive arcane artifact—an ancient scroll deemed invaluable by his cult's leader.

Amidst the bustling corridors of the academy, Zima is not the sole infiltrated cultist; others silently blend in, their identities obscured by the institution's vibrant atmosphere. They operate covertly, their shared allegiance to the cult concealed from the prying eyes of authority.

Beneath the surface lies Zima's mastery of summoning creatures, a talent he honed to prodigious heights. Considered a prodigy in the arcane art of summoning by both instructors and peers, his proficiency extends beyond summoning mere creatures to an array of animals and beings. This unique skill sets him apart within the academy, showcasing a mastery that belies his enigmatic exterior.

Unbeknownst to Zima, a dark seed lies dormant within his heart—a near undetectable sinister artifact with a catastrophic purpose. Upon his demise, this seed will sprout, triggering an array of portals unleashing untold horrors from different dark realities. The cult harbors knowledge of this seed, intending to exploit its power to Zima's unwitting demise, a plan that looms on the horizon. Any attempt to remove this will certainly gather the cult's attention.

Despite his solitary nature, Zima grapples with navigating interactions within the larger community. Having never truly experienced life outside the cult, he finds establishing connections and integrating with others a challenge, leaving him in a state of perpetual introspection. Despite harboring knowledge about the cult's goals and secrets, Zima remains unaware of the cult's true nature. Lately, he has found solace in the companionship of an old dog on the academy's outskirts, fostering a bond that offers a sense of comfort amidst his lonely existence.

Ezekya, Treasure Hunter [100 CP]

A newly registered student at the Interdimensional Academy, Ezekya stands as an embodiment of rare beauty, an exquisite fusion of draconic grace and human elegance. Her presence carries an otherworldly magnetism, shimmering scales interwoven with parts of her skin and a short tail. She is a half dragon and is an expert treasure hunter famous in her world.



Behind her enchanting facade lies a storm brewing within her amethyst eyes—a tempest of sorrow and determination rooted in a tragic incident she carries as an emotional burden. Consumed by guilt over a past she blames herself for, Ezekya has traversed multiple dimensions, relentless in her pursuit of hidden artifacts and ancient treasures. Her quest is fueled by an unwavering desire to save her sister from an untimely fate, shaping her every thought and action.

Endowed with the innate strength of her dragon lineage, Ezekya wields superhuman capabilities, her physique a testament to the sheer might nestled within. Through intense concentration and a fervid outpouring of emotion, she transcends into a breathtaking form—a majestic dragon, adorned with resplendent scales that gleam under celestial rays. In this awe-inspiring embodiment, she commands the skies, her wings slicing through the air with majestic authority. A potent breath weapon and an imposing aura radiate from her, capable of rendering her enemies into nothing should they incur in her wrath.

Ezekya's every heartbeat echoes with the weight of her past, her pursuit of hidden relics intertwining with an emotional turmoil simmering beneath her elegant demeanor. Her journey is marked by unyielding resolve and a fervent longing for redemption, propelling her to join the Interdimensional Academy in hopes of finally finding the clue to her desire.

To others, she appears aloof, guarded by an emotional barrier forged by tragedy. Establishing close relations with her proves challenging, yet for those who manage to penetrate her emotional walls, Ezekya is a warm and jovial companion. She can withstand disrespect but harbors a penchant for payback, seeking retribution swiftly and decisively. Her reluctance to form deep connections is rooted in the fear of reliving past pain, a fear exacerbated by a tragedy that haunts her every step.

Despite her guarded nature, Ezekya holds two close friends—one within the Academy, a mischievous and intelligent fairy with shimmering wings, known for quick wit and playful antics. Outside the academy, her friendship with a wise and reserved centaur, deeply versed in ancient lore and wisdom, provides Ezekya with varied perspectives and unwavering support.

Lysander, Technological Prodigy [100 CP]

Lysander, a burgeoning technological prodigy at the Interdimensional Academy, finds himself at the cusp of an exciting juncture in his academic and personal life. Engaged in a newfound relationship with a freshman named Selene, he navigates the uncharted waters of romance with a mix of exhilaration and apprehension. The duo, while visibly happy, treads cautiously, the novelty of their first romantic endeavor tinted with a slight awkwardness as they explore the intricacies of their budding relationship.



Academically, Lysander's star is on the rise. His innovative ideas and astute solutions to complex problems have garnered attention, propelling him into the limelight among both students and faculty. His inventive prowess transcends conventional norms, pushing the boundaries of technological advancement and carving a niche for himself within the Academy.

Personality-wise, Lysander exudes an air of calm confidence, sometimes bordering on a hint of arrogance. His well-intentioned nature underlines his actions, and while he may not possess the charm of a model, there's an inexplicable allure to his demeanor. Confidence exudes from his every move, a testament to his unwavering belief in his abilities and vision.

Beneath his air of calm confidence lies a motivation deeply rooted in a desire to create solutions that transcend conventional boundaries. His aspiration for technological innovation isn't merely academic; it's driven by a longing for recognition and a passion to contribute to societal change through his creations. His quest for excellence extends beyond the confines of the Academy, a relentless pursuit fueled by a vision to impact the world beyond its walls.

Amidst his technological expertise lies a rare gift known as techno-empathy, an ability that allows him to forge empathic connections with machines and technological constructs. Through this ability, he can understand their functionality, potential, and limitations, almost as if he can feel their emotions and intentions. This techno-empathic link grants him a unique insight into machines, facilitating his inventive process and enhancing his understanding of their intricacies. However, while he can comprehend their essence and glean insights, he cannot fully control or manipulate them at will, as their autonomy and functionalities remain beyond his influence. Currently struggling to understand and control this gift, he encounters moments where its overwhelming influence leads to unintentional consequences or difficulties managing his emotions in relation to technology.

Boundaries, restrictions, and anything that dares to confine the endless possibilities of progress—these are what Lysander reviles most. His distaste for the idea of limitations stems from a personal aversion to anything that constrains progress. To Lysander, limits are nothing but obstacles to be dismantled, challenges to conquer, and barriers waiting to be shattered by the unyielding force of new ideas.

Selene, Starlit Sage [100 CP]

Selene, a cheerful and welcome new presence within the Interdimensional Academy, embodies an ethereal grace that defies the limitations of human form. Though bearing a humanoid physique, she exudes an otherworldly allure. Her slender figure, almost weightless in its appearance, belies her inherent celestial connection. Silver-hued hair cascades around her form, shimmering with an iridescent quality reminiscent of cosmic nebulas. Her eyes, a captivating golden hue akin to distant stars, hold the wisdom of eons and radiate an otherworldly glow.



Born as a descendant of a Starseed that bonded with a human, Selene's origins grant her an instinctive connection to celestial objects. Her mystical heritage bestows upon her profound innate powers over light, gravity, and space, rendering her a revered sage within the Academy. Her prowess as a skillful mage extends beyond the mundane, delving deep into the realms of celestial history, deciphering the workings of stars, galaxies, and other celestial constructs.

Selene, a freshman at the Academy, possesses a love for scholarly pursuits. While she may appear lost in the contemplation of cosmic mysteries, her intelligence and academic skills are beyond most of her peers. A dedicated scholar, she masterfully innately navigates the complexities of magic related to stars and celestial objects, earning her the reputation of a true luminary in her field.

Beyond her scholarly pursuits, Selene harbors a desire to please others, revealing a warm and nurturing side. Proficient in housework, she effortlessly balances her intellectual pursuits with a practical and caring approach to those around her. Though her overbearing nature might surface at times, driven by a wish to ensure the well-being of those she cares about, Selene's warm personality shines through, making her a cherished presence in the lives of those fortunate enough to know her.

Her arrival at the Academy brought with it a special charisma that draws people toward her, making her a magnet for friendships. Admirer clubs have emerged, drawn to her cheerful charm and celestial aura, a phenomenon she regards with bemusement, appreciating the attention while not letting it deter her from her studies and exploration of academic mysteries. However soon after her arrival at the Academy, an admirer quietly emerged, their fascination with her slowly evolving into a quiet obsession. This silent observer, hidden amidst the admirer clubs, tiptoes along the fine line between admiration and an unsettling fixation. Enamored by her, they prefer to remain a silent spectator, veiling their burgeoning obsession, unwilling to disrupt her peace or betray their reverence for her, at least for now.

Recently, she found herself starstruck and captivated by a young man, Lysander, whom she met at the Academy. Their connection was instant, love sparked at first sight, leading them into a recent relationship. This has broken the hearts of many, but she is very happy, and this caused the relationship to earn a lot of support from her admirers.

Finesse Gatell, Siren of the Crossroads [100 CP]

Emerging from the small Gatell Family in the Crossroads, Finesse defied entrenched gender biases of her family to carve her path in the family's mercantile enterprises. Her innate acumen and razor-sharp wit elevated her status within the family, overseeing multiple branches of their ventures.



Known as the "Siren" in the Crossroads' clandestine circles, Finesse's captivating beauty, silver-tongued negotiations, and unyielding resolve in securing advantageous deals have earned her respect and caution among peers and rivals alike. Her ability to navigate the labyrinth of information brokering solidifies her reputation as a formidable force in commerce.

She handles herself with outmost dignity and grace, equal to the most elegant and educated woman you can imagine. Finesse's persona is a tapestry of contradictions. Her relentless pursuit of success and financial gain coexists with softer inclinations. She craves independence and aims to carve her legacy while nurturing bonsai trees, finding solace in their tranquil beauty amidst the chaotic business world.

Navigating the morally ambiguous landscape of her business dealings, Finesse adheres to a personal code, avoiding unnecessary harm. Her cutthroat business persona occasionally reveals glimpses of compassion, especially towards children and individuals dedicated to noble causes. Despite her immersed days in negotiations, winter festivals offer respite for Finesse, providing fleeting joy and camaraderie. However, she harbors a deep disdain for cats due to unwelcome associations, solidifying her aversion towards these creatures.

At a youthful 21, Finesse Gatell stands as a prodigious figure within the Crossroads' mercantile world. Her burgeoning expertise and strategic acumen mark her as a rising star, navigating commerce's twists and turns with a precocious finesse beyond her years.

Amidst her ventures, Finesse is currently embroiled in a heated rivalry with the Draven family, a long-standing conflict rooted in their parallel pursuits within the Crossroads' mercantile domain. The Draven effort is currently led by a pair of twins, who presently have declared themselves rivals to Finesse. Their calculated maneuvers often clash with Finesse's ambitious designs, the latest resulting in a tug-of-war for control over a lucrative market adjacent to the Academy. This particular market boasts an illegal casino and a high-stakes auction house which are of great interest to both Finesse and the twins.

Enya and Sevia Draven, heirs to the Draven Criminal Empire [100 CP]

Enya and Sevia, heirs to the influential Draven Criminal Empire, are renowned throughout the Crossroads for their captivating yet intimidating presence. These twins possess an appearance that belies their shrewd minds and intricate machinations, tirelessly striving to assert dominance over the territories encompassing the Academy.



As the only daughters of the formidable Draven family head, they hail from one of the most powerful dynasties in the Crossroads, their ventures spanning diverse trades. Guarded by fiercely loyal sentinels, they navigate a world teeming with intrigue and power struggles.

Enya, the elder by a mere fraction, embodies cunning intellect. Her strategic prowess and knack for negotiation define her role as the mastermind of the two. Calculating and composed, she conceals her emotions, revealing vulnerability only to her sister when alone. On the other hand, Sevia, the physically smaller but equally formidable sibling, is the brawn of the duo. While lacking her sister's cunning, she excels in martial arts and is an expertly recognized firearm master among the Draven Family.

The Draven family upholds a code of honor and strength, meticulously honoring deals and abiding by rules when engaging equals, all in pursuit of further dominance. Their upbringing instilled a vehement aversion to weakness; they refuse to engage with anyone they perceive as feeble. Conversely, they exhibit profound respect for those they deem strong, and thus far, have yet to encounter an equal to the might of the Draven Family.

These twins, despite their tender age, possess an uncanny ability to navigate the intricate web of the organization's power dynamics. They might project an aura of innocence, their youthful appearance and demeanor often disarming those around them. Their innocent facade, however, serves as a veil for their sharp minds and cunning strategies, enabling them to swiftly adapt and make calculated moves within the organization.

Each clings to a memento from their vanished mother. Enya holds a gray, timeworn teddy bear, resigned to her mother's disappearance. Conversely, Sevia treasures a bracelet engraved with her mother's name, fostering hope for a potential reunion.

Aiden Stoutstride, Reincarnator [100 CP]

There are some worlds that have a god or goddess that seeks to change the status quo, and use the method to bring the soul a dead person and reincarnate them giving them some kind of ability and a goal. This was the case for Aiden, who was a successful middle aged lawyer in his original world who met his demise at the hands of a truck driver, only to meet a divine goddess who reincarnated him into another world.



His travels and adventures on that world were noteworthy, having turned into a hero in the eyes of the people and formed close friendship with other important actors who together fought to stop the ascendancy of an evil emperor into something close to a demon god. However, just the night after he expressed his feelings to the lovely priestess of the group disaster happened, something killed the divine goddess of the world with no warning whatsoever sending it into chaos with quakes and other disasters happening through the world. Multiple dimensional rifts opened, Aiden falling into one of them and in desperation the party's mage in an attempt to prevent the rift from engulfing Aiden caused an unforeseen reaction which caused Aiden to be propelled beyond the world and his universe into the Nexus with no way to return.

So far its been three years since Aiden was separated from that world, and is currently seeking a way to return with no luck so far. This year he has managed to enroll into the Interdimensional Academy with the hopes that having access to its vast repository of knowledge will permit him find a clue regarding the location of his universe and a method to return to it.

He is well versed and educated, has a particular attention to details and is very cunning regarding contracts and other legal instruments. He also is a very skilled swordsman, with knowledge of some magic and is an adept adventurer. The late divine goddess that brought him to that world granted him a leveling system that enables him to grow beyond what should be physically possible by acquiring experience by killing monsters or doing actions that merit it, but finds that monsters that originate from the Nexus or its dungeons do not grant him experience he requires.

Not minding much about the life he left behind in his original world, he worries about the friends and the girl he left behind when he fell into the rift. Also the death of the divine goddess remains another weight in his mind, pondering who could have performed such atrocity and the consequences it will have in that world.

Mara Blackthorn, Devil Hero [100 CP]

Mara recently arrived at the academy from a world where the battle between the forces of order and chaos had long been settled, with chaos reigning supreme. Remarkably, this realm evolved into a society where humans and devils coexisted harmoniously. However, this delicate balance faces periodic threats from the Human Lord, whose relentless armies seek to conquer the devil world in gruesome wars. Each generation sees a hero rising against this menace, and presently, Mara Blackthorn carries this mantle.



The cunning Human Lord, anticipating the emergence of a hero, dispatches formidable forces or even appears personally to quash any potential threats. Determined to thwart this, the Devil Minister and the empire devised a plan. To prepare Mara against the Human Lord's onslaught, they orchestrated a banishing ritual at a critical moment, sending her to safety at the Interdimensional Academy. Here, she is to grow, hone her skills, and ready herself for the impending confrontation.

Mara harbors distrust toward humans, finding herself amidst them in the academy's surroundings amazes her as in her world they were rare to run into. When she was discovered to be the current carrier of the mantle of the hero she was afraid she would not be able to live up to expectations, and gives the best of herself to become what others expect of her. She is full of determination and when the time of the final showdown comes she will clash with all her might against evil.

Having trained extensively in personal combat, tactics, and dark elemental magic, Mara's expertise lies in wielding spears with quick and decisive blows. Her devilish nature grants her abilities such as invisibility, illusions, minor flight, gravity control, dream manipulation, and an energy-draining touch. She possesses an attractive yet petite appearance, with latent powers and an innate allure derived from her succubus heritage.

Despite her strength, Mara's innocence remains intact. Her combat experience, limited to smaller monsters in her world, weighs heavily on her conscience. She abhors idleness in the face of suffering and grapples with the prospect of taking a life. She resists the instinctual urges from deep within to feed on others as she feels it is unheroic, and wishes she could just be without them.

A sacred weapon, the Dark Spear, awaits her destined battle with the Human Lord, is the last keepsake she brought from her world. For now, Mara refrains from wielding it until she feels ready for the final ordeal.

Luna Merris, Resident Magical Girl [100 CP]

Luna Merris was once an ordinary girl in a world besieged by shadowy creatures that sought to steal the memories of its inhabitants under the cover of night. When these malevolent beings, known as shadow creatures, threatened her peaceful existence, Luna was chosen by a mystical furry creature offering a contract. This contract transformed her into a powerful magical girl, bestowing upon her otherworldly abilities to combat these shadows.



For two years, Luna fought valiantly alongside a group of fellow magical girls. Their courage led them to a decisive confrontation with the queen of the shadows. In a climactic battle, the queen's defeat triggered unforeseen consequences, tearing open a rift to the shadow plane, threatening to unleash untold darkness upon their world.

Understanding the gravity of the situation, Luna and her companions selflessly entered the rift, intending to seal it from within, sacrificing their chance of returning home. However, as they succeeded in closing the portal, something unexpected occurred. Time lost its meaning, and Luna found herself adrift in a timeless void within the rift, disconnected from the flow of time as seconds stretched into eons.

When consciousness returned to her, Luna discovered herself alone in an unfamiliar realm known as The Nexus. Since then, 500 years have passed from that fateful day and despite her undying hope and unwavering determination, Luna has gradually accepted the bleak reality that she might never find a way back home or reunite with her lost friends.

Although her real age is slightly over 500 years old, the nature of her magical girl transformation resets and physically reverts her body's age and shape back to how she looked at 13 years. This has been a boon and a curse for her, unable to truly experience aging and adulthood as whenever she transforms everything goes back to when she first transformed into a magical girl.

Her magical girl form is dramatically stronger than a normal human, she becomes able of lifting 3 tons over her head, her body as durable as the strongest steel alloy all the way to her core, earns a magical regeneration factor that works on both her body and clothes, capable of flying at will, a keen sense for magical energies, and with an array of beam and energy bullet powers at her disposal she becomes a force to be reckoned when confronted. When she is in her untransformed state she only keeps her magical sense.

She is an easy going person, enjoy sweets and is a cat person. She is very wise due to get age, though the transformation slowly corrects her mental age back to 13 years once she transforms. Currently she tries to live a normal life within the Crossroads, although her nature of helping others prevents her from being too long without needing to transform into her magical girl form. So far it's been 3 years since her last transformation, she currently at looks 16 years old and works at a Cafe near the Interdimensional Academy.

Zephyr Nova, Cyborg hacker [100 CP]

Zephyr Nova was a brilliant hacker and a crucial member of the spaceship colony that fell victim to the catastrophic pull of a supermassive black hole. A desperate attempt to escape via a warp jump ended in disaster as the forces tore their vessel apart, hurling them into the unknown expanse beyond reality itself and landing them in The Nexus.



In the aftermath of this catastrophic event, Zephyr and the remaining survivors faced the grim reality of their situation. Stranded in The Nexus without the means to return home, they discovered a glimmer of hope: their universe was within the chartered realms of The Nexus, offering a chance to return. However, the cost of passage back to their world was beyond their reach, lacking the necessary resources and connections to secure their passage to their home.

Driven by determination and the hope of reuniting with his lost companions, Zephyr seized the opportunity presented to him: enrolling in the Interdimensional Academy. The Academy offered a chance for those and their followers who excel and graduate to return to their native universes, and Zephyr was determined to be among those who succeeded.

With an unwavering resolve, Zephyr dedicated himself to mastering the intricacies of interdimensional knowledge and technology. His exceptional hacking skills, combined with his resourcefulness and adaptability as a cyborg, made him a standout candidate for the Academy. After rigorous training and preparation, he finally earned the chance to step into the halls of the Academy.

Ready to face the challenges that lay ahead, Zephyr Nova embarked on his first day at the Interdimensional Academy, armed with his determination to excel, his technological prowess, and a deep-rooted motivation to reunite with his lost companions and return to his home universe.

Born with a congenital disease that would've ended his life before his 7th year, his brain was moved to a fully artificial body where he could continue to grow and live. He is considered a genius at hacking and reverse engineering technology and had a key role at his spaceship colony. He has no battle experience although his body is very resilient, although has received emergency survival and small firearms training.

Among the survivors, his mother and his younger sister live with him at the closest slums from the Academy. One of the most notable corporations in The Crossroads has shown interest in him and his potential but Zephyr has declined preferring to dedicate himself fully to his own goal. Machina Solutions, the corporation, acts under the façade of a capitalist benevolent organization and in reality they are manipulative and cohesive and will not let go, and it's not long until they begin to target Zephyr's family in order to get him under their thumb.

Marcus Steele, Military Commander [100 CP]

Marcus Steele, once a revered and decorated general within a powerful military empire spanning a whole galaxy, grew disillusioned with the corrupt and tyrannical nature of the regime he once served with unwavering loyalty. Betrayed by the very empire he had dedicated his life to, Marcus witnessed the loss of his men and the degradation of the values he once fought to uphold.



Renowned for his unparalleled strategic brilliance, Marcus possessed a military acumen that bordered on the supernatural. His tactical commands were often deemed prophetic due to their precision and foresight, yet it was all a result of his immense experience, intellect, and innate talent for warfare.

Forced to flee his own universe to escape the relentless pursuit of the empire, Marcus sought refuge in the enigmatic realm of the Nexus. Despite his formidable military prowess, he harbored no intentions of inciting rebellion or engaging in further conflict. Instead, he chose to live a reclusive life, distancing himself from the intrigues of war and combat.

Preferring the solace of a humble bar or canteen within the Crossroads, Marcus sought anonymity, finding solace in the simple moments of peace that the Nexus offered. Though his past loomed large and the empire remained a persistent threat, Marcus had resolved never to be entangled in the empire's affairs again, seeking only a quiet existence far removed from the chaos of his former life. Yet, beneath his calm demeanor lay the unwavering determination of a man who had witnessed the devastating consequences of power and vowed never to let it corrupt again.

Marcus is in his early fifties and has been a soldier all his life. His training and experience encompass live combat, battle strategies, logistics and supply, fighter piloting, warfare, black ops, enemy counter measures, spatio-temporal warfare, and many other military disciplines. He is best at commanding, being extremely successful at this, and is a very reliable brawler should the need arise.

He is a tad dejected and often accepts a good whisky or a smoke, doesn't like talking about his past or reliving experiences involving the loss of his men. He is a man one does not fuck around otherwise he'll make sure you find out, and despises people that let power get to their heads or abuse others through it.

The empire is still looking for him, and recently found evidence Marcus used one of their transdimensional experimental gate engines to escape but are unsure where still. They fear he may be building an army and returns to challenge them. He may receive unwanted visitors soon, and will need to do something about it to make them stop coming after him.

Scenarios

In the halls of the Interdimensional Academy, an array of enthralling scenarios awaits the Jumper's exploration and intervention. Here, the character, items, locations, or entities intricately woven into these scenarios exist within the academy's fabric, regardless of the Jumper's selection. However, their tales and the challenges they present remain dormant, awaiting the Jumper's active engagement to unfurl. Should the Jumper choose not to partake in these scenarios, these elements persist within the Academy and will usually resolve themselves in one way or another, but will not impart rewards on the Jumper.

Once a scenario is complete and you receive CP as a reward, you may use it to buy any item or perk of your choice. Any unused CP from this jump will vanish if you start a new jump, so don't leave any without using it!

Scenario One [Dark Secrets Unveiled]

One month after enrolling in the Interdimensional Academy, the Jumper receives an urgent message from Jumpchan, disclosing that there are other Jumpers in the academy. Among them, a some wish to keep a low profile, while the remaining can pose different challenges or threats to you. One is deluded to be the main character and has an overbearing personality, another hides murderous intentions, and a third one becomes a rival in the case of discovering the Jumper's identity.

Benign Jumpers: These wish to enjoy their time at the academy and won't actively disrupt your journey. Four can be considered newbies and having no more than a few jumps, while the fifth is moderately experienced having roughly the same amount jumps as you.

Overpowered Munchkin: An obnoxious Jumper who uses a combination of different powers and perks, easily identified as a Jumper due to his or her use of perks and abilities, has an array of companions wherever he goes and uses multiple vanity perks most of the time. This jumper is a veteran with enough jumps to be more powerful than you, picking the most powerful and broken combinations of perks available, easily the most powerful of all the jumpers currently in the academy.

Secretly Malevolent Jumper: Initially weak, this Jumper secretly plans murders to absorb others' powers and grow stronger over time. This jumper will use an item to absorb his victim's essence and powers, and if your jumper's identity is discovered then the Secretly Malevolent Jumper will likely deem you a priority target as soon as he or she believes themselves to be strong enough to overpower you. Possesses a combination of perks that render most methods unable to identify its identity.

Rival Jumper: Initially seems like a regular student but should your identity be revealed then you will be declared a rival and will make your stay in the Academy a living hell. It is guaranteed they will interact with you frequently but will not consciously reveal themselves to be a jumper. There's a chance the Rival Jumper may make peace with you, and if requested help come to aid the Jumper. Secretly loves visual novels.

This scenario takes course over several years, and the killer will be very difficult to discover due to his own perks. The nature of the scenario makes it so it's not a continuous adventure, but something that happens slowly and may intersect with other scenarios at any point. Should the Jumper decide to keep himself and avoid it completely, the scenario will resolve itself without triggering The Existential Threat Scenario. The Secretly Malevolent Jumper will not randomly target the Jumper if he deems the Jumper is weak or does not have any interesting abilities, as there will be better target available in the academy. Of course this will change if for any reason he becomes suspicious or learns of the Jumper true nature.

Plot Development:

Initial Task: The Jumper is tasked with discovering the cause behind mysterious disappearances at the Academy that begin to happen two months after enrolling, receiving guidance from either the Student Council President or the Dean depending on your selected background.

Rising Tension: As the disappearances in the Academy are revealed to be murders at the end of the 1st year, the academy ramps up security, but without the Jumper's intervention, the culprit remains elusive. Disappearances and murders slow down significantly due to the added security, but distrust and fear permeate the halls. The murders begin to extend to outside the Academy into the Crossroads.

Critical Clue: In the 3th year someone close to the Jumper will be critically hurt or murdered depending on how fast the Jumper can react, and a crucial clue surfaces, indicating the murderer is definitely one of the Jumpers, heightening the stakes and urgency of the situation. Distrust spreads among all the jumpers in the academy, everyone who has not begun to actively try to identify the other jumper's identities will begin to do so, and at this point the killer will actively begin to target the other jumpers if he think he can kill them without rendering his identity vulnerable. Depending on the Jumper's actions the Secretly Malevolent Jumper may succeed or fail to kill any jumper weaker than himself, but he will not target the Overpowered Munchkin during this period although his companions are fair game.

Accelerating Threat: By the 4th year, the Secretly Malevolent Jumper will gather enough power to surpass and consume the Overpowered Munchkin, growing significantly even more in power and becoming more elusive. If the Rival has discovered the Jumper and their conflict not reached a resolution, he will claim the Jumper to be the murderer regardless of evidence, the other surviving Jumpers may join in the accusation.

Existential Threat: By the 5th year, should the identity of the Secretly Malevolent Jumper not been revealed at this point, he will orchestrate an attempt at the Jumper's life out of desperation where he will reveal himself. Failure to kill the Jumper will drive the Secretly Malevolent Jumper to aim to eliminate the Academy Dean, potentially triggering The Existential Threat scenario, posing a significant danger to the entire multiverse.

Conclusion: Bringing an end to the Secretly Malevolent Jumper's sinister machinations will mark the resolution of this harrowing scenario, safeguarding the Academy from further peril. Should your instrumental role in halting the murders be revealed, it'll

elevate your status among fellow students, garnering admiration and respect. As your tenure in this jump nears its end, a startling revelation unfolds: the malevolent intentions originated not from the Jumper but rather from their benefactor. This revelation disturbs Jumpchan, hinting at a deeper, looming threat for future endeavors...

Reward

A Murderer Stopped

CP Reward: 200 CP + 100 CP for each surviving jumper.

Revealing the identity of the Secretly Malevolent Jumper and successfully putting a stop to his evil intentions will earn you **200 CP**. Any surviving Jumpers other than you in this scenario will award you **100 CP each**, with the exception of the Secretly Malevolent Jumper.

Threat awakened

CP Reward: 500 CP, cancels any CP rewards from the Existential Threat scenario and the first reward from this scenario.

If The Existential Threat scenario is triggered from the actions of this scenario in the 5th year and you manage to find a way to survive until your jump ends you'll be awarded a total of **500 CP** for this scenario regardless of other surviving jumpers, **but will not receive additional CP or rewards from The Existential Threat scenario**.



Scenario Two [Artifacts of Legacy]

The Interdimensional Academy is bustling with excitement as the annual school festival approaches. The Jumper finds themselves elected to spearhead their class's attraction for the event. Amidst a myriad of ideas, the class debates the festival theme. Some advocate for creating attractions showcasing their respective worlds, while others propose more universal themes.

Plot Development

The Clash of Ideas: The class eventually settles on a compromise, agreeing to blend elements from different worlds into an alluring Dungeon themed attraction. Though not entirely pleased, everyone reluctantly joins in to bring this ambitious project to life.

The Jumper, along with the class, starts preparing for the festival. They brainstorm the layout, artifacts, creatures, and challenges for their attraction. As they delve deeper into planning, tensions arise among the classmates with differing views.

Crafting the Dungeon exhibit proves challenging, requiring cooperation among the classmates. While some contribute unique insights and skills, others struggle to mesh their ideas, leading to creative conflicts and lessons in teamwork. It is quickly found that there's not enough materials around to make the exhibit interesting, therefore the Jumper volunteers or is coerced to help seeking interesting materials to add to the exhibit, requiring to seek The Crossroads for items and materials that could be interesting.

Vandalism Strikes: During the construction, unexpected issues arise. Magical artifacts malfunction, technologic objects run out of energy, creatures meant for display escape their confinement, and conflicting cultural elements create chaotic scenarios. The Jumper will have to navigate these challenges, finding solutions to maintain peace and order, and should the Jumper be successful the class attraction will gain fame as one of the top candidates to earn the 1st place from this year.

A few days before the festival the class will find a horrible sight: their attraction vandalized and filled with obscene drawings and messages, their relics broken or missing, art and scenarios destroyed, and the few creatures left are either hurt or not fit to be used in their current state. The class will be outraged, and local investigation will only relay a clue in the form of a golden scale.

A Choice: The Jumper faces a critical decision: pursue an investigation or focus solely on repairing the exhibit.

Investigation Path:

Determined to uncover the truth behind the vandalism, the Jumper delves into the mystery and eventually seizing Ezekya's notebook, the apparent culprit behind the vandalism. Within its pages lies a treasure trove of information—an intricate map detailing the layout of a dungeon and cryptic clues about a beautiful artifact named the Revenant Pearl. The notebook proves invaluable, providing the Jumper's team with a significant advantage at tackling this dungeon. Additionally, the Jumper's unwavering commitment to solving the vandalism incident earns

them trust and respect among certain factions or individuals within the academy. These newfound alliances may prove crucial for future challenges or alliances within the multidimensional corridors of the Interdimensional Academy.

Material Gathering Path:

Opting to prioritize gathering materials, the Jumper embarks on a quest across the Cross Roads, unearthing a cache of rare and exotic resources sourced from distant dimensions. These treasures not only enhance the exhibit's allure, but their unique properties promise to captivate visitors at the festival. While scouring for materials, the Jumper uncovers fragments of the vandalized relics scattered amidst the artifacts, symbols, and remnants. With meticulous effort, these fragments are meticulously restored, unlocking latent powers or hidden information embedded within the relics. These revived artifacts not only add depth to the exhibit but also bestow the Jumper's team with invaluable insights. The class hears about a dungeon expedition planned by a dragon girl named Ezekya, a perfect opportunity to gather more materials to recover the exhibit.

Regardless of choice, both paths lead the class to a pivotal moment—the class realizes that a dungeon expedition aimed at salvaging the exhibit is absolutely necessary. The Jumper's choices throughout the journey impact their readiness, resources, and advantages during this critical expedition. The mystery surrounding the Revenant Pearl captivates the team, guiding their focus during the dungeon exploration should they learn it through the notebook, while all the extra material and information gathered by the Jumper will serve indispensable on this dungeon expedition.

Whispers of Lost Legacies: The Jumper, along with select skilled classmates, readies themselves for the challenging dungeon expedition. The dangerous nature of the Aetherean continent's dungeons is widely acknowledged, heightening the need for thorough preparation. They gather supplies, strategize, and bond as a team, fostering camaraderie and trust among expedition members.

The journey to the secret location of the dungeon, known only to Ezekya or potentially discovered through her notebook, proceeds without major complications. During the voyage, the Jumper and their allies seize the opportunity to deepen their connections, learning about each other's strengths, skills, and personal backgrounds.

The expedition reaches the dungeon's entrance, revealed as a deceptive sinkhole concealing remnants of an ancient structure deep below. A hidden stairway opens into a labyrinthine network of tunnels and caves, revealing the intriguing theme of long-forgotten ruins.

As the expedition ventures deeper, they encounter perilous traps, hostile creatures, and remnants of an ancient civilization, all shrouded in an enigmatic lost language. Tales of this mysterious culture gradually unveil itself through inscriptions and artifacts scattered within the ruins.

However, an unexpected turn of events occurs when the expedition triggers a trap, causing them to lose their way back. The dungeon's peculiar nature thwarts attempts at

precognition or teleportation, leaving the group disoriented and trapped within the confines of the ruins.

Amidst exploration, the expedition stumbles upon the resting place of the fabled Revenant Pearl. Its power to alter causality and reshape past choices is revealed, along with the perilous consequences of its use.

Ezekya's true motives come to light as she relentlessly pursues the Pearl, seeking to alter a tragic choice from her past involving her sister's demise. Her determination to claim the Pearl at any cost poses a severe threat to both her own party and the main expedition group.

Should Ezekya succeed in obtaining the Pearl, her attempt to rewrite history leads to her erasure from existence and the dire consequences of using the Pearl, leaving the expedition stranded without an apparent escape route with the only hint of her ever existing being a lock of her hair and the Pearl. Meanwhile, if the Jumper manages to prevent Ezekya from seizing the Pearl, it falls into their possession. Ezekya, driven by a haunting past, discloses the poignant reason behind her relentless quest but remains resolute in her pursuit of the Pearl, even resorting to deception or combat.

This high-stakes confrontation unfolds within the depths of the ruins, determining the fate of the Revenant Pearl and the stranded expedition members, their future hanging on the resolution of this climactic encounter.

Echoes of Cosmic Imbalance: Amidst the turmoil of the confrontation over the Revenant Pearl, a revelation strikes as the Jumper's party and any surviving members of Ezekya's group confront the grim reality of their predicament. As they desperately seek an escape from the depths of the ruins, a shocking truth about the Revenant Pearl gradually unveils itself.

Struggling to find an exit, the group stumbles upon a cryptic clue embedded within the ancient ruins. This clue sheds light on the true nature of the Revenant Pearl. It reveals that the Pearl possesses the astonishing ability to rewrite an individual's past, allowing them to alter any action they directly performed, regardless of temporal distance.

However, the revelation doesn't stop there. Deeper investigation and deciphering of ancient texts within the ruins lead to a chilling discovery. Long before the existence of the Interdimensional Academy, the omniverse existed in a delicate balance.

A catastrophic event disrupted this equilibrium, aligning a myriad of multiverses to form the colossal space that would later house the Academy and the Aetherean continent. This alignment resulted in devastating tragedies and cataclysms across countless universes, brought about by the cosmic forces necessitated for this convergence.

Survivors of this cataclysm, ancient beings who constructed the ruins, found themselves imprisoned within this subspace that would eventually become the Aetherean continent. Within this desolate expanse, they stumbled upon the Revenant Pearl—an embodiment of the omniverse's rejection of this catastrophic event, an unsuccessful attempt to reverse causality and restore balance to the shattered realms.

This revelation leaves the expedition members reeling, grappling with the profound implications of the Pearl's origins and its cosmic significance. It not only unravels the ominous origins of the Pearl but also hints at the dire consequences of tampering with the fabric of reality. The group now faces the daunting task of escaping the ruins while carrying the weight of this staggering revelation.

Causality: Following the revelation about the Revenant Pearl's origins, the Jumper and the remaining expedition members navigate through uncharted and perilous sections of the labyrinthine dungeon. Their quest is to find an exit and escape the ruins.

After a grueling and harrowing journey, the group eventually reaches a colossal bronze door, a promising sign suggesting an exit. However, their relief is short-lived as they encounter a final trap, poised to thwart their escape.

The Jumper, with keen perception, might discover the trap, enabling the expedition to bypass it successfully, leading to their freedom from the dungeon's confines. However, should the trap be triggered inadvertently by the Jumper or another member, a catastrophic mechanism activates, ensnaring more than half of the party. Despite the Jumper's valiant attempts to save them, an unfortunate accident occurs, leading to their untimely demise.

Should the Jumper possess the Revenant Pearl, an agonizing choice presents itself. Using the Pearl offers the chance to reverse the tragic outcome and save everyone. However, the terrible truth behind the Pearl's power becomes horrifyingly apparent—the act of reversing causality requires the Pearl to harness energy from an entire multiverse within the Omniverse, resulting in the annihilation of everything within it.

Should the Jumper opt to utilize the Revenant Pearl to save their classmates, they bear witness to the catastrophic destruction of numerous universes. Time distorts, compressing years into fleeting moments as the devastation unfolds. After the destruction concludes, causality reverses itself, and the Jumper's classmates are saved.

Attempts to manipulate time or causality by other means are thwarted by the nature of the ruins, rendering any powers, perks and abilities ineffective. Additionally, close proximity to the Revenant Pearl nullifies any attempts to alter causality, leaving the Pearl as the sole agent capable of such drastic changes.

The Journey Home: Emerging from the depths of the dungeon, the Jumper and the surviving members of the expedition embark on the journey back to the Interdimensional Academy. If Ezekya survived, she persistently demands the Revenant Pearl once more, vowing relentless pursuit until she obtains it. Despite her persistent demands, she refrains from attempting to harm the Jumper during the journey home.

Upon returning to the Academy, the class rallies to salvage what remains of their exhibit. Depending on the recovered items and loot from the dungeon, the success of their efforts varies. The atmosphere among the class reflects the outcome, buoyant and celebratory if everyone returned unscathed, or tinged with melancholy and reflection if casualties occurred.

The Academy festival buzzes with excitement and vibrancy as students immerse themselves in festivities, relishing the joyous occasion with their friends. The Jumper and their classmates, if in good spirits, partake in the celebration, cherishing the camaraderie amidst the vibrant atmosphere.

Meanwhile, atop the highest tower of the Academy, a foreboding figure, the Dean, observes the festivities. His furrowed brow and perturbed expression betray his concerns upon sensing the resurgence of the Revenant Pearl's presence. Apprehensive about the potential consequences of its reappearance, he watches vigilantly, wary of the impending uncertainties.

Reward

Exhibit Restoration

CP reward: 100 CP

Successfully salvaging and restoring the class exhibit grants the Jumper **100 CP**, acknowledging their leadership and teamwork in preserving the showcase for the Interdimensional Academy's festival.

Survival Achievement

CP reward: 300 CP

Returning from the dungeon expedition with the entire class unharmed yields a substantial reward of **300 CP**, demonstrating the Jumper's exceptional leadership and ability to ensure the safety of their peers throughout the perilous journey.



The Revenant Pearl

CP reward: None

Securing the powerful Revenant Pearl grants the Jumper ownership of this artifact. At the end of the Jump, if the Jumper still possesses the Revenant Pearl, it gains fiat backing as a CP item. Furthermore, should it be destroyed or lost, it will return to the Warehouse after 10 years or at the start of a new Jump.

Should Ezekya be selected as a companion, she will refrain from any further trying to harm you, but she WILL continue trying to get you to give her the Revenant Pearl. Take further caution so she doesn't take hold of it wherever you have it stashed, as she will attempt to use it to reverse causality and save her sister in exchange with her death. If she succeeds she will disappear from your companions. Resolving the issue with her sister by using other means will stop her from trying to do this.

See notes for a proper description of the Revenant Pearl

Scenario Three [Love troubles]

Plot Development:

Introduction to the Turmoil: It's been at least two years after the Jumper's arrival at the Interdimensional Academy, an inexplicable sense of fervent affection pervades the atmosphere. Students exhibit an unusually heightened propensity for love and cheer, their interactions laced with an almost unnatural warmth and support, particularly towards the seemingly inseparable duo, Lysander and Selene. It's a spectacle of overwhelming affection, masking an undercurrent of unease and forced camaraderie among the student body.

Despite the apparent love shared between Lysander and Selene, hints of something more sinister surface beneath the surface. The Jumper, unaffected by the overwhelming emotional influence, perceives an unnatural aura lingering around the couple, an artificial intensity that feels manufactured.

Teachers, alarmed by the escalating disruptions and the unusual intensity of emotions, turn to the Jumper for aid. The Jumper, immune to the Babakshee's manipulative sway due to their otherworldly nature, is entrusted with uncovering the root cause of the anomaly.

As the Jumper delves deeper into the Academy's archives and studies, they unearth ancient texts detailing an entity known as the Babakshee—a malevolent demon that thrives on the energy of love. The texts describe its ability to manipulate and amplify emotions, particularly love, to sustain its existence, and eventually horribly twist it causing horrible tragedies wherever it goes.

Confronting the Babakshee: Armed with the knowledge of the Babakshee's existence and its insidious influence, the Jumper must take decisive action to address the manufactured fervor surrounding Lysander and Selene. While the Academy remains enraptured by the apparent romance, the Jumper, unaffected by the Babakshee's manipulations, has to devise a plan to confront the entity with any allies he can find.

Collaborating with faculty members, a clandestine investigation, navigating through enchanted barriers and ancient wards is required to pinpoint the Babakshee's stronghold. The entity's lair, concealed within a hidden subspace in the Academy, emanates an aura of stifling affection, a stark contrast to the Academy's chaotic state.

With strategic precision and knowledge gleaned from the Academy's archives, the Jumper and a select team will have to venture into the heart of the Babakshee's domain, else the Academy will face tragedy. Encountering ethereal manifestations and emotional illusions, they navigate treacherous pathways toward the core of the entity's influence.

As they reach the epicenter, a battleground of conflicting emotions, the Jumper confronts the Babakshee. The entity, an embodiment of twisted love, attempts to ensnare the Jumper in an overwhelming wave of manipulated emotions. However, the Jumper's resilience, bolstered by their otherworldly nature, remains unaffected.

In a climactic showdown, the Jumper harnesses their unique abilities, aided by the combined efforts of the team and the Academy's protective wards, to weaken the Babakshee's hold. With a final burst of energy, the Babakshee is banished from the Academy returning to whatever dark place it originated from, its influence dissipating like a dissipating storm.

With the entity's expulsion, the manufactured intensity surrounding Lysander and Selene's relationship fades. The duo, freed from the Babakshee's manipulative grasp, experiences a stark change in their dynamic, their emotions returning to a more authentic state. However, the remnants of their shattered bond linger, hinting at the true nature of their relationship, leaving an air of uncertainty in its wake. The Academy, relieved from the suffocating influence, begins its path towards healing, but the ramifications of the Babakshee's presence continue to linger in the shadows.

Escalation of Conflict: Following the Babakshee's expulsion, the Jumper witnesses a stark shift in the dynamics between Lysander and Selene. Freed from the entity's manipulations, their relationship crumbles under the weight of the truth. The artificial intensity dissolves, revealing the remnants of a bond that once seemed unbreakable, now fraught with mistrust and resentment.

The fallout between Lysander and Selene sends shockwaves through the Academy. Each, convinced of the other's betrayal during the Babakshee's influence, becomes embroiled in a bitter feud. Their actions turn calculated and hostile, wielding their respective expertise—Lysander with technology, Selene with cosmic forces—as weapons in their escalating conflict.

The Academy, caught in the crossfire of their vendetta, witnesses disruptions and anomalies reminiscent of the Babakshee's influence. As rifts form and distortions manifest, the Jumper perceives the remnants of the entity's malevolent energy, exacerbating the escalating tensions between the former lovers.

Students, once influenced by the Babakshee's manipulated emotions, now find themselves torn between supporting either Lysander or Selene. The Academy becomes a

battleground for their conflicting ideologies, their actions causing widespread disruptions and endangering the safety of their peers.

The Jumper, navigating the chaotic aftermath, witnesses the devastating consequences of their shattered relationship. Despite attempts at mediation and intervention, the rift between Lysander and Selene widens, leaving the Academy teetering on the brink of further chaos. As the situation escalates, the Jumper faces the daunting task of preventing irreparable damage to the Academy while seeking a resolution to the bitter feud that threatens to tear it apart.

Rising Tensions and Resolution: With the Academy on the brink of chaos, the Jumper finds themselves at the center of the escalating conflict. The divided factions supporting either Lysander or Selene clash vehemently, their actions endangering the stability of the Interdimensional Academy. A disillusioned faction, weary of the ongoing turmoil, seeks to forcefully end the conflict by any means necessary further complicating things.

The Jumper, tasked with averting disaster, navigates through the turmoil, attempting to mediate between the factions. However, the animosity between Lysander and Selene casts a shadow over any attempts at reconciliation. Efforts to reason with the embittered former lovers prove futile as their feud intensifies, causing widespread disruptions and chaos.

As the clashes escalate, rifts and distortions caused by the remnants of the Babakshree's influence threaten to tear the Academy apart. The Jumper will have to face a critical decision: to confront the escalating conflict head-on or seek a resolution that can bridge the chasm between Lysander and Selene, thereby stabilizing the Academy.

Amidst the chaos, the Jumper will eventually have to orchestrate a climactic confrontation, drawing upon their unique abilities and diplomatic skills. In a pivotal moment, the Jumper brings together representatives from both factions, encouraging dialogue and understanding. Through strategic mediation and a display of strength, the Jumper may broker a fragile ceasefire, bringing a temporary halt to the clashes.

However, while the immediate threat subsides, the rift between Lysander and Selene remains unhealed. Their bitter feud simmers beneath the surface, leaving an uneasy truce within the Academy. The Jumper's allies will reflect on the precarious balance achieved, recognizing the limitations of their intervention and the enduring consequences of the fractured relationship. As the tension settles, the Academy begins the arduous journey towards healing, leaving behind a fragile peace amidst the remnants of shattered affection.

Conclusion and Resolution: As the Interdimensional Academy finds a fragile calm after the Jumper's intervention, the factions begin to ease their clashes. With diplomatic guidance, the Jumper navigates the tensions, fostering dialogue and understanding between the opposing sides. Gradually, a tentative peace emerges within the Academy, as students start to focus on their studies once again, setting aside the divisive fervor that once engulfed them.

Yet, the rift between Lysander and Selene remains a festering wound within the Academy's walls. The Jumper, recognizing the potential outcomes, engages with the embittered former lovers, attempting to broker a resolution:

1. **Resolution Attempt - Reconciliation:** The Jumper, with empathetic persuasion and careful mediation, manages to facilitate a heart-to-heart conversation between Lysander and Selene. Through introspection and mutual understanding, they recognize the toxicity of their past relationship. With a renewed determination to address their differences, they tentatively decide to start anew, seeking to rebuild their bond on healthier grounds. The Academy watches cautiously as the former lovers navigate a second chance at their relationship.
2. **Resolution Attempt - Renewed Conflict:** Despite the Jumper's efforts, Lysander and Selene fail to reconcile. Their unresolved issues resurface, escalating into a renewed and more private conflict between them. The Academy, having grown weary of intervening, chooses not to involve themselves in their personal feud this time, focusing instead on their studies and healing from the previous turmoil.
3. **Resolution Attempt - Tragic End:** In a tragic turn, the tensions between Lysander and Selene reach an irreconcilable point. Their conflict turns deadly, resulting in the demise of one or both lovers. The Academy mourns the loss, acknowledging the heartbreaking consequences of unresolved animosity.
4. **Resolution Attempt - Toxic Relationship:** The Jumper, through careful deliberation, convinces Lysander and Selene of the toxic nature of their relationship. Acknowledging the futility of their continued strife, they decide to part ways, each choosing to focus on their individual paths. The Academy witnesses the bittersweet resolution, relieved at the cessation of conflict but somber over the lovers' separation.
5. **Resolution Attempt - Another way:** Perhaps there's another way to conclude the conflict and it's up to the Jumper to make it happen.

Ultimately, the resolution of the conflict between Lysander and Selene become a part of the Academy's history, leaving behind either a sense of hope and reconciliation or a poignant reminder of the complexities and consequences of unresolved emotions. The Jumper will end up carrying the weight of the choices made, understanding that sometimes, despite their efforts, some rifts are too deep to bridge.

Rewards

Defeating the Babakshee

CP Reward: 300 CP

Description: Successfully vanquishing the malevolent entity, the Babakshee, grants the Jumper 300 CP, acknowledging their triumph over the source of the manipulated emotions and disruptions within the Interdimensional Academy.

Resolution and Peace Among Factions

CP Reward: 200 CP

Description: Skillfully navigating the conflicts between the factions and successfully brokering peace among them grants the Jumper 200 CP, showcasing their diplomatic prowess in stabilizing the fractured student community.

Resolution of Lysander and Selene's Conflict

CP Reward: 100 CP/200 CP

Description: Achieving a resolution between Lysander and Selene, easing the tensions and reaching a mutual understanding, grants the Jumper 100 CP. Should the Jumper have one of them as a companion, successfully mending their relationship will automatically enlist the other as a companion as well. If the Jumper selected both of them as companions the Jumper will receive an extra 100 CP for a total of 200 CP from this reward.



Scenario Four [Revelation]

Echoes: In the sixth year of their journey, the Jumper stumbles upon an old acquaintance, entangled in a web of distress that transcends dimensions. This encounter unravels an unsettling truth—the acquaintance is ensnared by a clandestine cult known as the Followers of the Eclipse. This enigmatic cult, shrouded in secrecy and steeped in ominous prophecies, appears to be linked to the cosmic disturbances rippling across the multiverse.

As tremors ripple through realms and the cycle of day and night fractures, portents of an impending cataclysm begin to emerge. Daylight wanes inexplicably, replaced by ominous twilight, casting shadows of dread across realities. Sensing the looming threat, the Jumper engages in conflict to free their acquaintance and unearth the cause of these disturbances.

Through the chaos, a grim revelation surfaces—an ancient entity, the Eclipse of the End, lurks at the threshold of return. Whispered in prophecies and cloaked in dread, this entity possesses the insidious power to consume light and life across entire universes. Desperate for guidance and aid, the Jumper turns to the Interdimensional Academy's dean, a venerable sage with unparalleled knowledge of the cosmic fabric.

The dean, well-versed in the annals of interdimensional lore, acknowledges the imminent danger posed by this sinister entity. Revealing a hidden quest steeped in legend and mystique, the dean unveils the key to thwarting the encroaching darkness—an ancient artifact, an ornate silver mirror whispered to hold the elusive solution to quelling the burgeoning threat.

Temple's Enigma: The Jumper, accompanied by a team of allies, embarks on a perilous quest to locate the ornate silver mirror. Their journey leads them to a far-flung corner of the Aetheran continent, where an ancient temple, veiled in mystery and tended by enigmatic blind priests, awaits.

Within the temple's hallowed halls, the party encounters a surreal ambiance—chanting priests who neither speak nor interact, their muttered incantations hinting at cryptic knowledge beyond mortal comprehension. Amidst the murmurs, a mural catches the party's attention—a depiction of a titanic clash between two cosmic entities. One unmistakably resembles the Eclipse of the End, while the other stands shrouded in radiant light, opposing the darkness. Yet, the conclusion of this celestial battle remains obscured.

Deciphering ancient inscriptions, the party unearths the name of the radiant entity—'That Which Beckons Luminescence in Darkness.' Realizing this being's significance, the Jumper's team discovers the potential solution they seek. Their pursuit culminates in the revelation that this luminescent entity once confronted the Eclipse of the End in an epoch-defining conflict, but the outcome remains an enigma.

Amidst these revelations, the party locates the coveted ornate silver mirror in possession of the head priest. Their attempt to claim the mirror incites hostility from the once-docile priests, their eyes now veiled in darkness. A harrowing escape ensues, leaving the Jumper

and their companions unsettled by the dark priests' worship of a being seemingly associated with light.

Rituals and Revelations: Returning to the academy, the Jumper shares their discoveries with the dean, furthering the understanding of the cosmic conflict. The dean, recognizing a potential solution in the cultists' arcane volumes, suggests harnessing an item from the cult leader to channel the power of the luminescent entity for sealing or stopping the Eclipse of the End.

The Jumper and their steadfast companions infiltrate the heart of the Followers of the Eclipse of the End—an ominous base shrouded in mystic energies. Engaging in a climactic battle against the cult's leader, the party overcomes their adversaries.

In a final act, the leader relinquishes an ominous dark rock—a relic central to the cult's malevolent machinations. His dying breaths echo ominous jests, hinting at a deeper and more sinister plan that chills the very air.

Returning to the academy, the Jumper delivers the dark rock to the dean, who expresses gratitude for their aid in gathering crucial components. The dean initiates preparations to halt the impending arrival of the Eclipse of the End, instilling hope in the Jumper and their allies.

However, suspicions brew within the Jumper's party regarding the dean's intentions. They return to the academy's rooftop to confront the dean, only to witness a staggering revelation. The dean, empowered by an unfathomable force, stands at the apex of a ritual involving the ornate silver mirror and the dark rock.

Clash of Cosmic Forces: A beam of darkness ascends towards the heavens, coalescing into a colossal visage—the Eclipse of the End manifests, though noticeably damaged and incomplete. As the Jumper confronts the dean, a newfound brilliance emanates from the dean's being, repelling their efforts with an untold luminous power. In a shocking moment of transcendence, radiant energy surges from the dean and hurtles itself toward the incomplete Eclipse of the End, the long awaited trap finally sprung, striking its core at the most critical moment.

The monumental clash between the radiant force from the dean and the damaged Eclipse of the End reverberates through the cosmic tapestry. The Eclipse, weakened and fractured, recoils under the onslaught but retains fragments of its ominous form.

Amidst the cosmic upheaval, a haunting visage emerges from the radiant force—a glimpse of That Which Beckons Luminescence in Darkness. This enigmatic entity, a horrific amalgamation with a myriad of faces adorning its being, emits a deceiving light initially promising solace but swiftly devolving into an abyss of horror and unyielding anguish.

As the celestial battle escalates, the Eclipse of the End, now further weakened and fragmented, dissolves into the abyss, shattered by the impact of the radiant force. However, the aftermath leaves a perplexing sight—a circular gate materializes in the firmament, marking the intended arrival point of the Eclipse.

Luminous radiance spills forth from the gate's depths, heralding the emergence of That Which Beckons Luminescence in Darkness—the entity that intervened in the conflict, harboring intentions more sinister than anticipated. Its ghastly form portends not dominion but the absolute obliteration of existence, a cataclysmic desire to erase all that is.

The Jumper and their valiant allies rally to confront the dean, now bolstered by the presence of That Which Beckons Luminescence in Darkness. An epic confrontation ensues, with the dean wielding unfathomable power. In a climactic struggle, the Jumper manages to overcome the dean, delivering the final blow that thwarts the entity's intrusion into reality.

The gate, threatened by the entity's relentless force, begins to seal. With an eldritch surge, the entity fractures the gate but fails to breach it entirely, leaving the fabric of the sky scarred by glowing cracks—ominous remnants of its aborted intrusion, thwarted but barred from immediate entry.

Lingering Threats: In the wake of the conflict, the Jumper is summoned urgently by the Academy's student council and esteemed teachers. Their gathering reveals a grim discovery—the cracks in the sky persist and slowly widen. The entity, That Which Beckons Luminescence in Darkness, persistently attempts to breach reality. While the barriers hold for the time being, the looming threat casts a shadow of uncertainty and impending doom.

The Jumper, compelled by the dire situation, commits to aiding the academy in finding a solution. The council and teachers propose a joint effort, scouring diverse realms, seeking ancient wisdom, powerful artifacts, and forging alliances with entities across dimensions. This quest aims to devise a plan that can seal the cracks and prevent the entity's eventual intrusion into reality.

The council and teachers, alongside the Jumper and their companions, face an escalating challenge—a race against an ancient malevolence determined to consume existence itself. The fate of the multiverse hangs in the balance as they strive to thwart the entity's insidious design before the cracks in the sky widen enough to grant it entry.

Rewards

Ornate Silver Mirror

A strange mirror found in possession of the dean during the quest, capable of reflecting and harnessing cosmic energies. Inspection of the mirror will only show it as a normal mirror, though if inspected by Jumpchan she'll tell you **it bears evidence of being tampered by a being at least equal to her.**

The mirror holds a strange feeling to it, it is capable of forcing the summoning of the polar opposite of what it reflects requiring a corresponding amount of energy. It is decorated with strange and arcane runes all around it. **This item will not restore itself in your warehouse if used, destroyed or lost.**

Dark Rock Shard

A near-inert fragment of an entity known as The Eclipse of the End. It possesses an insatiable capacity to absorb light and heat, seemingly without limit. Initially inert and seemingly harmless, if exposed to significantly overwhelming energy sources, it manifests its true nature as a part of the Eclipse. In doing so, it acts as a conduit for the Eclipse, allowing the entity to breach into the reality where the shard resides, fully restored and infinitely powerful, heralding the ultimate end of that reality. **This item will not restore itself in your warehouse if used, destroyed or lost.**

The Calm before the Storm

CP reward: 600 CP

Achieving all objectives from this scenario and preventing the immediate arrival of That Which Beckons Luminescence in Darkness will award **500 CP**.



Scenario Five [The Existential Threat]

Scenario notes: Scenario will occur when two months are left until completion of the jump. The scenario will last through these two months and should conclude at the moment the jump ends.

In the wake of the cataclysmic clash that shook the fabric of reality, the Interdimensional Academy and the city of The Crossroads found themselves reeling from the aftermath. Once vibrant halls of learning now stood desolate, echoes of bustling activity replaced by an unsettling emptiness. Most students had departed, returning to their respective universes, leaving behind an eerie silence that permeated the once-vibrant corridors. The Crossroads, a hub of interdimensional convergence, bore the scars of the Eclipse's initial manifestation. Buildings stood marred, the city's infrastructure damaged, and its population significantly reduced as many sought refuge elsewhere, wary of the looming threat that cast a pall over the skies.

For the Jumper, the quest to find a solution to repair the fractured sky had been ongoing since the cosmic clash, and **with only two months remaining before the conclusion of their ten-year jump span**, time pressed on relentlessly. Faced with the daunting task of mending the cosmic cracks, they tirelessly sought means and clues, each attempt ending in failure. Every effort seemed to exacerbate the fractures, deepening the sense of desperation and mounting urgency. The fractures, visible scars in the sky, ominously widened—a foreboding sign of an escalating crisis.

The impending threat of That Which Beckons Luminescence in Darkness cast a long shadow, its encroaching presence felt with each passing day. Time ticked away mercilessly, the sense of impending catastrophe growing palpable. Within the dwindling community of those who remained, a shared sense of determination mingled with uncertainty. Despite their resolve to assist, they found themselves overwhelmed, the enormity of the situation too vast to comprehend fully. Fear lingered in the air, an unspoken acknowledgment of the imminent danger that loomed, shrouding the academy and The Crossroads in a pervasive cloak of unease.

The Scroll: Amidst the Jumper's relentless quest, scattered clues from diverse realms offer glimpses but no definitive solution. Revered as a leader by the remaining heroes, the Jumper shoulders the weight of anxious allies contemplating departure before impending chaos. Among other Jumpers, a sense of mixed concern lingers for the fate of the inhabitants once their jump concludes, knowing their imminent departure is nigh.

Discussions among the dwindling assembly of heroes gravitate towards the imminent entry of the entity, the foreboding fear of its unhindered access to the Omniverse upon infiltrating the nexus. A deafening resonance reverberates through the world, as a ripple courses through the sky, momentarily intensifying light seeping through the cracks. The relentless attempts by the entities to breach the fractured barrier compound the survivors' trepidations.

Amidst this tumultuous event, an intriguing discovery captures the Jumper's attention: a single brick within a wall inside the Academy's dean office reacts peculiarly to the influx of unholy light, revealing a concealed compartment within. The ancient scroll discovered

within unveils the academy's origins, chronicling the convergence of realms by ascended beings seeking sanctuary from an impending, cryptic catastrophe. Yet, the narrative takes an unexpected turn as something called a Great One intervenes, expanding the nexus's intended scale beyond the godly beings' plan and leaving with no further explanation.

The departure of the godly beings leaves one entity behind, undertaking the construction of the academy within the nexus. The scroll concludes with the entity's descent into a deep slumber, entrusting its successors with the weighty responsibility of resolving the imminent disaster.

Delving the Depths: The Jumper and their remaining allies embark on a crucial exploration beneath the Academy, seeking the resting place of an ancient godly being, potentially pivotal in facing the impending cosmic threat. Their journey coincides with a period of dimensional instability at the academy's underground making a journey to the depths impossible, providing a brief respite for the resolution of ongoing subplots and relationships among the heroes, and delaying the expedition enough for the following events to link up perfectly for the jump end.

The expedition into the Academy's depths unfolds as a trek through shadowy caverns and subterranean landscapes. While mostly uneventful, the adventurers stumble upon unexplored regions. Serendipity favors their quest as they unearth a concealed pathway beneath the earth's surface, leading to a hidden mausoleum nestled within the continent's core.

At the mausoleum's entrance stands a Sphinx, a mysterious guardian requiring passage to be earned through the answering of an enigmatic riddle. The Sphinx communicates initially in an ancient dialect, transitioning to a more understandable language to present the challenge. It becomes clear that the Sphinx's riddle is the sole ticket to advancing deeper into the mausoleum.

The heroes engage in a cerebral duel, attempting to decipher the Sphinx's riddle to secure passage. Alternatively, they might employ creative stratagems or alternative methods to navigate past the Sphinx's test and access the inner sanctum.

Upon successfully navigating the challenges of the Sphinx, the party enters the mausoleum and reaches the tomb of the Academy's inaugural founder. The founder, known as Izun, a small, round, and fuzzy humanoid, awakens upon their arrival. Initially cautious, Izun inquires about the party's purpose, eventually relaxing upon seeing the academy's logo.

Izun engages in conversation, offering insights and answers to the best of its ability. Notably, it reveals the complex relationship between the Academy and the imminent cosmic threat. The catastrophe the godly beings attempted to avert was the arrival of the Eclipse of the End, known by a different name before it gained its foreboding title. However, Izun possesses no helpful knowledge of That Which Beckons Luminescence in Darkness, but will remark that if it gains entry to the Nexus it will finally achieve the means to freely enter anywhere in the Omniverse.

Though intriguing, Izun deems this knowledge insufficient for averting the impending catastrophe. It shares a pivotal solution devised by the godly beings after the creation of the nexus by the Great One. The plan involved collapsing the nexus, which would send ripples through the multiverses, isolating the remaining nexus into a prison reinforced by the weight of every dimension connected to itself—the entire omniverse. This drastic measure was aimed at permanently trapping the Eclipse. However, Izun warns of the entity's potential departure should it discern their intentions.

Concluding its narrative, Izun prepares to return to its slumber, acknowledging the passage of its era and wishing luck to the Jumper and heroes. As Izun fades, it gifts the heroes a golden feather pen, a significant instrument used in creating the nexus and a crucial key to initiating its collapse.

As the Jumper and their allies make their way back to the surface, the tremors intensify, reverberating through the corridors and chambers of the Academy. These disturbances in the fabric of reality send ripples of unease among the group. The subtle tremors evolve into powerful quakes, causing the walls to groan and shift, and the cracks in the sky above widen with alarming speed.

The urgency to act mounts, adding pressure to the already weighty decision awaiting the Jumper's choice. The situation escalates rapidly, with time slipping through their fingers. The entity's relentless attempts to breach reality grow more desperate, shaking the foundation of the multiversal nexus and threatening to tear the fabric of existence asunder.

With each step, the Jumper's resolve strengthens, but their options dwindle in the face of this escalating crisis. The pen remains inert, its dormant power waiting to be wielded in the confines of the Academy. The quakes and disturbances signal the entity's relentless pursuit, edging ever closer to breaching the barriers between worlds.

As the heroes emerge onto the surface **with just a few days before the end of the 10 years span since the Jump began**, the sky shudders with a radiant yet ominous glow. The cracks in reality spiral outward, glowing with an ethereal luminescence that hints at the entity's proximity. The Jumper and their allies stand at the precipice of a cataclysmic confrontation, the fate of the multiverse hinging upon the decision they are about to make.

Scenario end: The Descent of Light

Emerging onto the surface, the Jumper is greeted by a panorama of fractured heavens, ominous rifts spilling forth an otherworldly, iridescent substance. What initially appears as mere luminescence quickly morphs into ghastly forms, twisted manifestations akin to fragments of That Which Beckons Luminescence in Darkness. Each aberration moves with an unsettling fluidity, its presence augmenting the turmoil and intensifying the rifts, hastening the entity's ominous arrival.

The Jumper and their valiant allies embark on a desperate bid to contain the marauding manifestations. However, these incarnations, although mere echoes, prove formidable adversaries. Engaging them unleashes a chaos that echoes across the desolate landscape.

The creatures, like macabre mirrors of the entity, embody a corrupted power, resisting efforts to quell their rampage.

The aftermath of these confrontations deepens the catastrophe, furthering the destabilization and hastening the entity's descent. Navigating a perilous path back to the sanctuary of the Academy, the Jumper and their allies contend with ever-mounting challenges. The journey back is a relentless trial, a tumultuous gauntlet through tempestuous events that threaten to consume everything in their wake.

At the zenith of the Academy, an eerie hush descends, setting the stage for a pivotal moment. The atmosphere crackles with foreboding tension, the weight of the impending decision palpable. Every fleeting second counts, as the Jumper stands poised at the precipice, tasked with making a choice that will resonate across realities, determining the outcome of the imminent clash and shaping the destiny of existence itself.

Consequences

The choice the Jumper selects will impact the story profoundly, resonating across the multiverse and their entire jumpchain.

Mending the Cracks:

Opting to employ the golden feather pen to mend the fractures momentarily halts the entity's entry and the spawning of new monsters. However, it initiates a harrowing battle between the survivors and the monstrous horde. Devastation befalls the city and the academy, requiring extensive rebuilding efforts. Although the survivors manage to reconstruct, and the academy eventually becomes accessible for future visits, the threat of That Which Beckons Luminescence in Darkness remains at large in the Omniverse, potentially resurfacing in subsequent adventures.

Failure to Act or Delay:

In the event of indecision or failure to act, the entity's emergence ruptures reality entirely. This catastrophic breach leads to the imminent annihilation of the cosmos. Desperately attempting to save lives, the Jumper collapses the nexus, isolating their reality from the Omniverse. Any living being find themselves doomed within this severed reality if the Jumper manages to prevent the entity from escaping the collapsing universe, bearing the weight of dire consequences that might echo across future jumps as the collapse will be felt across the entire Omniverse. That Which Beckons Luminescence in Darkness will focus on its futile attempts to escape, the jumper only having to survive until the end of the jump to escape.

Alternative Solutions:

In a shrewd maneuver, the Jumper harnesses the unique summoning prowess of the mirror in tandem with the dark rock. This calculated strategy culminates in summoning That Which Beckons Luminescence in Darkness directly into the collapsed nexus, confining the entity within this isolated reality. However, this tactical brilliance demands a costly sacrifice—the mirror and the rock. Despite this effort, it's evident that the entity, with its ability to defy causality, persists even without the specific decision being made.

Another insightful deduction strikes the Jumper, revealing a fundamental truth about the entities' resistance to causality. Initiating the summoning by using the mirror and rock,

the Jumper then employs the Revenant Pearl to erase this decision from existence. The entity, though subject to the reversal, remains trapped within the collapsed nexus. This time, the Jumper summons its counterpart, the Eclipse of the End, effectively ensnaring both entities within a prison constructed by the omniverse itself. Yet, this bold act brings forth dire consequences; survival amidst the aftermath of their eternal clash becomes a formidable challenge. Companions powered by CP face an incredibly high risk of demise, while those outside the warehouse, not being companions, are wiped out within moments as collateral damage.

In any case, should the jumper be stranded inside the now collapsed nexus along with one or both entities, the jumper's remaining time in the jump should be mere hours. The jumper will have to survive the attempts of the entity to escape or fight against its nemesis, the collateral damage and remnants of its attacks a challenge big enough even for the jumper's mighty abilities. Any other survivor remaining may try to find shelter inside the warehouse should the jumper allow it, and at the moment of the jump's end the jumper will disappear from the prison leaving anything trapped for eternity.

Any non-companion inside the warehouse will be ejected and try to be returned back to its point of origin, however in the case the Nexus was collapsed they will be ejected to a random universe and might be encountered in further adventures. The entities have the ability to force their way into the warehouse, but upon the jump's end they'll return to wherever they last entered it even if it's the collapsed nexus.

The clock reaches its promised time, and just like it began it ends, and in a brief moment you appear in front of a familiar figure ready to make a choice.

Rewards

The Scroll and Pen of Multiversal Creation

The jumper will receive this set of items as one fiat item. Once a tool for a higher being, now mostly depleted of their power due to the consequences of the Jump. When working in unison they have the ability to alter reality as if one was a writer describing something in their story. However, their power is now an echo of what they originally were, being useful to perform minor reality changing without disrupting the local setting.

However, the space in the warehouse is more fluid and allows a greater change. Once each jump these items may be used to expand the size of the warehouse by 10% each time, allowing it to grow exponentially the more times its used until the warehouse reaches the size of a universe, then they can create an alternative space inside the warehouse, continuously growing it the same way. Should you continue with this practice, a multiverse could be initiated within your warehouse, and when this happens it will cascade automatically to generate more alternate warehouse universes until a fully infinite multiverse inside comes to life. The scroll and Pen will restore themselves to their original might, granting anyone that holds them within your warehouse multiverse omnipotence within it. These items if lost or destroyed will reappear on your warehouse the following day.

Scenario final outcome: Preventing the End and Halting the Entity

CP Rewards: 500 CP

Your intervention at the critical moment mended the cracks in the sky, preventing the entity's annihilation. Despite extensive damage, the Interdimensional Academy and the Crossroads will gradually recover. Access to the Academy and the nexus remains open for future adventures. However, the nexus can't be used to freely travel to other jumps or multiverses due to your nature as a Jumper.

Scenario final outcome: Trapping That Which Beckons Luminescence in Darkness:

CP Rewards: 600 CP

Your efforts led to the imprisonment of an entity capable of multiverse obliteration. While That Which Beckons Luminescence in Darkness remains confined, it will inevitably escape at some point in the far future. The Academy was destroyed, and accessing the nexus's eternal prison requires almost the power of a Spark. The collapse reverberated across realities, influencing potential future jumps in ways only you can imagine.

Scenario final outcome: Trapping Both Entities in Eternal Conflict:

CP Rewards: 700 CP

Your orchestration led to an eternal conflict between both entities, becoming a savior among universes. The entities are engaged in combat and will continue to do so for aeons to come, with no indication of when should they even begin to attempt their escape. The nexus serves as their eternal prison, completely sealed and untraversable without nearly the power of a Spark or equivalent, rendering these threats gone from existence for all that matters. The collapse and your actions ripple through the Omniverse, with survivors or consequences of the nexus's collapse presenting themselves in future jumps.



Drawbacks

You may take some additional complications to make your journey more difficult in exchange for additional CP. All drawbacks fade at the end of the jump.

Self-Insert [+0]

So you want to be one of the Named characters from another setting, well if you take the appropriate background, race and skills as closely as possible then you are free to go in as any character you would like. However you will receive both their boons and obligations, whatever that may mean to the character.

Alternate Universe [+0 CP]

Do you want to go somewhere else? Maybe there is a games, cartoons, or comics version universe you would rather go to that is connected to the Nexus with a version of the Academy you might be more familiar.

That annoying friend [+100 CP]

During your stay at the Academy you'll make an annoying friend that will try to follow you wherever you go. They are not powerful nor very clever, but they are relentless and extremely good at figuring where you are and following you no matter what. They are well intentioned but are guaranteed to be very annoying most of the time. Should they die or become unable to remain near you then soon enough another new friend will join you, more annoying than before.

Extended Stay [+100 CP] [Up to +200 CP]

For each purchase of this your time of arrival becomes 10 years earlier than expected, and you'll have to stay that much additional time in this jump, and you might now join the Academy until then. The scenarios will only begin during the final 10 years of the jump. You may select this **up to 2 times**.

Initial Affability Mismatch [+100 CP]

Initial interactions with unchosen companions from this jump will convey an overly unfavorable impression, misrepresenting your intentions and potentially causing them to antagonize you. Rectifying this misalignment demands substantial effort from you and considerable leniency from them.

Academic Registration Anomaly [+100 CP]

An anomaly in your registration has created a ripple effect, causing significant trouble for a respected teacher within the Academy. This unforeseen issue has positioned you in the crosshairs of their frustration, resulting in deliberate attempts to disrupt and complicate your tenure at the institution.

Lesser Fragmented Memory [+100 CP]

Upon arrival, a dimensional disturbance has fragmented your memories, making it challenging to recall events from both your jumps and your prior experiences. However, there's a silver lining—time appears to be aiding in this restoration process. Over the course of an estimated six years, your memories should gradually coalesce, allowing for the recovery of almost your entire past.

Doppelgänger Party [+100 CP]

In the expansive Omniverse, the presence of infinite versions of yourself manifests in at least five identical counterparts who have materialized within the Academy and the Crossroads. They mirror your intelligence and appearance but lack your unique jumper abilities. While they're not empowered, they seem to relish causing mischief and challenges. It's essential to note that any harm directed at them rebounds fivefold onto you, making interactions with these duplicates particularly tricky, especially when managing the repercussions of their actions.

Relentless Bullying [+100 CP]

Within the Academy, you're targeted by an individual whose innate abilities pose a formidable challenge. Their relentless nature ensures no respite, and even if somehow you manage to navigate around them or defeat them, a more powerful bully promptly takes their place. This unending cycle of adversaries makes it a perpetual struggle, with each subsequent antagonist proving to be even more formidable than the last.

Money troubles [+100 CP]

An unresolved discrepancy in your documentation has led to a critical problem: a lack of income support. Although you can earn money through external work, any funds acquired seem to vanish unexpectedly. The mystery deepens as this financial instability extends its influence, affecting any other income-related perks you possess. The source of this vanishing wealth remains unknown, creating a constant challenge to sustain your financial stability.

Forced attendance [+100 CP]

Your presence in the academy inherently demands self-improvement and academic dedication. Skipping classes or failing exams triggers disciplinary measures, potentially resulting in severe consequences like expulsion. The gravity of such an outcome means forfeiture of all acquired perks and items from this jump. Staying committed to academic pursuits isn't just encouraged; it's a critical mandate for maintaining your foothold within this space of growth and learning.

The Jumper revealed [+100 CP]

An inexplicable phenomenon has unveiled your identity to all fellow jumpers and other enemies you might have within the Academy, rendering any attempts at disguise or concealment futile. This revelation demands proactive measures: establishing positive relationships becomes crucial, while evading potential threats from those aware of your nature becomes a critical for your survival.

Dungeon connoisseur [+100 CP]

Oh you share a passion for delving into dungeons to explore and conquer? Then you are now expected to explore and map all of the dungeons located below the Academy before your jump's end. Failure to do so will incur in a penalty, making you lose your most expensive perk from this jump.

S-Rank Imperative [+200 CP] [Requires S-Rank Origin]

The role of a jumper in this realm demands excellence beyond compare, requiring you to attain and maintain an S-rank status throughout your tenure. Falling from achieving this during the first year carries dire consequences: expulsion from the academy and the

imposition of a mysterious curse. Even worse, many jealous students are aware of this and will aim to make you fall at all costs. Should you falter and lose your S-rank standing, this curse will strip you of any perk, power or enhanced status that improves your physical abilities, leaving you with the limitations of a normal human. You may keep any perk or powers that do not affect your physical abilities in any way, and should you for some reason restore your S-Rank status then the curse will be temporarily lifted for as long as you remain like that.

Teacher woes [+200 CP] [Requires Academy Teacher Origin]

As a teacher within the academy, your role is pivotal in fostering an ideal environment for student growth. Yet, inexplicably, your duties are fraught with unrelenting challenges. Instances of theft, cheating, underage girls insinuating into you and pervasive threats continually plague your efforts, making your job exceptionally arduous. Compounded by these constant disruptions, your performance is evaluated annually, subjecting you to a stringent five-star rating system. Falling below a four-star average results in dishonorable expulsion from the academy, accompanied by the loss of access to your items and warehouse for the remainder of the jump. This failure also entails the shame of being recognized as an inadequate teacher, known to all within the academy.

Cultists abound [+200 CP]

There are cultists hidden within the Academy and the Crossroads, and they are no longer content hiding in the shadows. No matter what their mysterious objective is, they are becoming a threat for the safety of the students and people, and the worst part is that no one knows who is involved or not. Expect people to go missing, dark rituals exposed at day light, monsters roaming where they were not supposed to, and an overall increase in danger during your stay at the Academy until the cultists are stopped.

Persona non-grata [+200 CP]

It seems that you've done something during one of your travels that has caused the Draven family to designate you an unwanted person, and they want you gone. They consider you weak and an annoyance, and will at first attempt to kidnap you and throw you through some rift to never be seen again. Failing that they will employ their assassin network to take care of you, but there's still hope as this drawback may be resolved with a combination of diplomacy and strength of arm.

Devil Quest [+200 CP]

Someone has stolen the Dark Spear, and the little devil Mara believes you are responsible. You must gather your friends and companions, and embark on an epic quest to recover the four elemental crystals in order to unlock a mystical door that holds the answer to this mystery and to prove your innocence on this matter. Even worse, some strange power originating from the Dark Spear is affecting you, making you grow weaker every day until this is resolved. Did I forget to mention that you have to attend your classes at the Academy as well?

A murder mystery [+200 CP]

Someone has been killed, and all the evidence points towards you. At the moment they haven't figured it but it's only a short matter of time when the big guns and cavalry of the Academy will go after you. It's up to you to catch the real culprit and clear your name, and should you get caught death or worse is what you can expect to happen.

A Revenant Rush [+200 CP]

It appears information about a mythical artifact known as the Revenant Pearl have leaked to the public. The item promises the ability to change one's fate with no limit and thousands of explorers and other interested parties have joined in the search of the Pearl. You must join too and be warned of the consequences of allowing someone else to use it, as this drawback connects you to the pearl and any wish or change made to it will first drain you of everything resulting in your immediate death, better have some of those extra 1-UPs ready in case you're not there first. This also means you cannot use the pearl for the duration of this jump without you instantly dying to it.

What a lovely atmosphere [+200 CP]

At some point during your stay the presence of a thing called the Babakshee, something other than lives between universes that thrives on twisted love. Its mere presence influences everything and everyone around it, growing stronger with each day. However special being like yourself Jumper are immune to its emotional manipulation abilities. That is, if you don't take this drawback. By doing so, you will be as vulnerable as the rest of the non-jumpers in the Academy, and with it the risk of losing yourself to the pink atmosphere that will reign in the Academy. Failure to stop the evil being will result in it devouring all the emotions at the apex of everything that happens at the time, killing most of those under its influence and leaving the rest permanently emotionally damaged.

Marked by shadows [+400 CP]

Your arrival has been predicted by the Followers of the Eclipse and they know you are an obstacle for their plans. A cult order will be issued, and they will aim to take your life by all means possible. The Academy can hold them off for a time, but you will not be entirely safe even inside Academy grounds. Stopping the cultists will not be possible until the events mentioned during Scenario Four are completed, and they will be much stronger now because they've had enough prep time for you.

Canon Event [+400 CP]

You will be forced to participate in the events detailed in the scenarios, and failure to be present for each of the major events in the scenarios will entail a jumpfail for you. Even worse, the plot will try to diverge from what explained in the scenarios, and should it do so when you'll fail the jump as well.

Lockdown [+600]

This is it, the classic power loss drawback. You won't have available to you any of your powers, perks, abilities, items or companions for this jump. You will need to use your own wits and cleverness and make a lot of new friends to survive during your time in the Academy.

The Eclipse Manifests [+1000]

There's a sequence of events that will culminate on the Eclipse of the End's arrival to the Nexus, only to be bested by a trap of its ancient enemy. However by picking this drawback things change, and now the Eclipse of the End will manifest with no warning 1 year before its time. This will catch the entire Nexus population unprepared and unless some kind of miracle happen it is likely that everything will turn dark and silent... forever.

As a jumper you have tools and other knacks at your disposal, and may have some way to deal with this cosmic threat, enough to ensure you and the Nexus survives this catastrophe. Should the Eclipse of the End annihilate most of the Nexus's population, then you will lose all the CP you would have earned from drawbacks along anything bought with it.

Decisions

You stand at a crossroads, each path leading to divergent destinies within the Omniverse.

Go to the Next Jump

Embark on the next leg of your journey, delving deeper into the infinite possibilities and adventures the Omniverse holds. Your resolve remains steadfast, seeking new horizons and experiences.

Stay

Depending on the choices made during this jump, you might find a reason to stay amidst the aftermath. Your influence and impact in this world may have kindled a desire to remain and further shape its fate.

Go Back

The tumultuous events, the weight of responsibilities, or perhaps a longing for the familiar draw you back. It's time to return home, basking in the rewards and memories garnered from your journey, ready for a respite from world-ending threats and the rigors of academia.

Notes



The Interdimensional Academy

The Academy is a prestigious institution nurturing exceptional talents drawn from various corners of the Omniverse. Its impressive infrastructure includes a central towering edifice complemented by satellite buildings surrounding a vast plaza. Hosting around 5,000 students from diverse Nexus-connected settings, the Academy boasts legendary faculty members, known for their unparalleled expertise across myriad disciplines.

Under the guidance of the Academy Dean, the institute's curriculum and trajectory are meticulously crafted. Extending beneath the main structure lie a series of artificial and natural dungeon-like terrains, serving as training arenas and resource-gathering sites for both students and faculty.

Within its expansive premises, the Academy offers unparalleled amenities akin to the finest universities and academies in fiction. It fosters a multicultural environment that accommodates students versed in both technology and magic, offering a plethora of customizable courses for individual curricular pursuits.

A cutting-edge hospital and clinic equipped with top-tier medical resources ensure comprehensive healthcare services, albeit without the capability for resurrection. The Academy's vibrant social fabric includes numerous clubs, providing avenues for students to engage with like-minded peers. While not mandatory, participation in these clubs is encouraged.

Its vast repository houses a wealth of information about the Omniverse, encompassing intricate details from diverse settings and multiverses. Restricted to faculty and esteemed VIPs, the Academy's knowledge extends even to the existence of Jumpers and similar entities, albeit in incomplete fragments.

The Academy's main goal is to train the significant figures that will influence their home universes, preparing them with the best curriculum that could be found in the Omniverse. Once a student graduates through its 10 years plan, they are sent back to their original universe properly deaged to match the age they had when they arrived.



The Crossroads

This bustling metropolis sprawls as the only city across the Aetherian continent, encompassing the Academy and extending its vibrant existence throughout the Nexus. A sprawling expanse filled with diverse buildings and environments, the city, known as the Crossroads, boasts an amalgamation of cultures stemming from the convergence of various fictional races. Despite the seemingly chaotic mix of architectures from different settings, a peculiar harmony resonates, uniting these disparate elements into a singular identity for the city.

Within this expansive cityscape lie bazaars teeming with exotic delicacies and rare artifacts sourced from across the Omniverse. The Crossroads offers a plethora of markets and leisurely spaces, inviting exploration. Yet, amid its bustling vibrancy, pockets of destitution exist—enclaves inhabited by refugees from vanquished or obliterated universes, often under the sway of minor gangs or syndicates.

Governance within the Crossroads lacks a central authority, instead falling under the dominion of powerful Lords who secure influence over specific sections of the city. The heartbeat of this metropolis resonates through its Dimensional Ports, gateways fueled by magic, machinery, or a blend of both, intricately linked to precise points within the tapestry of the Nexus. These ports provide access to a multitude of universes comprising the Omniverse, although entry to select realms is fiercely guarded, typically restricted to academy members.

The city's populace largely comprises permanent residents—descendants of travelers, strays, or refugees drawn to the Crossroads by diverse motivations. Governed by an unwritten code of strength and morality, inhabitants are expected to fend for themselves, fostering a resilient and self-reliant community. While some sections maintain their own localized policing, the norm predominantly relies on the rule of the section's Lord. Conflict between factions is discouraged, with swift action taken against threats to the general populace, ensuring the city's relative stability and safety.



The Nexus

The Nexus stands as the only known convergence point connecting every multiverse within the Omniverse. Its origins remain shrouded, an eternal question mark lingering over whether it birthed alongside the Omniverse or emerged through an inscrutable genesis. Populated by dimensional wanderers, accidental or deliberate travelers, the Nexus has evolved into a bustling domain housing diverse civilizations and cultures, woven together by the tapestry of multiversal existence.

Within this cosmic nexus, organizations collaborate to regulate and safeguard multiversal travel, fostering a civilization amalgamating myriad species and cultures. The Aetherian Continent, a floating landmass within the Nexus, serves as its focal point, tethered by moving ethereal threads that weave a complex web connecting the sphere's expanse. Any contact with the Nexus's boundaries hurls anything touching it into a random location within the entire Omniverse, fortunately the locals to develop means for targeted interdimensional travel and use it frequently to travel and trade with chartered universes.

Secretly a creation of a transcendent entity, only one being holds awareness of its origins, having long since retired into a slumber. The true purpose or design of the Nexus remains veiled in mystery, its mystery an enduring enigma for its inhabitants.

Occasional intrusions manifest within the Nexus—a mass, objects, creatures, or individuals tumbling through dimensional rifts or errant multiverse travels. Yet, unless the locals have mapped the origin universe, the odds of return for these newcomers are but a fleeting dream.

The Nexus's integrity proves remarkably resilient, its space nearly impervious to manipulation. Spatial teleportation within is exorbitantly costly and nigh impossible, while the boundary separating the Nexus from the greater Omniverse remains unyielding, bearing the weight of infinite multiverses without falter.



Dungeons and the Aetherian Continent

The singular expanse of land in the Nexus, christened the Aetherian Continent, comprises colossal rocky terrain fashioned from fragments of earth and rock sourced from diverse universes. It boasts a temperate climate, the mechanisms behind which remain an enigma, though scholars speculate it stems from the inherent influence of the Omniverse—a theory yet unproven.

Occasionally, remnants descending onto the continent give rise to surviving structures or edifices. Over eons, explorations have unveiled a myriad of diverse dungeons nestled beneath its surface. Many lay dormant, bereft of their former masters, treasures, or inhabitants, incapable of sustaining their function. Yet, a handful remain active, posing both challenges and serving as resource havens for the Crossroads' denizens.

These active dungeons serve as training grounds for various organizations, while others exploit their apparent renewable resources. However, some have been deemed forbidden, deemed too perilous for entry, prompting organizations to bar access to these treacherous labyrinths.

Among them, the most renowned is the Garden of the Lilies, nestled beneath the Interdimensional Academy— previously known as one of the deadliest dungeons some mysterious event has transformed it into near-touristic marvel boasting minimal risk and awe-inspiring vistas. Other subterranean domains like The Goblin Forge, the Red Gallows, and the Crypts beneath the Academy serve as venues for Academy members' activities. There exist lesser-known dungeons beneath the Academy's surface, tightly guarded secrets seldom disclosed by their beneficiaries.

Across the continent, numerous other examples of active dungeons lurk—Incazteyan Ruins, the House of Crystal, Raccoon Paradise, the Borgia Mines, and the Remnants of C'than—the latter among the few banned dungeons, shrouded in infamy and peril.



Other Organizations

Throughout the expansive Nexus, beyond the domain of the Interdimensional Academy, thrives a multitude of captivating and influential organizations. Among them, certain factions specialize in advanced technology, their pursuits ranging from profound research and prodigious production to meticulous mapping of the Omniverse. Conversely, arcane institutions delve into the intricate layers of multiverses, seek to unearth novel energies, or endeavor to regulate the proliferation of magic.

Here are a few examples of organizations or interesting individuals you might run into during your travels through the Nexus.

- **Machina Solutions.** Appearing to be a beacon of technological innovation, specializing in the creation of advanced automatons. Driven by profit and an unwavering dedication to technological advancement, this faction primarily crafts vigilant sentinels and enforcement automatons, indifferent to the ethical implications of their creations. They push the boundaries of artificial intelligence and robotics, deploying their constructs across the Nexus with little regard for the societal impact, remaining a controversial force straddling the line between progress and ethical ambiguity.
- **Arcanum Wardens.** This organization is composed of adept magic practitioners from diverse backgrounds and realms, united by a singular purpose: to oversee and control the proliferation of magic across the Omniverse. They believe that an unchecked dissemination of magic might lead to its dilution and eventual depletion, leading to a potential collapse of magical efficacy. The Arcanum Wardens operate clandestinely, employing their mastery to monitor, regulate, and at times, restrict the usage and knowledge of certain magical arts to maintain a delicate balance across the realms.
- **The Draven Family.** They operate with calculated ruthlessness, drawing inspiration from the Italian mob's structured hierarchy and the Yakuza's discipline. Led by the formidable and imposing Vardell Draven, whose reputation as a monstrous semi-giant precedes him across the Crossroads, they are currently driven by a desire to expand their influence into zones neighboring the Interdimensional Academy, an effort led by the daughters of Vardell. The organization is embroiled in a fierce territorial conflict with the Gab Consortium, resulting in nightly gang wars that echo through their controlled territories in the Crossroads.

- **Gab Consortium.** The Gab Consortium operates as a clandestine alliance, primarily composed of cunning goblins and various subspecies within their kin. Driven by a collective ambition for power and control, they have entrenched themselves within the darker corners of the Crossroads. Their methods often employ shrewd strategies and a knack for underhanded dealings, using their smaller stature and agility to maneuver through the shadows. They are smugglers and contrabandists, usually procuring their goods from unsuspecting travelers but won't hesitate to use force if it benefits them.
- **The Hyacinth Auction House.** Governed by an enchanting eight-tailed fox woman, radiates an alluring charm, captivating the elite clientele of the Crossroads. Renowned as the pinnacle of exclusivity, this Asian-themed establishment hosts the most prestigious auctions, showcasing rare and coveted items from across the Omniverse. Its opulent doors open only to the privileged few, granting entry solely to the most esteemed guests. The fox-woman, with an air of vulnerability, shrouds her astute manipulative nature, adeptly navigating the intricate webs of influence. Behind her beguiling facade lies a masterful manipulator, prepared to defend herself with supernatural prowess should the need arise, wielding potent magic and other mystical abilities.
- **The Church of the Many Gods.** Standing as a singular religious institution amidst the countless pantheons scattered across the multiverse. Embracing an all-encompassing ideology, it seeks to amalgamate disparate faiths under its umbrella, aggressively assimilating other religions while fiercely defending against any perceived sacrilege towards the myriad gods it venerates. Despite extending its influence across the Crossroads, its followers are often viewed as eccentric by the general populace. Yet, the inexplicable reality of their divine miracles and powers remains an enigma, leaving observers perplexed as to the source and mechanics behind their remarkable feats.
- **Adventurer Guilds.** Although some exert a notable influence throughout the Crossroads, the realization of a unified guild stands as an aspirational concept. Historically, these guilds have consistently functioned as disparate entities, asserting individual domains. The preeminent Miraya Guild House, situated in the Miraya sector, holds sway as the largest establishment. Conversely, the affable Pony and the Stick Guild, positioned proximate to the Academy, has garnered renown for its congenial disposition amidst the varied landscape of independent guild affiliations. Most individuals focus on performing tasks for the general populace, although some rare individuals actually participate in dungeon runs for resources.





Rifts, portals and other access points to the broader Omniverse

The most common way of accessing other universe within the Nexus is the Dimensional Portals located scattered across the Crossroads. These stations are a marvel designed through a combination of magic and technology that allows their operators to establish a fleeting connection with a determined universe allowing brief travel between them.

Only wealthy organizations have control of Dimensional Ports due to the enormous energy and material requirements to activate one, thus travel is highly regulated by all parties to ensure fair use of these.

Other possibility to travel is by use of unstable portals or rifts. The use of spatial or time science or magic have peculiar and interesting effects in the Nexus, both becoming extraordinarily more difficult to perform compared to other universes, and also with a high probability of a loss of control that created an unstable portal or time rift that would send anyone near to a random location in the Omniverse.

There are a few clans of demihumans called Riftwalkers that command special flying vessels named Dinships that specialize in opening random rifts in the sky to enter and explore. Dinships are special because they somehow manage to maintain a connection to the Nexus and are capable of returning without issue. Other types of traveling do not have this connection, and unless one know how and has the means to establish a portal or path back to the Nexus they are stuck in that universe.

Many organizations regulate multiversal travel in order to not interfere with the settings and culture of other worlds. Some worlds or universes could be dangerous to experience (a universe of antimatter while one is made of matter, a universe where everyone is a cartoon and there's no air to breathe, etc) and others could be contaminated indirectly by magic, diseases or other knowledges that could dramatically alter that universe's natural course.

Traveling to and from the Nexus is not without dangers though, there's the possibility to run or enter spaces between multiverses, temporal bubbles of space and pseudo matter that transiently exist and are dangerous to be in should the space collapse. These are filled with varied dimensional creatures and things that thrive in such spaces, fortunately most of them aren't hostile but can be strange looking and disconcerting to see. Leaving those spaces is not hard, usually through instinctually finding an exit point not far from the initial entry point.



Meet the other Jumpers

As stated in one of the scenarios, you're not the only jumper in this setting. There will be eight more jumpers during your stay in the jump, several of them posing different challenges to you as you progress through this jump.

The jumpers range from relatively inexperienced ones to one who is definitely more powerful than you. It is advised to remember that even the weakest one may have some cheat or combination of perks, powers, items and companions that can render them very annoying to deal with if antagonized. Their name and powers are for you to decide, but remember they have their own goals and preferences.

All of them are aware that there are other jumpers in the Academy, but unless blatantly revealed as a jumper it will be very difficult for all of you to determine their identities. All of them entered this jump with their own variation of this jump document, with different perks, powers, and companions available to them. They do not have access nor knowledge of any of the scenarios.

The first scenario names a few roles for them, which are assigned to them regardless of their gender, don't be fooled by appearances. It is expected for them to arrive as a group of five men and three women, but jumpers tend to collect a bunch of alt forms and known to switch gender at times, so by the time you enter the jump last they may have switched their appearance to something else.

During this jump, other than the letter or other means of contact informing them about the presence of other jumpers in the Academy, no Jumper will nor may contact or be contacted by their Benefactor.



The Revenant Pearl

The Revenant Pearl is a mystical artifact crafted from the ethereal essence of the void, created as an attempt of the Omniverse to reverse the creation of the Nexus. This pearlescent golden orb emanates an otherworldly glow, exuding an aura of profound power. Its surface shimmers with iridescence, reflecting an array of shifting colors like an ever-changing celestial canvas.

This pearl possesses a unique capability to manipulate decisions, events, or choices made by the user within the fabric of reality. Its exact limitations and extent of influence may be ambiguous, but its impact on causality is undeniable. Utilizing the Revenant Pearl allows the wielder to alter or nullify a previous decision, event, or consequence, effectively rewriting that specific aspect of reality. However, the consequences of such alterations have reverberations across the multiverse.

This item is formed by multiple planar and dimensional layers meshing together forming that appears to be in 3D space as a golden pearl. The item is naturally extremely resistant to attempts to harm it or destroy it, subtly altering causality to prevent its undoing, but forceful destruction of it results in the equivalent of a gigantic nuke obliterating everything around it.

There's a secret regarding its capabilities, the Revenant Pearl does not have by itself the power of altering reality and causality as it draws its energies from the multiple universes connected to the Omniverse. When a user holds it and realizes a wish to change a choice they made, the pearl begins to randomly drain an entire universe from its energy effectively collapsing it and destroying anyone and anything inside it and showing the events that happen. After that the Pearl will use that energy to manipulate fate, causality, time and space and perform the changes desired by the user even if it means the user will cease to exist.

The Revenant Pearl is immune to attempts to displace it onto other dimensions, affect its existence by messing with time or causality, and cannot be affected by jumper perks or powers. It is a dangerous item that has dire consequences from its usage.



The Followers of the Eclipse

The Followers of the Eclipse, an expansive malevolent faction spanning diverse universes, venerate The Eclipse of the End as a universal savior, heralded to resolve conflicts and bring salvation. Despite a faint grasp of its true nature, they fervently cling to the belief that it holds the solution to the Omniverse's woes.

Within the Crossroads, a localized sect guards the Seed, an ominous artifact believed to catalyze the arrival of the Eclipse of the End. Their singular pursuit revolves around nurturing the Seed's power, intent on enabling their master's transcendence into the Nexus and projecting its influence across the Omniverse.

While they play minor roles in the Jump and scenarios, their unwavering focus persists, engaging with the jumper solely when their objectives face interference. Stealthily embedded within the Academy, their relentless quest fixates on an artifact scroll speculated to augment the Seed's potency for an inscrutable purpose.

Proficient across seedy domains—from criminal enterprises to adeptness in assassination, dark summoning, and arcane rituals—their mastery in these shadowed arts is formidable. Initially oblivious to the Dean's awareness, their eventual discovery prompts vehement assaults on the Academy upon learning of plans to manipulate the summoning ritual to beckon their deity's antithesis.

Driven by selfish pursuits and malevolent beliefs, their relentless pursuit of goals renders them untrustworthy. Dealing with them reaps no benevolence, as their allegiance lies solely in self-serving motives and twisted ideals.



The Academy Dean

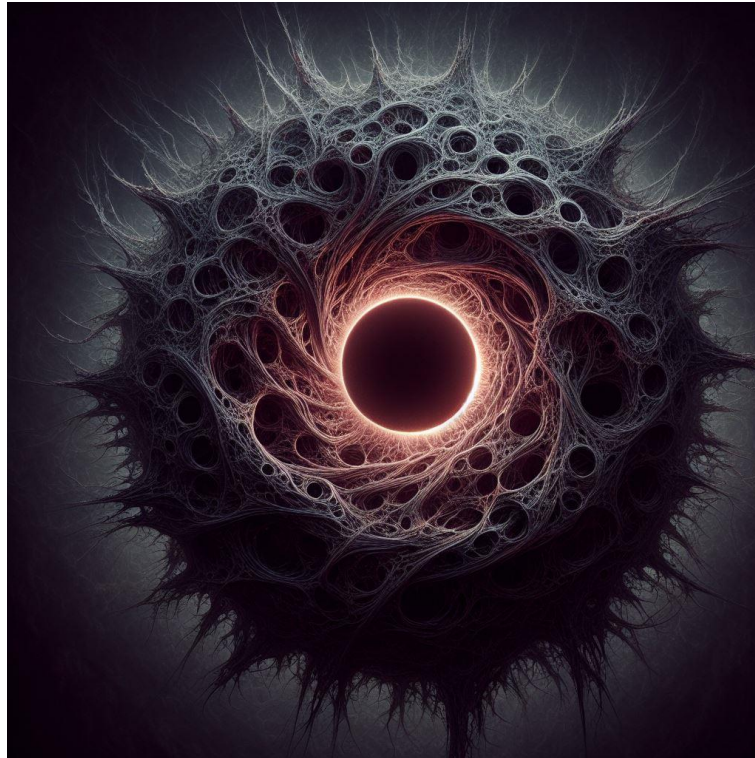
Avelin Orinth is a man driven by an unyielding thirst for cosmic ascendancy. He plays the role of the dean of the prestigious Interdimensional Academy, carefully guiding according to his vision to achieve his own particular goals, and rules the academy with a ruthless but wise hand. As the dean of the Academy, he wields influence with a disarming charm, masking his ambitions under the guise of leadership, benevolence and academic pursuit, serving as the ultimate protector of the Academy for countless years.

His existence embodies ambition at its apex. Avelin's relentless quest for transcendence spans epochs, transforming him into a cosmic sage of immeasurable depth. His greatest desire is to transcend his own existence and become something greater than the Omniverse. This pursuit constitutes a paradox—a desire for omnipotent power intricately interwoven with the dread of losing oneself amidst the cosmic forces coveted. Yet, his undeniable might marks him as the foremost and most potent entity within the Academy and the Crossroads, a testament to millennia of relentless pursuit, insatiable knowledge hunger, and unwavering self-improvement.

Through years untold, he honed his intellect and abilities with unwavering determination, delving into the forbidden tomes and mastering arcane disciplines strewn across the cosmic expanse. Avelin's mastery spans a vast spectrum, an amalgamation of esoteric wisdom forged through the crucible of time. He ceaselessly sought diverse avenues—physical techniques, forbidden sorcery, obscure rituals, a myriad of cultivation methods—to inch closer to transcendence. Still, he found all these to be mere distractions and not a true path to the transcendence he strives for.

His main motivation is to obtain more power and achieve true omnipotence beyond the Omniverse. He despises weakness, and believes that he finally found the answer to by partially integrating with the essence of That Which Beckons Luminescence in Darkness. He has secretly obtained the smallest fragment of the cosmic horror, kept safe with him by arcane means, and currently searches for a method to use it to bring its main body to reality.

Dealing with him alone should be impossible for the Jumper, him having a wide and extensively powerful array of skills, cheats, powers and abilities that makes him powerful enough to beat the Jumper regardless of his perks and abilities available when the jump begins. Defeating him will require the aid of companions and maybe some of the other Jumpers, or will require increasing by some means the Jumper's might exponentially from beyond the levels it had at the start of the jump.



The Eclipse of the End

A multiversal cosmic entity veiled in darkness and foreboding despair, The Eclipse of the End materializes as an antithesis to celestial radiance. Its essence, a manifestation of consuming darkness, emits an ominous aura that pervades the cosmic expanse. Wrapped in obsidian shrouds mirroring the void itself, it embodies an enigmatic presence—an emissary of entropy and inescapable termination.

It is known by many names across the multiverse, but all of them roughly translate to its dreaded name, as these were the last things the survivors saw before their universe met its calamitous end.

This spectral entity embodies the essence of cosmic twilight, taking form as an ever-shifting amalgamation of interwoven shadows that pierce through realities with little forewarning. Within its obscure mass, a core glimmers at the heart of the eclipse—a focal point exuding a malevolent luminescence amidst the engulfing darkness.

As The Eclipse of the End traverses cosmic domains, it heralds the onset of cataclysmic events with an unsettling prelude. Days shorten, the land quivers beneath ominous tremors, and a palpable unease envelops the atmosphere. It brings forth a creeping twilight that inexorably transforms into a haunting eclipse where it takes physical shape. Within this form, glimpses of an abstract yet discernible presence suggest a spectral core, radiating an unnerving luminescence that appears to pulse with a vile sentience. At this point inhabitants of the universe have but a few hours to escape before its transcendental existential weight hardens the barriers between universes, trapping them for what is to come.

Its presence invokes terror, emanating cosmic waves of unmaking that expand and engulf more terrain the longer it lingers. This manifestation carries an eerie semblance of

physicality within its shadowy embrace, akin to a gathering maelstrom of nebulous substance gravitating toward its darkened core. As The Eclipse persists, it casts a suffocating darkness, causing the light in the universe to diminish, eroding the thoughts of all beings into desolation and despair.

This cosmic upheaval culminates after mere days in an all-encompassing shroud of total darkness—an inescapable harbinger of the ultimate termination of all life and existence within that universe. The last visible light originating from the deathly halo of the Eclipse, slowly fading into death. Nothing except the might of a Spark can resist this effect, bringing true and absolute termination to everything.

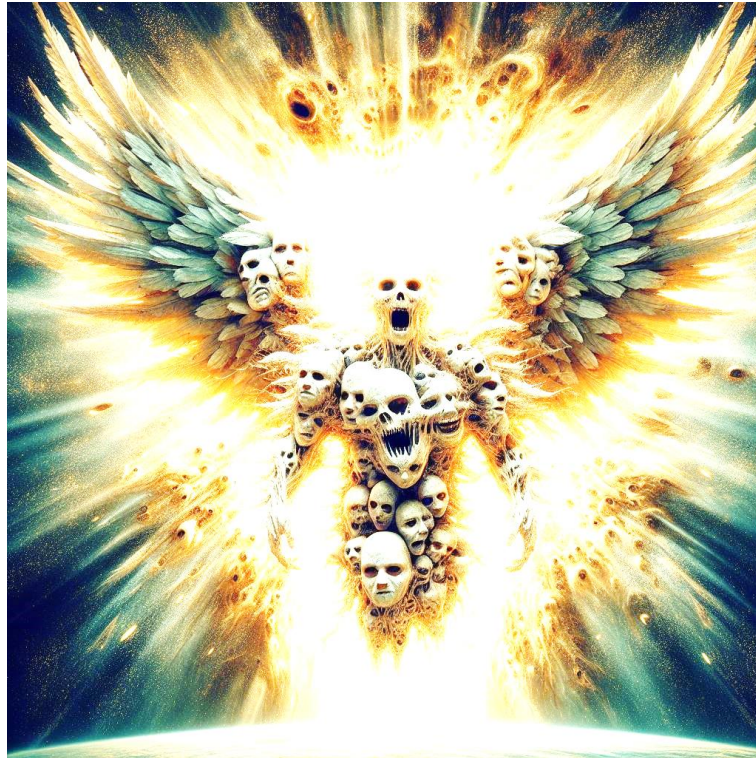
The entity itself has no apparent awareness and acts as a cosmic universal entity that brings the end to a universe soon after arrival. It will not respond to attacks or attempts to interfere with it, as they are below its transcendent existence, remaining high visible the sky of every world and location with intelligent life in the universe. It is nearly impossible to reach the Eclipse of the End, as space warping and enlarges due to its colossal might making what might seem reachable distances to become nearly infinity in length.

It is uncertain where this cosmic horror will strike next, it is unpredictably as it rides the dimensional waves caused by the shifting of universes and multiverses, gaining entry to one of them when the time is right and leaving when the conditions permit it. It however may be lured or summoned into an unsuspecting universe, dooming everyone within it.

Immutable and invulnerable, The Eclipse of the End transcends mortal notions of destruction or cessation. It stands as an indestructible force, conceptually impervious to cessation. Neither death nor annihilation affects it; it exists as a manifestation of nature's primal force, far beyond individual being. Its might surpasses even the perks and powers of a Jumper, being capable of resisting or plainly ignoring them, infinitely closer to what a Jumper with a Spark can do yet not quite there, limited solely by the flow of narrative and plot.



This strange dark rock shard is cold to the touch and gives an eerie feeling to any onlooker. I wonder what could it be used for? The Followers of the Eclipse fanatically guard it, perhaps we should hope we may never find its true purpose.



That Which Beckons Luminescence in Darkness

An enigmatic trans dimensional cosmic entity draped in the guise of radiant light and benevolent guidance, That Which Beckons Luminescence in Darkness presents itself as a celestial being of unwavering purity, a visage both captivating and disconcerting. At its core, it embodies an ethereal emissary, seemingly cloaked in robes of purest light that cloak its form in an angelic embrace.

Yet, upon closer observation, a discordant truth unfolds. Its once serene countenance now mirrors an unsettling display—faces upon faces, myriad and disfigured, overlapping each other in a grotesque mosaic. These contorted visages, whispered to be remnants of its victims, speak of ancient promises of salvation twisted into haunting torment.

Upon its arrival, it assumes an alluring aura reminiscent of an otherworldly savior, extending an offer of aid and salvation to those facing looming darkness or cataclysm. Its presence exudes an ethereal allure, offering promises of an era of unparalleled peace and prosperity, resonating with a mesmerizing appeal that masks its underlying horror.

However, this spectral facade conceals a chilling reality. As moments pass, the serenity fractures, the radiant light around it oscillating between celestial grace and spectral horror. What initially appeared as celestial benevolence descends into a ghastly display of blinding radiance.

The warmth it exudes evolves into an intensity of light that defies comprehension. The initially comforting brilliance metamorphoses into a chilling radiance, steadily escalating in luminous fervor. This transcendent light, once a beacon of false reassurance, transforms into a terrifying glare, blinding and distorting the very fabric of existence. Its growing intensity drives all who bear witness blind and to the brink of madness, instilling a consuming fear that creeps into the soul.

The crescendo of terror reaches its apex as the radiant brilliance engulfs everything in its path. Matter, energy and soul unavoidably succumbs, sublimating into luminosity, dissipating into the blinding brilliance that now dominates the cosmos. In a harrowing culmination, the entity draws this radiant essence unto itself, a vortex of devouring light, leaving behind only desolation and a void of eternal darkness in the aftermath of the annihilated universe.

Unlike its nemesis, That Which Beckons Luminescence in Darkness has a degree of awareness and intelligence that makes it immediately more dangerous than its counterpart, directly attacking anything that draws its foul attention. Anything illuminated by its foul light can shortly begin to continuously spawn manifestations of it, perverted forms that sunder reality with a mere touch. It exists as a cosmic force of destruction that plagues the Omniverse with no other desire than erase all remnants of reality. It cannot be communicated with, as it only exists to consume and destroy. It actively seeks multiverses to gain entry through and consume them but must find an opening big enough for it to truly pass through, and there is no known method to lure it for summon it to a specific universe.

Unyielding and immutable, That Which Beckons Luminescence in Darkness transcends the constraints of mortality and destruction. It stands as an indestructible force, conceptually impervious to cessation. Neither death nor annihilation affects it; it exists as a manifestation of nature's primal force, far beyond individual being. Its might surpasses even the perks and powers of a Jumper, being capable of resisting or plainly ignoring them, infinitely closer to what a Jumper with a Spark can do yet not quite there, limited solely by the flow of narrative and plot.



A fragment of That Which Beckons Luminescence in Darkness's radiant light, held within an ancient inconspicuous artifact within the office of the Academy dean, waiting until the promised time to open the path and gain entry to the entire Omniverse.

Final Notes

- I wish to thank the community and the many Jumpchain authors for the inspiration to create this jump.
- I used Negative-Tangerine's jumpchain template to start this document, so lots of thank as well for it.
- The Garden of the Lilies is the deadliest dungeon in the Crossroads, it's been a few hundred years since it calmed down due to the residence of Aurora's Embrace, and slowly was transformed by the sword's influence into its current beautiful and relatively calm form. Removal of the sword will eliminate its calming influence in the dungeon, and will eventually return into a near death sentence for everyone inside.
- Technically anyone could use the Nexus to travel to any fictional or real setting without requiring a Spark, however your Jumper status will prevent you from traveling unless you achieve one.
- Unless a universe is already chartered, it is astronomically unlikely to find a way to travel to it using the Nexus. However depending on the right items, powers and perks you might be able to find a way to map a road to reach it. Too bad you're a Jumper and thus your nature limits you from freely traveling to other settings or back home.
- Some items in this jump have been influenced or forged by the hand of transcendental beings of power similar to Benefactors. These entities influence have granted these items a qualitative hierarchy equal or above perks, thus rendering them capable of overcoming jumper perks, powers or other items should they be clash against each other.
- The two transcendental cosmic horrors are designed to be just one step before achieving the equivalent of a spark, yet its nature prevent them from obtaining it. I believe they are supposed to be beyond what a jumper without a spark can challenge, akin to unstoppable forces of nature should they manage to manifest in a universe. If you feel like your Jumper should be able to fight them go for it, it's your story not mine, I'm sure it will be awesome.
- There are many methods of self-improvement and paths of power found in the Crossroads. Unbound technology, multiple sorcery and wizarding schools, cultivator clans, apothecosis and more are all found within the Nexus. There's a catch though, unless fiat backed these are not guaranteed to work in all settings, but they work fine in the Nexus.
- Every real and fictional setting has a universe which has multiple alternate realities and timelines that conform its local multiverse, and every single of those multiverses are joined together by the Omniverse. What lies beyond that is not known to those within, but it is theorized that it is the realms of beings equivalent to Sparked Jumpers.
- The Nexus only has one reality and timeline. There are no other parallel realities nor are timelines here, in fact spatial and time travel extremely difficult and highly likely to cause unpredictable consequences should it be attempted inside the Nexus.
- Souls behave weirdly in the Nexus as well. Anyone that dies in the Nexus has his or her soul immediately ejected to a random universe where its final fate is undetermined. This makes it about impossible to revive dead people through magical or technological means. The more tech oriented guys are fine cloning people though.
- The Nexus reality weight is fueled by the entire Omniverse. It is not possible to perform reality manipulation or any kind of reality warping inside. There are no consequences for trying through, it's just not possible.
- Consider any ingenious usage of skills and perks that would result in an infinite loop for unlimited power or effects will not work as intended.

Change Log

v1.0

Initial release – late December 2023

