

Light Bringer Jumpchain

Ninjanon

Long ago this world was warred over by the feuding gods. Each of the seven gods had dominion over one of the seven kingdoms and complete control over one of the prime colors: super-violet, blue, green, yellow, orange, red, and sub-red. They tore the world apart in their wars. When the blue god was slain the world had drought after drought. When the green god was slain the fields grew no crops. When the red was slain the world had an age of ice. The gods would eventually be reborn from another drafter, but the many people slain by their drafters and they themselves would not. Whichever god was winning, the world lost.

Then Lucidonius came, preaching of the one true God, Orholam. He showed the world how a Prism could hold the world in balance and preventing the birth of new gods and the disaster they brought. He slew the seven gods and forged the kingdoms into the seven satraps united in single empire underneath his Chromeria. This was many long centuries before your arrival.

Roughly a decade before your arrival the seven satraps were wracked by civil war. Tyrea supported Dazen Guile for Prism-elect, while the other six satraps supported Gavin Guile for Prism-elect, the highest priest, the one chosen by the Chromeira's God, Orholam to rule His realm. After a long bloody war Dazen lost. Tyrea was stripped of its status, wealth, and power, but its ruler King Garadul and his Color Prince have grown tired of the yolk of oppression cast over them. Even now they assemble an army to wage war against those who would control them. To this end they are attempting to raise the old gods. They claim light cannot be chained.

Meanwhile Gavin Guile, the newest Prism, attempts to rally the seven satraps against these men who would destroy the world by reviving old gods. But they have long glutted themselves on their power and have grown complacent; it is an uphill battle. Despite their complacency though blood will soon be spilled.

You start a week before the burning of Rekton; I.E. shortly before the first book begins.

{Expand this} (Explain the basic structure of the satraps up top before the civil war maybe)

+1000 CP

Backgrounds: Take one on the house.

Drop-In: You come to this world with no additional memories or connections.

Luxiat: You are one of the lore keeping priests of this world. You've spent many years in stacks of books up to your elbows ferreting out the secrets they contain.

Soldier: You are a professional warrior, perhaps even one of the famed Black Guard. Either way you've spent at least a decade honing yourself into an elite warrior. Soon your skills will be in demand.

Noble: You are one of the elite blooded land owners of this world. You've spent much of your time vying for power, or at the very least keeping yourself being crushed underneath the other nobles who do.

Location:

You can roll 1d8 for your starting location, or choose it for 50 CP.

1. Atash:
2. Abornea:
3. Ruthgar:
4. Blood Forest:
5. Paria:
6. Ilyta:
7. Tyrea:
8. Free Choice.

Skills & Abilities:

Age 20+1d8 or pay 50 CP to choose.

Gender is the same, or pay 50 CP to choose.

All discounts are 50% off. They do not stack.

Undiscounted:

Super Chromat (50 CP): You can see the minutest difference in colors. When magic relies on the manipulation of such colors, this is quite useful. If you pass the test here:

<http://www.brentweeks.com/extras/quiz/>

or have taken rank four sense from body mod then you can instead take it for free.

Drafter (One purchase free for all. Additional purchases 100 CP): You can wield the basic magic of this world. You can see any spectrum of light that you can draft, even those not normally visible.

Luxin

When a candle burns, a physical substance, wax, is transformed into light. Chromaturgy is the inverse: A drafter transforms light into a physical substance called luxin. Each different color of luxin has its own strength, weight, and even smell. As a physical substance, shooting luxin out of one's body creates an opposite force shooting the drafter away from their luxin.

Luxins are physical substances converted from specific colors of light within a drafter's body by a process called drafting. They can be expressed as gasses, liquids, or solids. Colors can only be drafted by seeing that particular color; staring at a white light will not let a normal drafter draft any of their colors, while staring at a green light would allow only green to be drafted.

Once luxin is 'sealed' it can no longer be altered via drafting until it is 'unsealed' again. While luxin is 'open' it responds to the will of its drafter, but if another drafter comes into contact with 'open' luxin, it

can be 'will jacked' and slaved to the other drafter's will; if they can overcome the first drafter's will that is.

But even as drafters change the world, the luxin changes them too, physically, mentally, and emotionally. A halo identical to the colors they draft forms in their iris, growing slowly as they draft luxin over the course of their lives. The emotional aspect of a drafter's colors is minor, save when they are drafting or when the halo begins encroaching upon their sclera.

Once the halo breaks and spreads into the sclera the drafter becomes a wight, losing their humanity and drifting ever deeper into the grip of their colors. Wights are killed on sight by members of the Chromeria. If you become a color wight it will count as you choosing to stay in this world. After the conclusion of your time here, your halo will not 'break' regardless of how much you draft.

Roll 1d8 to see which kind of Luxin you can draft, or pay 50 CP to choose. If you buy more colors, you may reroll duplicate results.

Super-Violet

Made of wavelengths shorter than most human eyes can see, superviolet luxin is invisible except to superviolet drafters—and those only when they concentrate. Solid, but not as strong as blue or green, superviolet is the subtlest luxin. Used for cryptography, creating invisible walls and traps, and marking targets on the battlefield, superviolets tend to have a removed outlook. They appreciate irony and sarcasm and are sometimes cold.

Blue

Blue Luxin is hard, strong, and smooth, but also inflexible. It can be used in anything from the creation of large structures to armor or bladed weapons or projectiles. The deepest blue is violet. Blues are orderly, inquisitive, and unfailingly rational. Structure, rules, and hierarchy are important to blues.

Green

Green Luxin is springy and flexible. The uses are as varied as the drafter is creative: from furniture to projectiles to shields to the throwing arms of war engines. Greens are wild and free, despising restrictions placed upon them.

Yellow

Yellow Luxin is most often a liquid that releases its energy back into light quickly, allowing its use as a torch or a trigger to ignite flammable materials or explosives. Yellow nourishes other luxins, extending the durability of luxin structures or tools. Like water turning to ice, when yellow is drafted perfectly, it loses its liquidity and becomes the hardest luxin of all, though it is difficult to draft such quickly, and it is all but impossible for some one who isn't a superchromat to draft a perfect yellow luxin at all.

Yellows tend to be clear thinkers, with intellect and emotion in perfect balance.

Orange

Orange luxin is slick, lubricative, and heavy. It is often used in conjunction with machines and traps.

Orange drafters are also able to create hexes, altering others emotions, though the chromeria has outlawed this practise. Oranges are often artists, brilliant in understanding other people's emotions and motivations. Some use this to defy or exceed expectations. Others become master manipulators.

Red

Red luxin is sticky, gooey, and extremely flammable. Reds often work with sub-reds or with mundane tools to make bombs. Their skills are used to catastrophic effect in war. Reds are quick tempered, impulsive, lusty, and love destruction.

Sub-Red

By dilating their eyes fully Sub-Red drafters can see heat, allowing them to see in the dark. They can draft the heat from their surroundings to survive intense heat and create flame crystals which burst into fire when exposed to air. Sub-reds are passionate in all ways, the most purely emotional of all the drafters.

Paryl

By dilating the pupils so far that the whites of the eyes disappear drafters can see into paryl. Paryl resembles millimeter waves on the electromagnetic spectrum just as Sub Red resembles infrared. Paryl drafters have the ability to see through objects unless they are made of metal as paryl can pass through matter to a certain depth. Paryl is most commonly drafted in a gas, or a 'paryl torch', however it is possible to create a liquid or even a solid. Paryl is invisible to all but those who can draft it, and while it is the most fragile of the luxins it's said that assassins have formed clots of the delicate material within organs and blood vessels to kill with out leaving a trace. In keeping with the emotional spectrum paryl drafters have a very strong feeling of empathy towards others.

Drop-in Discounted:

Who? (100 CP, free Drop In): A description of you: Maybe average height, attractive, no readily noticeable scars or tattoos. To complement your bland attractiveness you also know how to disguise yourself both as someone in particular and as merely unrecognizable to those who've already seen you.

Eyes Unseen (300 CP): You have the skill set of a professional assassin: how to move without making noise or being seen, how to slit a throat without staining yourself with blood, how to draft unobtrusively, as well as an impressive Parkour skill set.

Light Splitter (600 CP): A power most believe to solely belong to the Prism, you can draft a lot more luxin at once, draft any color from white light, and use shimmer cloaks. You can also draft pretty damn near as much luxin as you want without breaking your halo. Comes with funky prismatic eyes if you bought all the colors. You will still need to dilate or constrict your eyes for colors outside the visible spectrum.

Luxiat Discounted:

Scholar (100 CP, free Luxiat): You have an excellent memory and can preform anything short of advanced calculus in your head with ease.

Structural Drafting (300 CP): Unlike many you know how to create more permanent and complex structures out of your luxin. You have training on how to create buildings, war engines, and tools out of luxin. In addition your luxin will last until something manages to break it whatever it's color.

Heretical Knowledge (600 CP): You've been granted access to *all* of the libraries at the chromeria. You know how to use Luxin in many (extremely illegal) ways that have been lost to memory. How to make a solid paryls to assassinate others, how orange luxin can be used to manipulate other's minds, how to graft luxin on and your body to make it stronger to name a few. And unlike everyone else you know exactly what white and black luxin do. Be careful with showing these skills off though; the price for being caught using them is death. In later jumps you'll find illegal knowledge much more easily than you really should sometimes seeming to just drop into your lap.

Soldier Discounted:

Discipline (100 CP, free Soldier): You are a slab of springy muscle placing you at the limits of human ability in all physical categories. You're also now ambidextrous.

Black Guard Training (300 CP): You have received training functionally identical to what the most elite fighting force in the world, the Black Guard go through. You are an elite soldier, able to use any drafting abilities you have in efficiently in battle as well as how to fight unarmed and with a large variety of weaponry all at the level of a master. You are also taught advanced counter assassination techniques; noticing tails and ambushes and doing these activities yourself both become natural to you.

True Name Will, You See (600 CP): You are crazy in one particularly useful way: you believe you can do anything. While you can't, the absolute certainty of your belief in yourself gives you a will so hard it would make gods weep like children. This increases the raw strength and ability of your drafting to absurd levels; you could shoot blue luxin into granite with little effort. Wielding sea demon bone weaponry is perfectly safe for you; your will is literally unbreakable. Outside of your drafting ability your focus will also let you resist temptation and ignore pain casually no matter it's severity.

Noble Discounted:

Charming, I'm Sure (100 CP, free Noble): When you speak, people listen, and they like what they hear. Most people will like you unless they have reason not to. You can even win over others even those with reasons to personally dislike you. Those who actively hate you however may still laugh at your jokes, but at the end of the day they'll still hate you. As a bonus you can speak publically with out a trace of stage fright.

I AM THE LAW (300 CP): You get away with things you really shouldn't. Sometimes it's by lying your ass off, sometimes through force of personality, sometimes with bribes. You can expect to get away with pretty much anything short of major felonies unless they have indisputable evidence it was you. Others will disbelieve that you've unless they personally seen indisputable evidence of it.

Magnificent Bastard (600 CP): Drafters control light to get what they want done; you control people to get what you want done. You can set up plans so that even if they fail you still claim some kind of victory. Others leap at the chance to serve you with out even knowing that they are, and you are also a consummate liar. You are also a god tier strategist and tactician to complement your god tier manipulation abilities. You are also very skilled at card games for some reason; including ones you haven't played or even heard of.

Companions:

They all start in the same place as you.

Worthy of Trust (50 CP each, 200 CP for eight): Someone you get along with and can trust with a free background, color, and 600 CP to spend. Can be a new buddy or an import from a previous jump. They may take any drawbacks worth +200 CP or less, up to a max of +600 CP.

I Hold You in My Sight (100 CP, can be purchased four times): You don't forget about your friends. Each purchase gives all companions imported or created in this jump another 100 CP to spend.

What's This About Hopping? (50 CP each): A character from canon of your choice will become your companion, or will if you can convince them to do so that is.

Equipment:

Cash Money (50 CP, three purchases free Noble, one purchase free Soldier): Enough cash to let you live comfortable for your ten year stay. Additional purchases increase your economic class. One is equivalent to middle class, the next would be upper-middle, the next would be upper, the next would be rich, the next would super rich.

Basic Arms and Armor (50 CP, free Soldier): A basic steel melee weapon of your choice, a black powder pistol, and a set of leather armor.

Books (50 CP, Free Luxiat) Books of basic drafting techniques and knowledge of the Chromeria. It'll help someone pick up the basics of this world at least.

Color Glasses (50 CP, free for drafter of the same color, with the exception of Paryl, Sub-Red, and Super-Violet): These glasses stain all light you see in the appropriate color. They allow you to draft despite whatever colors happen to be around you.

Paryl, Sub-Red, or Super-Violet Color Glasses (100 CP, discount for drafters of that color): These glasses stain all light you see in the appropriate color. They allow you to draft despite whatever colors happen to be around you. Sub-Red is infra-red, and Paryl is basically micro waves for simplicity's sake. Yes, you can see in the normal visible spectrum of light at the same time. They're more expensive as the means to make them have been lost.

Ilytian Pistol (100 CP, discount Soldier): A finely made black powder pistol from Ilyta. It's unlikely to misfire and fairly accurate at short ranges.

Ilytian Mail (100 CP, discount Soldier): A fine suit of mail that is so light you can swim in it, but will still protect you from all but the most terrible of blows.

Sea Demon Bone Weapon (200 CP, discount Soldier): Sea demon bones are the only physical material that react to will. This weapon will bend and harden and move as you see fit, but if it's broken when your will is in it, it will at the very least stun you. If you've invested all your will in it and it is broken it will break your mind. Default is a spear, but other possible forms maybe. Alternate forms dangerous as all hell without True Name Will, You See. If you do have it then you can make use of whatever the hell you want with it and be perfectly safe.

Color Glasses Schematics (400 CP, discount Drop-In and Luxiat): You know how to create glasses in all the colors. All of them. The entire spectrum of light from radio waves to gamma rays. Each set of glasses you make can only see in a single color though.

Luxin Rifle (600 CP, discount Soldier): An unbreakable *perfectly* accurate fire-arm made from Luxin that has *no* recoil. It also reloads it's self in half the time it would take you to with any kind of ammunition you could realistically have access to, even if you're out of it. Still a single shot weapon, though that can be changed if you have the know how. Comes with equally perfectly accurate scope and a sharp bayonet. Even an unskilled marksman would have no trouble hitting a target within their sight.

Perfect Shimmer Cloak (600 CP, discount Drop-In): A perfect shimmer cloak: it renders you invisible in every spectrum of light, can change it's color and shape at will, and it also prevents those with supernatural senses, such as precognition, from perceiving you with them. Though oddly difficult to damage, offering protection and durability roughly equivalent to a suit of Ilytian Mail, if it is damaged it will regenerate over the course of half an hour. If it's completely destroyed it will reform in your ware house. It will only function when worn by a light splitter.

True Nine Kings Deck (600 CP, discount Noble): A deck of cards detailing the people, places, events, and things that will change the shape of the world in the time you are there. By drafting and touching a card you can experience that which the card depicts as if you were there. The entirety of the card's depiction's past is there as is a useful smattering of it's future. You experience it as the person it depicts if it depicts a person. It's useful for finding out how other think, finding out which events you can or should disrupt, and the black mail potential is out of this world though there are, of course, other usages. You get a new relevant deck every time you go to a new world.

Blinding Knife (1200 CP, discount Luxiat): A knife made of both white and black luxin. Those who are stabbed by it are rendered color blind, with each color of the seven 'Prime Resonance' colors (Sub-Red, Red, Orange, Yellow, Green, Blue and Super-violet) filling one of the seven gems along the blade's back and also increasing it's size to that of a razor sharp accurate gun-sword that creates it's own bullets though you'll need to restock it's black powder charge before it can refire. Though you don't know it, unless you've purchased Heretical Knowledge, there is a ritual that will allow the knife to give the ability to draft these colors by draining them from a full blade. If a light splitter is stabbed then that ability can also be transferred. It can only store a single person's color at once: you'll have to gift it's color charge before it can steal another person's color. While full it's just a functional gun-blade. When it's not full it's merely a color draining knife that leaves no wounds. Be careful nobody finds out you have this: It's the McGuffin of this world, and everybody who knows what it is wants it and are very willing to kill for it.

Drawbacks:

Take as many as you'd like. You may not receive anymore than 600 extra CP though. If you would, reduce that amount to +600 CP.

Lard (+100 CP): You are fat, and the only way to get rid of it is with standard normal people abilities: eating less and exorcising more. Any attempt to lose weight in any other way will fail. Being considered chubby instead of obese is at the very least months away.

Bastard:(+100 CP): You were born illegitimately and people will look down on you for it. You're never going to get into the cool kid's parties.

Sub Chromat: (+100 CP): You are color blind. Roll for it on the same list of colors that you draft. Not only are you discriminated against for this, you will also be rendered unable to draft any color you roll

this way until your ten years are up.

Discipulus (+200 CP): You're still in training, probably at the chromeria. You don't know how to use your abilities as you would normally. Reduce your age by a third

No-Con (+200 CP): You are deeply ashamed of yourself. It will take at least a couple years of near constant success before you can look at yourself in the mirror. This can be somewhat shortened by encouragement from others and drastically lengthened by insults from others. This effects your abilities very negatively; you'll be at about half function until you get over it.

The Lip (+200 CP): You have no filter twixt your mind and mouth. You're consistently brutal honesty is going to get you in a lot of trouble.

Slave (+200 CP): You're ears were clipped, and you have little chance as being recognized as a person from this point on. Unless you find someway to pay your slave price (which is a fuckton for a drafter) escaping will just lead you to being taken as a slave again somewhere else.

Pres-Ganged(+200 CP) You were press-ganged into either the color prince's army or the Satrap's. You'll have to fight in every major battle in this war and there is no way out of it. Hope you don't get hit with a stray bullet or something.

Guile (+200): You're a Guile now. Andross knows. Have fun with that.

Andross's Pawn (+300): Andross Guile the Red, the Spider, the immoral, has a method of controlling you. You can't kill him or escape his control. Life's gonna suck. If bought with slavery he literally owns you to boot.

The Prophecies Forgot to Mention That There Were Two Light-Bringers (+400 CP): Kip Guile is your twin brother, and you start in Tyrea with him. You'll be right beside him for the entirety of the plot and if he fails or dies your chain ends here. His plot armor is also weakened; he will need your help *badly* to succeed but won't randomly die. He's smart, can draft all colors save paryl, and will eventually be dangerously politically savvy but right now he has no training and has most of the drawbacks on this list. This can't be taken with the Guile, or Press-Ganged drawbacks.

Blind(+600 CP): You can't see, have no powers from other jumps and have no access to your warehouse. Any companions you bring in also have no abilities from any jump save this one, though they aren't blind. Also? AHAHAHAHAHAHAHA.

Ending:

Go Home:

Stay:

Move on:

Glossary:

Notes: