

Enchanted Arms

Greetings Jumper, and welcome to the world of Enchanted Arms. In this world magic is very real and people known as enchanter use energy called Ether to animate beings known as golems and throw around spells. Golems are artificial puppets made to service the needs of humanity, with uses from child's playmates, to serving staff, to powerful tools of war (This is what they were originally made for). You now have 10 years in this world, go and make your way in a world where danger may exist round every corner. You will enter the world on the day of the big festival in Yokohama City, yes that festival. From there it's up to you how you change the world, whether it's for the better or worse.

Oh and before I forget, here is 1000CP to help you survive in the world, hopefully they help make your time more interesting.

Origin

Drop in - Your a new feature to a world your not supposed to be a part of. You are dumped into whatever location you ended up with no memories or history in the world and now must make your way in a new world for 10 years.

Enchanter - Seems you've got a knack for the magic of the world, channeling ether to control golems and manipulate the elements. Maybe you're a student at Yokohama University or maybe you're just a wandering golem user, whatever it may be you have abilities that most would wish for. Enchanter may choose Yokohama University as a start location for Free

Noble - Your one of those few whose birth has elevated you above the normal people. Whether you're a London Aristocrat living it up in a large manor or a Kyoto Highborn looking down on the lower class either way you were born with a silver spoon in your mouth giving you benefits some people can only dream of. You can choose either London City or Kyoto to be your starting location for free.

Knight - You're a warrior, plain and simple. You were born to wield a sword and your skill shows it, granting you respect amongst those that rely on you to be their strength. Whether it's protecting maidens or removing rubble, a Knight is always there to provide

aid to those who need it most. You can choose either London City, Kyoto City or Iwato Village to be your starting location for free.

Golem Hunter - For you its all for the money, and money is what you get. Golem hunters are masters of tracking down rare golems and parts and know how to turn a profit. Whether you exist solely for money, or you find a cause or group to stand beside either way you can always rely on your craftyness and skill to get you out of trouble. You can choose Junk City to be your starting location for free.

Location

Roll 1d8 or pay 50cp and choose a location.

1. Yokohama University - Whether your a student, a visiting noble or a Golem Hunter looking for a new score you've found yourself in the centre of enchant studies, Yokohama University.
2. London City - Well here you are, London City. At the moment it is calm but soon after the release of the Queen of Ice, should she be free is likely to become the stage of great inner turmoil unless you have anything to say about it.
3. Junk City - Junk City, destitute slum and scrapper's town on the edge of the desert. At least it isn't on the cards for devil golem attacks and the people are mostly friendly.
4. Kyoto - Welcome to Kyoto, a city of lavishness that seems like a place strait out of feudal Japan if everyone in Feudal Japan was filthy rich. The shogun literally has a gold plated bathroom and considering the architecture the rest of the city aren't lacking in comforts either.
5. Iwato Village - A humble town outside of Kyoto, Iwato is home to a humble populace as well as a path to the Ascetic Court where the Lord of Earth and the Ascetic Monk dwell.
6. Sage's Tower - Home of the eponymous sage, a woman with great knowledge of the past and of enchanting and magic. She is the person whose actions kickstarted the entire story when she implanted cells from the Devil Golem, Infinity into Atsuma's arm. You start at the foot of the tower be ready for a big climb
7. Gravekeep Holm - A village that will one day play host to the Queen of Ice's castle, it is sombre and cold and as the name suggests plays host to a cemetery.
8. Free Choice - Well aren't you a lucky one, choose any of the above as a starting location. It's your choice.

Perks

All perks are discounted for their respective origins, discounted perks cost 50% of the recorded costs. All 100CP perks are free for their respected origins.

General

Enchanter (Free) - You have access to this world's magic system, or rather the system it works on now. In the old days, magic was more free but a war, known as the golem war for the golems that fought in it rendered most knowledge of true magic lost. Only enchanting, the techniques that allowed the creation of golems and a level of elemental manipulation remained. Now you have it too. You can manipulate an element of power (See below), allowing you to perform feats of a supernatural nature. Summon balls of fire, call down shards of frost, blast your opponents with magical light music (It works, trust me). Either way, you are now able to use this power to defeat your enemies. Using this power does drain you though, and to help you now have a well of magical energy known as ether to help you. To start with you have enough to throw a couple of fireballs before needing a breather, but as you use your power this will grow as well, approximately doubling for every 5 years of training you put in. Maybe one day you'll be strong enough to use real magic.

Elemental Power (Free/300CP) - Everyone has an element they are attuned to and now so to do you. Pick one of the following elements: Water (Also governs Ice), Earth, Air, Fire, Light and Dark. You are now more attuned to that element. Abilities based on your element, such as water enchantments for a water user come to you far quicker, being able to master such abilities in half the time it would take you to learn them normally. It also confers a level of protection against your element, with attacks made against you seemingly being about half as effective as they would otherwise be. As a downside, you are now more affected by the opposing element: Fire is opposed to water; earth to air and light to dark. Damage dealt to you by your opposing element is seemingly increased hurting you twice as much as it otherwise would. Be careful what element you choose as not only will it determine how you fight, but will also determine what enchantments you can learn while in this world, enchanting being akin to magic but weaker. You get this perk free while in this world, but must pay 300CP to keep it outside of this world, and since you're paying CP to keep it, outside of this world the negative effects no longer affect you.

EX attack (300CP) - You now have a well of power in you that builds as you fight. The more you fight with allies, and the more enemies and allies are defeated around you the

more this well fills. It takes roughly an hour of combat for it to be filled to full, capping at twice your power level. You may use this well to power a single attack or spell, draining the pool dry when you do so.

Parameter Boost (400CP) - You gain access to a variant of the main stat increasing mechanic of Enchanted Arms, Parameter Boosting. By beating opponents, you find yourself accruing a pool of energy that you can use to improve your own attributes by willing it. The greater your attribute the more expensive it is to improve, with an average person being able to improve their strength after a couple of difficult scraps while a mighty warrior might need to beat several hundred before they see noticeable improvements. What this does though is mean that as long as you fight opponents that challenge you, or many that don't you will continue to grow in your abilities.

Blood of the Ancients (500cp, No Discounts) - Well jumper, looked like you won the genetic lottery as far as this world is concerned. In your blood dwells the blood of the ancients, blood rich in magic and power. Your skill with enchanting is improved greatly, allowing you to perform feats of power more akin to forces of nature than mere spells. Your pool of energy (In this world, Ether) is increased fivefold, and similarly is its growth. This bonus applies to any other pools of power you may possess. Additionally, your blood and magic can now be used as a power source of magic for things that require such a source, with little to no drain on yourself, providing the equivalent energy to you at full strength. This effect may only be done so at your will. You cannot use this power to fuel spells you cast, but can link your magic to magic items or creatures that require energy. This perk also functions as a Capstone Booster for the 600cp perk of all origins.

Drop-in

I Don't know... (100CP) - Whenever you generally don't understand something or can't piece it together you find people more than willing to explain it to you in terms you can understand even if it would seem strange for you to not know it. Friends or acquaintances will gladly inform you of how to work a magical chest or remind you about elemental type advantages, whereas more antagonistic people may insult your intelligence before going on to explain it anyway. This especially works if you say something wrong, as people will be compelled to tell you the right way. This doesn't work on people who would be otherwise unwilling to tell you the information, so learning a foe's master plan or getting the answers to a test are out of the question.

Self-Confidence (200CP) - Well aren't you the confident one. You find that you are always capable of maintaining composure and confidence in yourself. You can still question yourself but this ensures any self-doubt or introspection will never be crippling, you can always maintain a level of self-respect and self-confidence that can carry you forward. Some might call you brash, but you will show them your worth.

Ninja Magic (400CP) - Like Oboro of Kyoto you now have the power to perform acts of ninjutsu, in particular, creating copies of yourself. You can now create physical duplicates of yourself which have your skills and abilities but reduced in power, the more duplicates you make the more their power is diminished (50% for 1, 33% for 2, 25% for three) and you can never make more than three. This doesn't cost you much energy but you can only do this once per day meaning once a clone is destroyed you won't be able to create more for a while. The clones carry out your will exactly.

Enchanted Arm (600CP) - It seems through curious circumstances you've gained the power of the protagonist of the game, Atsuma, without the evil presence to control it. Choose one arm or other appendage, which may be changed between jumps. From now on whenever you touch something with that appendage you can absorb the ether within and take it for yourself, and this doesn't just stop at ether. With this perk you can absorb any form of 'magical energy' into yourself using it to rejuvenate yourself while siphoning it from the source. Magic barrier in your way, no problem just drain it dry. Need to deal with a pesky mage, he can't cast if you drain his magic. This effect can be toggled on or off at will, so don't worry about accidentally draining that magic wand because you picked it up with the wrong hand. This doesn't however confer any protections from the magic you absorb, and absorbing too much power can still be dangerous if that sort of thing is generally a problem. Absorption is done at a rate roughly equal to your own power well per minute.

Capstone Boosted - Devouring Arm - Okay so remember that whole your limb can only absorb magical energy. Well that limitation is gone now, from now on your limb can absorb anything that may be construed as energy (Yes this means you can absorb matter as well), and take it into yourself. The denser the energy source the longer it takes, and even with an infinite pool of magic, draining matter will still take time, to a minimum of 30 seconds per cubic meter of material. You can also drain yourself, using one pool of energy to fuel another by draining from your own internal energies.

Enchanter

Burning Jumper, Blazing Enchanter (100CP) - Okay, for some reason you can now give yourself odd titles and people will just accept it and may even find it endearing. Enter a tournament and give yourself a name with some flair, or just go round proclaiming your new name at the top of your lungs. No matter how silly, people will refer to you by it if you ask.

You know what this is, Right Jumper? (200CP) - You seem to have a knack for using and operating all manner of items and technology even when you have no means to really be able to. Find an ancient magical elevator, just fuel it up and it will work in no time. Want to open a magical chest well now you find yourself stumbling upon the method of opening it, provided you actually have the means to of course. This perk does not allow you to use things you would otherwise be prevented from using (blood sealed doors, genetic scanners) but if you could with the required skill operate something you now have that power, use it wisely.

Golemancer (400) - Golems are powerful creatures made up of a core and a body and crafted from special gems. You now have the knowledge to make golems as well as the ability to craft the materials required out of your magic. Golems are vast and varied in type, but if you want some ideas of what is possible with this perk just look to the golem creator. While this doesn't come with the innate knowledge to make Devil Golems, serious time and effort might yield the opportunity to do so in future.

Toya 2.0 (600) - You're a regular prodigy now. What would take another person months to learn you can grasp in hours and what's more you can understand the underlying principles behind it. Your creativity is similarly enhanced, so not only can you learn things you can actually use that to make something better. Soon you'll be inventing new theories and coming up with great new golem designs (If you take it with golemancer of course, though with this you might be able to figure it out without that perk). This is true for enchanting and other such magics as well, except greater. For in such fields you're now a giant, capable of making great strides in understanding

Capstone Boosted - Real Magic - You've only gone and done it. You've rediscovered true magic and it's now yours to command. While the games don't show much of what true magic is capable of, Queen of Ice, one of the Devil Golems implied to be made off and use such true magic was capable of putting an entire city to sleep while immensely weakened and then freezing it solid with her ice magic once she awoke. This is just one

feat of many you can perform, and as you grow in power and understanding the sky's the limit. As long as it falls within your element, you can probably do it and even if it isn't directly in your wheelhouse so long as it doesn't distinctly fall in another element you can probably manage it with enough time and effort. Additionally, if you have *Golemancer* you now understand the process to create your own magicores and devil golems.

Noble

Good Looking (100CP) - Many people in this world have rather defined features and you're no different. You're now a highly attractive individual, easily drawing the eyes of others in either lust or jealousy.

Manners and Etiquette (200CP) - You're a regular lord or lady aren't you, Jumper. Your knowledge of manners and etiquette is now great, and you find yourself being able to blend in with the customs and social graces of wherever you go. Want to spend time in high society, you can curtsy and bow with the best of them. Spending time in the local bar, and you'll be right at home singing merry songs and idle banter with ease. You always know how to adjust to the customs of the area you're in.

Caring and Healing (400CP) - You do care, Jumper, don't you. With this perk, you always know how to care for and treat those under your leadership. You know how to best make them feel better and earn their trust, as well as what ails them. Your companions and followers will always know when you're trying to do something nice even if it ends up going wrong and as long as you genuinely mean well people will be willing to forgive you. More than this you actually now have a knack for healing, be that through magic or medicine and skills related to such talents come much faster to you.

Of Noble Birth (600CP) - Being royalty is more than just a title, it's a state of being. With this perk you exemplify the best traits of being a ruler and a leader. You have the charm and charisma to gain the trust and confidence of your people and convince them of what you have to say. You have the empathy to understand the plights of others and deal with their problems. You also have the wisdom to know the right thing to do, even when the right thing is not necessarily the most obvious. These are all stronger when overseeing a group or a people, and those under your leadership should never worry that you are the best leader for the job.

Capstone Boosted - True King - The blood of the ancients running through your veins is that of the greatest lineages and it shows. You are always the pinnacle of your ancestry, being able to be classified amongst the greatest of your race based on your genetics alone. In this jump, your power is increased twice over what the blood of the ancients would provide and you can now fuse with a devil golem, gaining control of them where before they would have absorbed you. In later jumps this translates to gaining the maximal natural benefits of any species you become, with all weaknesses reduced greatly. The charisma, wisdom and empathy of Of Noble birth is also amplified, making you even more of a great ruler than you were before.

Knight

Master and Servant (100CP) - You are the perfect follower, able to carry out the tasks necessary of you with ease. You understand what people want you to do with little prompt and can see through what those who you follow say to what they really want. You can now assign someone as your charge, and can change this decision at any time. Whenever your charge is in danger, you get a sense of where they are and what you need to do to help them if at all possible, but this is only a vague sense. Hope your instincts are good enough to make the best of it.

The Muscle (200CP) - Well aren't you the strong one. You now have a great physical strength, capable of breaking through boulders through raw strength alone. A normal human would gain the strength of ten men, and should you be something other than a normal human your strength raises proportionally. More to that, you now have a strength of character, allowing you to always follow your morals and codes regardless of the situations you are put in.

Sage's Apprentice (400CP) - Maybe like Raigar you once apprenticed under the eponymous Sage, or maybe you learned the arts of crafting yourself but you are now a master at smithing and maintaining weapons of all kinds. More to the point you can take strange or esoteric materials and work out how to forge them into something of use, crafting them into powerful weapons to defeat your foes.

One Man Army (600CP) - All those other warriors and knights have nothing on you jumper. You are now a one man army, capable of fighting 10's or even 100's of warriors alone by your sheer skill and power. Your mastery of weapons increases to the point you could pick up any weapon and use it as though you had several years of training, and with several years of training surpass even the masters of the weapon. Additionally, your

durability skyrockets, being able to take blows that would fell lesser beings as nothing more than superficial damage. A well placed strike can still kill you but you can find yourself fighting through the pain and even death itself to finish a fight before letting yourself succumb to death. Woe be to anyone who finds themselves facing you on the battlefield.

Capstone Boosted - Levatane - Did I say you were capable of fighting 100's of warriors, sorry I meant 1000's. When engaged in a battle against multiple opponents, your abilities rise proportional to the number of foes such that if you could beat each of them in single combat you can now beat all of them without issue. Additionally, when fighting to protect someone you find them being sheltered by your very force of will. So long as you're standing those under your protection shall not fall.

Golem Hunter

Solely for Money (100cp) - Determination is a commendable trait and you now have it in spades, or perhaps you would call it obsession. From now on, when focusing on a goal you can always find the will to push forward. Your will to succeed is resolute, and nothing short of your own lack of desiring it any more can break you from it. No matter what happens, as long as you have this goal in mind you can always pick yourself up off the ground and try again. Just keep moving forwards.

No Sleep, No Rest, Only Money (200cp) - You are tireless in your quest for riches, and that now translates to an actual tirelessness. You no longer feel tired or grow fatigued, exercise no longer exhausting you. This doesn't prevent you running out of energy however, and having to recover. Magic pools can still be drained, and you will still need to recover them like normal, but this does prevent you being knocked unconscious by the draining. You can still be put to sleep or knocked unconscious by magical or physical means however.

No Glory, Just Money (400cp) - You are only in it for the money, or whatever else it is you are seeking. And people now recognise that. Whenever you do a task, people can understand and sympathise with your motives provided they know them and most people are at least willing to hear you out should you attempt civility. No longer will people assume the worst until given proof otherwise. Steal something and as long as you have a good reason, those in the know will support you in it. Being an assassin and people will respect your professionalism, no longer declaring revenge on you but the ones truly responsible for hiring you. From now on, if you have a reason for something

people are always going to be willing to see reason even when normally emotions would run high.

Good or Bad, All for the Money (600cp) - You are a real golem hunter now. You now have the ability to appraise any item with a glance provided you have even a modicum of knowledge on the field, sizing up its value. You are also adept at finding whatever you set your mind to, the rarer it is the longer this takes but if you pursue something you will always find it given enough time and effort so long as the item exists. This perk also comes with the added benefit of always knowing what you really want, no more chasing false goals just for the hell of it, you have the self-respect and introspection to always go after what you really want. You are now also proficient in firearms and have immense accuracy, for those times when what you are hunting turns out to also be hunting you.

Capstone Boosted - Queen/King of Golem Hunters- Okay, so now you really are something of a jumper. Firstly, your proficiency in firearms is now nothing short of superhuman. A well aimed shot could take down an ancient and long sealed death robot or pass through several weaker targets with ease. You become highly proficient in infusing your weapons with your magic as well, being able to fire bullets that turn into great conflagrations or that contain the force of a hurricane. The second benefit is that your ability to appraise and understand is now perfect, you can look at an item and understand its value, how it works and how best to make use of it to benefit you, be that by profit or use. You can also turn your appraising eye to people, being able to judge their skill level, disposition and potential weaknesses at a glance. With this you could be one hell of a golem hunter (Or an assassin, but let's not go into that)

Gear

All gear is discounted for their respective origins, discounted gear costs 50% of the recorded costs. All 100CP gear is free for their respective origins.

Drop In

Lifetime Supply of Apple Juice (100CP) - You now have a lifetime supply of apple juice from the first pressings of Minamoto farms. I hear it has a smooth taste with an acid kick at the end.

Cota (200CP) - Would you look at that, a puppy. Like Atsuma you now have your very own shiba inu pet that is very loyal and obedient. It's very intelligent and will do whatever you tell it. For some reason it is very receptive to magical experiments and mutations but you wouldn't do anything to hurt that sweet face, would you?

A Casino (400CP) - Looks like your in the money jumper. You own your own casino, along with the staff to operate it and can expect to rake in a steady profit from its existence. The main draw is the roulette tables, but it also has a lovely bar, a place to cash in chips for all manner of rewards and an underground fighting pit where you can hold heated battles. Any who fight in the fighting ring will be unable to kill each other unless you allow it, but this protection applies to all combatants or none, and is applied at the start of the fight.

Enchanter

A Box of Ether (100CP) - You have a box of ether that contains enough of the magical fuel to power one device on the size of a tank for a week. The box refills every week.

Enchant Wire (200CP) - Your very own magical grappling hook. In this world you will find floating nodes you can use the enchant wire to grapple alongside normal surfaces but in future worlds it merely acts as an unbreakable grappling hook. The good news is it automatically reels you in when you use it so you could probably use this for a form of 3-d movement.

A University (400CP) - You are now the owner of your own university, including faculty and resources required to run said facility. If you choose to start in Yokohama, you can now be the head or at least a director of the prestigious Yokohama University whereas if you start elsewhere there will now be a competitor to Yokohama. The school teaches a variety of subjects but particularly excels at teaching magic and other supernatural abilities.

Noble

Money (100CP) - You are rich. You gain the equivalent of 100,000 (Currency of this world) to \$100,000, and gain the same amount at the start of each jump of a currency native to the setting. Can be purchased multiple times to increase the amount gained, increasing by \$100,000 each purchase. Nobles only get the first purchase free.

Magicore (200CP) - Okay, so this is a magicore. The very items sought after by the devil golems and what's more you have an entirely unaligned magicore. The known magicores all work only on a specific devil golem, providing them their power and keeping them alive but yours can power any devil golem, and can also be used to power devices and other constructs on a similar level. It never runs out of power and is extremely durable. Should it be destroyed or lost you will get a new one after a week.

A Castle (and a dam) (400CP) - You are now in possession of your very own castle complete with guards and servants to wait on your hand and foot. The castle takes on the architecture of the surrounding area and can include architecture to allow it to fit into the surroundings easier (Perhaps it has an integrated dam like London Castle)

Knight

Weapon of War (100CP) - Perhaps a great sword or hammer, or maybe something more subtle. Whatever it is you now possess a well-crafted weapon to use to defend yourself. The weapon is unbreakable and well-gearred to its purpose (Swords will be exceptionally sharp, hammers will deliver mighty blows) but if lost you will gain a new one after a week.

Forge and Anvil (200CP) - What is a craftsman without a forge, or a knight without his blade. Now you don't have to worry about the answer. With this you have a forge fully stocked and geared for crafting all manner of items though it excels at making weapons. The forge can automatically update itself to crafting with any material provided you have the knowledge on what is required to work with the material.

A Village (400CP) - You gain your own village. Perhaps a copy of Iwato Village or something else entirely. The village is quiet and tranquil, and whenever you come here you can find yourself relaxing and feeling more comfortable. The village has the resources to survive and thrive while remaining isolated and will always serve as a refuge from the wider world.

Golem Hunter

Money Paraphernalia (100CP) - So you don't actually have money, but you do get the next best thing, a bunch of clothes and items with money symbols on them. You could choose a different concept to be represented by your merchandise, a concept like strength or a brand but let's be honest, like both Yuki and a certain underwater crustacean believe, money is what matters most.

Trusty Revolvers (200CP) - A pair of trusty six-shot revolvers and holsters to keep them in. Also comes with an unlimited supply of bullets, with new speedloaders appearing whenever you use the old clip. Should they be destroyed or lost you will get replacements after a week.

Golem Flute (400CP) - Unlike the other origins, Golem hunters are wanderers so rather than getting a place to stay you get this lovely tool. The golem flute has the power to call powerful golems or other beings to your location if you play it in an area associated with that being. Play it in the Queen of Ice's castle and you might just find her giving you a standing ovation. Play it in the field of flowers and you may find the sphinx lending you its ear. In other worlds, this extends to other creatures of power, if you play it in such a creature's lair it will be drawn to seek out the source of the music. Should it be destroyed or lost you will get a replacement after a week.

Companions

Bringing Along Some Friends (50/200CP) - For 50cp, you can import one companion into the jump who gains a 600cp stipend and an origin. For 200CP you can instead import up to 8 companions each of which receives the origin and the stipend.

Canon Companion (100CP) - You can take any of the canon characters along as a companion, provided you can convince them to come with you of course. This does not include golems, which are stated in the next option.

Your Own Golem (200/800CP) - You can take one golem from the series to be bound to you. For 200CP, this golem is any of the standard golems in the series that you can use, excluding Omega. For 800CP, you can take either one of the Devil Golems, Omega or Infinity as your choice of companion, and said golem is bound to your service.

Drawback

Oh Toya! (+100CP) - You've got a bad jumper for someone in the world. You would do anything for them and can't help but put them on a pedestal. Compared to your love, others pale in comparison, at least in your eyes. This doesn't guarantee that your love will feel the same way or even notice you but regardless you will find yourself head over heels for them.

Destabilizing (+100CP) - You don't know what it is but magical items just seem to go haywire around you. Go on a magical platform and you will find it fighting to keep you off, and other magical items will similarly fight your control. You can manage to regain control, either through liberally charging the items with ether or brute force but you will find that any attempts to use this technology of this world will be an uphill struggle.

Wild Golems (+100/+300CP) - Well it seems you can't quite get the hang of golems jumper. For 100CP, any golems you try to command will ignore you. The only exception is if you took the Your Own Golem companion option in which case that golem will still follow you. For 300CP, Golems are now actively hostile to you and not just wild golems. Any golem you would encounter other than devil golems now has it out for you. I hope you're capable of fighting a bunch of magical robots, Jumper.

Brotherly Love (+200CP) - Or rather hatred. Like the relationship with Raigar and his brother, Ooka, you now have a rival who is a member of your family or a close friend. You have fond memories of this person, but the person they are now is cruel and hates you with a passion. The rival has all of the perks of your chosen origin, and if you took Blood of the Ancients they have it too. They will do what they can to ruin you.

Magicore'd (+200/+400 cp) - Your body requires a magicore to survive. For 200cp, that magicore is sealed somewhere inside you protected by your body and anything you have but if enough force is dealt to your body, regardless of your durability it can still be damaged.

For an additional 200cp, your magicore is separate from your body. A small crystal containing all of your powers and abilities forms outside of your body and is tied to your life essence. If the magicore is ever more than 2 meters away from you, you lose all abilities and powers you possess for as long as it stays that far away.

In either case, if your magicore is destroyed it counts as though you yourself have died. Perks that allow you to return from the dead allow the magicore to survive a single attack that would otherwise destroy it per use.

Insight of Kou (+300CP) - Ah Professor Kou, a man who caused the collapse of his own city by his hubris in the pursuit of knowledge, allied with the Queen of Ice only to get stabbed in the back. Like Kou, you are now hyper-confident in your own intelligence and ability, your willing to risk thousands of lives to further your ideals and ally with overtly powerful and hostile entities based on the belief you can outthink them. Good luck making any friends with this one.

Cold as Ice (+300/+600CP) - Oh my. Seems the queen of ice herself has got her eye on you. For 300CP, she is merely interested in you as a plaything. Perhaps she will throw challenges at you to see how you respond, or put people you care about in danger to see if you can save them. For 600CP however, she's decided Toya isn't the magicore for her and now wants you, what's more your now a perfect magicore for her. Should she claim you, you will be bound to her will and act as her puppet for the remainder of the jump.

Holy Beast Ruins (+400CP) - Looks like you've found yourself in a bit of a predicament. Rather than starting where you would normally start you've found yourself in the Holy Beast Ruins, ancient ruins containing all manner of powerful and dangerous wild golems that have centuries of experience. What's more, the exit is locked. Don't worry, so long as you fight your way to the very top of the ruins and defeat Omega, the god robot at the top you can leave, but just because it's simple doesn't make it easy. If you took Omega as a companion option, you do not gain Omega as a companion until you defeat it at the top of the tower, but you are guaranteed for Omega to survive the fight to join you if you do beat it in combat.

The Second Golem War (+600CP) - This is bad jumper. It seems somehow the devil golems and Infinity have returned, and without Infinity requiring the absorption of the other golems. This means you now have four highly intelligent and genocidal entities of differing personalities all looking to start a new war, with the golems versus mankind. Only this time without magic, mankind is likely to lose. The devil golems have full control of their elements, and will not sandbag, bringing destruction to the cities of man very quickly. Hope you can fight four immensely powerful entities and their armies and come out on top.

Notes

Devouring Arm - As a rough guideline, a person who takes this as their first jump can expect to be absorbing matter at a rate of roughly one cubic meter per hour. As they grow in power this will decrease in time halving every time they double in power, but

cannot be reduced below 30 seconds at around 128x more powerful than the base strength of this jump.

Money - There isn't really any comparisons with Tablets and real world currency. For an idea, assume tablets and dollars convert at a 1:1 ratio.

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