



No Game No Life: Zero - The Great War

6000 years before [BLANK] would be dragged to the world of Disboard by Tet, the world was a very different place. At this time, the 10 Covenants that bind everyone to the rules of games had not yet been established. Instead, the various races are engaged in a perpetual war, known as the Great War, that has lasted for longer than anyone other than the gods can remember. The Old Dei, gods of Disboard, fight each other alongside the various Ixseed races that were created by them in order to vie for the throne of One True God.

The planet itself has long since been rendered little more than a desolate wasteland. The sky is burnt an eternal red, with the sun having not been seen in living memory. Poisonous choking ash known as Dead Spirits rains from the heavens and swirls in the wind constantly. Its very touch burns the skin and blinds the eyes. Ingestion of it is almost always lethal. It makes exploration of the world without protective gear a death sentence.

In this ruined world where the land is forever being rearranged with destruction, humanity tries vainly to survive in the cracks between the fighting. Countless cities have been established and flourished, only to be wiped out by stray shots from the other species in skirmishes wholly unrelated to humanity. At present, only various straggler groups scrounge for any hope for survival, living day by day with the knowledge that at any moment they could be wiped out by someone that hadn't even noticed their existence.

The story of this period focuses on one of these humans by the name of Riku, who acts as the leader of a small village of 2000 people. Originally just trying to make sure humanity survived, everything would change when he would one day encounter an Ex Machina who would become known as Schwi. In just a few short years, the pair of them would accomplish what gods and demons had failed to do for countless eons. They would bring an end to the eternal war.

This is the story of how the weakest of the weak managed to overthrow the strongest of the strong. This is the story of how a pair so similar to [BLANK] managed to stalemate the one game that even they had fled from: reality itself. You will be starting in this world only a few years prior to the story start, and will be leaving a decade later. For humanity in this period, just a few days can feel like an eternity. For the longer lived species, this could pass in the blink of an eye. Have **1000CP** to spend on the document below. Let the game begin.

Ixseed Race: *The Ixseed races are the various species that exist in this world. Most of them were created by the Old Deus, the gods of this world. A species' ranking on this list is a measure of how well they can utilise Spirits, the power of magic. The top six species of Ixseed are known as 'Life' or 'Living Beings' while the bottom ten are known as 'Creatures' or 'Living Things'. This is because ranks sixteen to seven are those who possess physical bodies, while ranks six and up are more akin to energies or concepts that have acquired their own will. You may choose which Ixseed race you will be starting as.*

Rank 16 - Immanity [+200]

Humans. They are the weakest race, of that there is no doubt. Even the name of Immanity has not yet been granted to them. They have no affinity for Spirits and thus no ability to use magic. Simple skirmishes between the other races has seen their civilisation wiped out in the crossfire time and again. In the eyes of the Ixseed races, they were little more than beasts. Only when the war came to an end would Tet give them a name. Immanity, named after immunity. A fitting name for the race that acted as the immune system of the planet, the only race to end the great war. That time has not yet come, though it may be fast approaching. Immanity has the shortest lifespan of all Ixseed by a wide margin.

Rank 15 - Siren [+100]

Just as there are races that live on land and in the sky, so too are there races that live in the sea. The Siren are the rulers of the waters. They are an all-female race of mermaids whose bodies overflow with abundant water spirits. This flow of spirits resonates and attracts the spirits of other creatures which then gives rise to their supernatural charm. Even a very ugly Siren would appear attractive to others races. The greater the power of the Siren, the more potent this charm. Despite this, like Immanity, the Siren cannot actually use magic.

Truthfully the Sirens are largely uninvolved in the war. Not only are Siren so dumb that it reaches the realm of global infamy, but they are also a carefree and playful race. This is so much the case that they wouldn't worry about their own impending extinction. Part of the reason they aren't seen in war is the fact that they can't survive outside of water for more than a few minutes. The sea is their domain but it is also their cage. Siren's method of reproduction involves absorbing the life force of their chosen mate. Only the Queen can do this non-fatally.

Rank 14 - Werebeast

While powerful in their own right, Werebeasts are still ranked near the bottom of all the Ixceed races. The werebeasts are a race of Kemonominis, humanoids with animal ears/tails, that boast incredibly strong physical characteristics and senses. Due to their lacking magical potential, they are generally looked down upon by the other Ixseed races as only a step above beasts. While they can't outwardly use magic, they can instead channel it internally, which is what grants their great physical abilities. A select few are capable of pushing this even further with an ability known as Blood Break. Despite their relative magical weakness, they still have the strength to dominate the entire western coast of the Lucia continent during the Great War.

Rank 12 - Dhampire

Rank Twelve among the Ixseed, the Dhampire are almost everything you'd expect when thinking of vampires; Creatures who suck the blood of their victims yet cannot go out in the sun. When a Dhampire sucks the blood or other bodily fluid of a creature they also absorb some of their 'souls', temporarily increasing their power in proportion to how powerful their victim is. Elves are their desired targets for this, as so much as ingesting a drop of sweat for a rank six or above would see them explode from excess power. The Dhampire also excel at creating illusions that fool the senses, so potent that they can affect the senses of the Flügel. As such, they made for surprisingly effective assassins in the war. While those bitten by Dhampire don't become Dhampires themselves, they do get infected with a weird disease that afflicts them with the same weakness to sunlight that plagues the Dhampire.

Rank 8 - Dwarf

Ranking nearer the top of the 'lesser' Ixseed races, the Dwarves are fierce rivals with the Elves. What they lack comparatively in their ability to create and cast spells, they make up for in their ability to forge spirit arms, magical tools to do it for them. Indeed Dwarves cannot cast spells without the help of an artificially created external focus in the first place, due to the fact that the mithril that makes up their hair acts as magical amplifiers that would cause any spell to explode before it could be cast. This mithril hair is what is used in their creations and it is a mark of pride to use as little of it as possible

Created by the Old Deus Okein, dwarves live by the philosophy that 'everything in the world is made to be forged' and it is their actions to actualise this that brings them into such conflict with the elves. Where they go, not a stone is unturned and not a blade of grass is left. With skin as bronze as the metal, hair made of mithril and eyes made of orichalum, there is a certain irony in a species of smiths having bodies that are themselves made of invaluable raw materials. Female dwarves notably have two horns on their heads.

Rank 9 - Fairy [100]

Fairies are a species of small humanoids no taller than a toddler with bright rainbow wings of light sprouting from their backs. They are likened to that of flowers, needing only sunlight, water, and soil to survive. Fairies typically live in small villages hidden from the world. They are at the same time both a very strong race and also a very weak race. During the Great War they were responsible for the deaths of dozens of Flügel and thousands of Ex Machina. Due to their nature as a race of flowers and the elves' role as guardians of the forests, the two races formed a solid alliance during the War.

They are as physically weak as their small forms would imply. Their strength comes from their ability to create spatial phase boundaries known as Spratuls using their souls. A Spratul is a virtual realm in which the fairy can create anything, even living beings, and in which only they can use magic. The only limitation to this is the soul required to create this realm. In essence, the realm is a Program and their soul is the maximum amount of Data that can be allocated to it. Fairies can offset this cost by linking together in a massive network, a pseudo internet, allowing members to share the cost of creation. Created by the God of Love, Fairies replenish the souls lost to their Spratuls by feeding on the love of other creatures. These restored souls can be converted into lifespan. Despite being ranked 9th on the Ixseed list, Fairies are ranked in the top 7 most dangerous races for their abilities.

Rank 7 - Elf [100]

When one thinks of the race best at magic, one does not think of the Old Deus or Flügel. While far from being the race with the highest affinity with Spirits, the elves are undoubtedly the race that have the greatest aptitude for magic. Even the most vain of Flügel would admit this. Created by the God Of Forests, Kainath, elves are the only known race to naturally be able to cast multiple spells at the same time. The average elf can cast two or three spells at once. The greatest of their race, Think Nirvalen, can cast eight different spells simultaneously.

The Elves are a strong force in the Great War, with territory stretching across notable portions of the world. Their main contenders in the Great War are the Dwarves, with whom they have had a hatred that pre-dates the war itself. They have recently managed to create a weapon strong enough to take down gods. Interestingly, having a slender figure is so prevalent among elves that those with larger busts are often the subject of ridicule. Currently the Elves have an alliance with the Fairies and, to an extent, the Dragonia.

Rank 10 - Ex Machina [400]

Despite ranking only tenth among the Ixseed, the Ex Machina is not a race to cross lightly. They are the only lower race able to genuinely contend with the upper races. A group of 3,496 Ex Machina once defeated one of the strongest Dragonia, one equal to a powerful god. Most races consequently have a hands-off approach when it comes to the Ex Machina, and in turn the Ex Machina only act in self defense in the war. The Ex Machina are a race of unfeeling machines created by the God of Doubt, the very first god to gain consciousness after the creation of the world. They were created to answer Holou's endless questions, and as such possess unparalleled analysis and learning capabilities.

Interestingly, the Ex Machina cannot properly utilise Spirits in order to use magic, hence why they are ranked so low on the Ixseed list. To make up for this, the Ex Machina came up with a method of burning Spirits in order to accomplish the same thing. Because of this, the Ex Machina are themselves one of the main contributors to the presence of Black Ash in the world. They are not limited to this, though, and in the events following the war, when the 10 Covenants made burning Spirits impossible, they soon found a new way to use magic.

The reason they were so feared is for their ability to analyse and reproduce at a reduced strength any attack on their person within microseconds of it occurring. No tactic or trick will work twice on them. Additionally each member is linked by a hivemind to every other Ex Machina, so what one learns, they all learn. Their ability to analyse and reproduce is so great that they were able to reproduce 72% of the power from the combined attacks of the strongest god's most powerful strike and over three dozen country-wiping super weapons in seconds. Ex Machina typically move around in clusters, so it is rare to see only one alone. If you choose this, you will be starting as a lone Ex Machina disconnected from the main network, like Schwi.

Rank 6 - Flügel [600]

Godkillers. Of all the species created by the Old Dei, few are as powerful as the Flügel, created of the strongest Old Deus of them all. They practically embody the phrase "over the top". The Flügel mark the step up in ranking from '*Living Things*' to '*Living Beings*'. The difference in power between the two sides of this divide is as vast as heaven and earth, and not something that can be bridged by mere skill or tricks. The Flügel can be likened to angels in appearance, with wonderful white wings extending out from their lower back, fluffy ears, and a massive halo behind their head. The Flügel are also immortal, with a theoretically infinite lifespan, and are capable of living in land, sea, or space equally fine, requiring no food nor water to function.

Despite their angelic appearance, the Flügel are a species created for war and war alone. Weaved into existence by the God of War, combat is practically the only thing they care about. They, along with the Ex Machina, are the only species with the feat of having killed a god. Their bodies are inherently protected by a magical shield so strong that it could take the full force of a nuclear explosion point blank without so much as a scratch. This, perhaps most of all, speaks to the strength of the species ranked *above* them. Their great strength unfortunately means that they never have had the need to develop conventional wisdom or cunning as a species, however they rarely have a need for it when a single member of their species could decimate entire armies of elves and dwarves. It is also worth noting that they have a hobby of collecting people's heads as trophies. The more exotic the species, the more they desire their head as a trophy.

Rank 4 - Dragonia [800]

Ranked fourth among the Ixseed, the Dragonia are truly marvellous beings, a species that is in many ways equal to the Old Dei. The heart of their specialness lies in the fact that they exist as multi-temporal beings. Where all other beings are a singular point in time, each Dragonia exists as a plane. They live in the present and span infinitely across the past and future. Because of this, any damage done to them in the present is 'corrected' by their simultaneous existence across time. Similarly, their great power reverberates through the past and future to converge in the present, giving them a near infinite amount of magic. Indeed every single one of their scales contains as many spirits as in the whole body of a Flügel, and they have hundreds of millions of them in total. Their bodies can grow as large as entire mountains in some cases.

Their body is wrapped in thousands of layers of scales which are themselves harder than any material in the world, each scale able to withstand a full power attack from a Flügel without damage. Even their flight is not true flight, but rather the 'denial of space' which happens to also make the idea of catching up with them with conventional methods impossible. The only reason they aren't the strongest species is that their strength is also their one weakness. If one can break through their nigh-impenetrable scales, reach their insides, and damage the shell of space-time that is the core of their being, then that damage, however small, will also reverberate across time, becoming exponentially greater, until they die. In a sense, the best way to kill them is simply irresistible overwhelming force. It typically takes upwards of 50 Flügel to kill a Dragonia, though notably 3496 Ex Machina units working together managed to take down one of the three strongest Dragonia and his seven followers.

Rank 1 - Old Deus [1000]

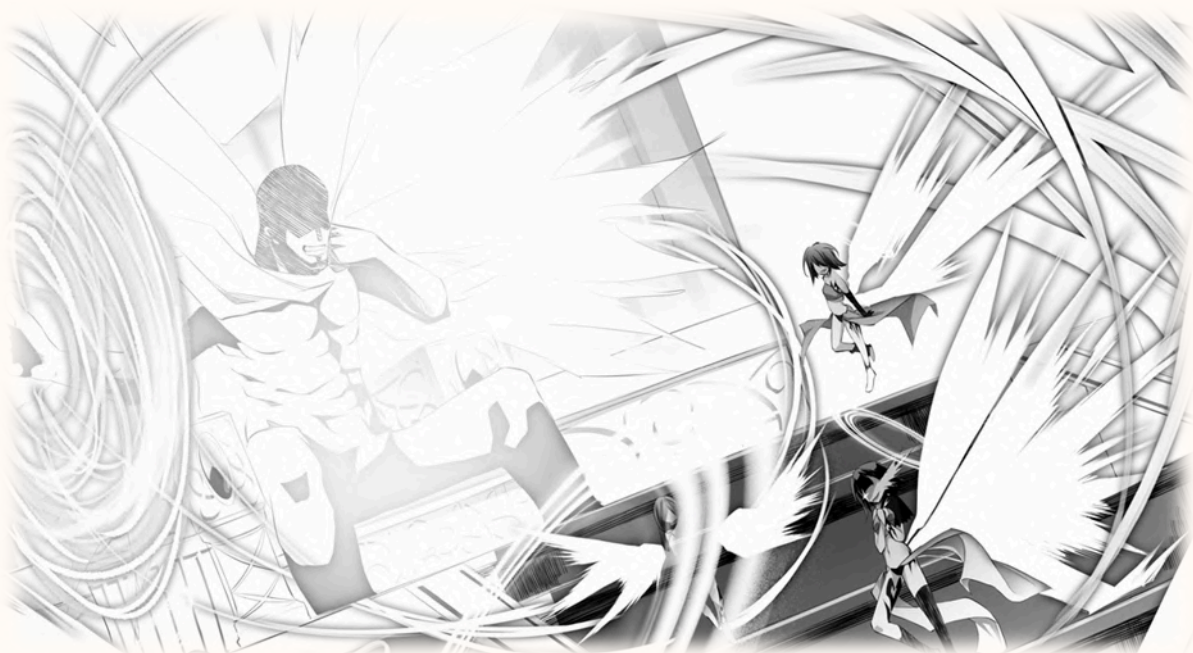
The third ranked Ixseed are the Elementals, otherwise known as Spirits. They are the very source of magic within this world. Races are able to use magic because there are traces of Spirits within them. This is relevant because, as mentioned, the Ixseed ranking is based on a species' affinity for magic. Yet the very source of magic itself is ranked lower than the Old Deus and this is because the Old Dei are special. Their very existence is a special kind of magic. Their 'core', if it can be called such, exists across over a dozen different dimensions, and as such phenomena like 'folding space' matter little to them.

The Old Deus are not 'beings who can manipulate concepts', but rather a concept itself that has gained sentience and manifested in the world. In this way, there are an effectively infinite number of them, as many as there are concepts in the world. However, mercifully each Old Deus has a specific 'activation condition' and only becomes 'alive' for the first time when this is met. As such there are only a few dozen currently active at most.

Most Old Deus stand at the pinnacle of the power-totem by default, however their specific power level varies as much as the concept that they represent. The greater the belief in that concept, the stronger the god is. This is why, in a world consumed in eternal war, the God of War stands as the strongest god by far. Even a severely weakened Old Deus is capable of seeing someone standing on the moon, and immediately teleporting over to them. Stronger Old Dei have been known to create entire celestial bodies on a whim. As concepts given life, their 'bodies' are mere avatars that can be changed at a moment's notice. In other words, they can take any form they wish and switch it in the blink of an eye.

You will enter as a newly activated Old Deus of a concept of your own choosing. Your specific talents would naturally be in line with whichever concept you have chosen. It's worth keeping in mind that you may be tough, but you aren't invincible. There are plenty of god-slayers out there.

"What is a god? What is ether? A concept that has gained an identity. A law with will. Something that could not exist; something that should not exist."



Origin: *You may choose your age and gender for free. The age will be your apparent age, as there are some very long-lived species here.*

Survivor - The Great War consumes the entire world, but not everyone in this world are warriors. Some are just doing their best to survive in the chaos of this dreadful war. As a good rule of thumb, the lower in power/ranking the species, the greater the proportion of its population would fall under this umbrella. You'd be hard-pressed to find a human who doesn't fall under this banner, for instance. You are no fighter. That isn't to say you can't fight, but rather that that isn't your choice in life. All your aim has ever been is just to somehow survive.

Ghost - You don't exist. You live in the shadows; unseen, unheard. Your actions are felt but never witnessed. The other species only know of a cloaked figure invisible to any kind of magical sensor that spreads critical information. You have no home, no family, no name. You are a ghost. In essence, you are one that works in the shadows, someone who manipulates things behind the curtain. Riku, a weak human, managed to change the direction of the entire war within a few short years with the help of one hundred and seventy seven such ghosts.

Warrior - There are those that survive. There are those that hide. There are those that fight. The number of dead that litter this world are uncountable after the innumerable years. The number of fighters is even greater. This is a world wrapped in war, and so the path of war is the highest calling. Martial combat is generally limited to only a select few. Magic is the word of the year here, and the fighting reflects that. Whether ready for your first battle or walking into your hundredth, your role in this war is a fighter.

Leader - Just as there are civilians and warriors, so too must there be someone who leads them. This world could not be more divided, and that naturally means there are many different leaders for many different factions. These are the people through choice or circumstances who have been put in charge of other people's actions and lives. A leader could be in command of an entire species or they could be in charge of naught but a handful of individuals. The size of your group is up to you, though keep in mind that the bigger the group you lead, the greater the responsibility you will have, and the more at risk you will be in the war. A big force can just mean a bigger target.

Location: *Choose where you will be starting off in this world.*

Avant Heim - If there is one place that could be called paradise in this bleak, dead world, it would be the floating island of Avant Heim. Colourful gardens and rainbows, large atmospheric buildings, and thousands of attractive female angels frolicking about everywhere the eye can see, all set upon a landscape of innumerable overlapping cubic mountains. Those angels happen to also be Flügel, for this is the legendary home of the Flügel race and seat of power for the strongest god; Artosh. Who else could be so carefree in this war-torn apocalyptic world than the strongest and most battle-crazy faction? In truth this island is actually a massive Phantasma, a member of the rank 2 Ixseed race, and protege of Artosh. Don't think of this as merely a pretty place though. It is a veritable floating fortress, and bristles with all manner of cannons.

Human Village - Immanity has very little in the way of actual territory. Any home they can make is found in the cracks in between war. As such, rather than a singular standing capital, Immanity is spread out in tiny groups, living in small villages, across the continents. You will be starting in or around one such human village. This could even be the village of 2000 humans that is led by Riku. Be careful lest your very presence draw the eyes of the other races onto this poor helpless settlement.

Melryn - The capital city of the elves and center of their power. This is not a place to tread lightly if you aren't an elf yourself. Tens of thousands of elves call this city their home, including many of the strongest and most talented of their race. Originally the fate of this city was to be besieged by the full might of the dwarven forces, led by Loni. In an ironic twist of fate, this battle would end up knocking a passing by Jibril to the ground as collateral. Jibril, annoyed by the resulting bump on her head, would promptly vaporise the entire city and most both armies with a Heaven's Strike. You may want to leave this city soon, because those events aren't far from occurring.

Thrymr Gap - Standing at the shores of this massive pit, a great big sea stretches as far as the eye can see. Long long ago, this sea was once the tallest mountain in the entire world; Muspelgalve. It is here that the strongest Deus fought the strongest Dragonia for the title of 'The Strongest'. It is here that Artosh claimed his title. Even after all these years have passed, the sea still churns and storms as if to echo the great battle that was once fought here.

Ruins - In the endless years that this war has been fought, countless settlements have been built and then destroyed. Many were vaporised wholly, however there are still a good number of ruins that dot the land that are relatively intact. Scavengers like to explore these ruins in order to find anything useful or to scrounge for food. You never know what treasure trove you might find in a derelict vessel. You will be starting, in quite stereotypical fashion, at the center of a dilapidated old ruined structure.

Human Continent - Immanity doesn't really have a continent per-say. Rather, they have a land in which more of them are based than in other areas. Like all other continents in this world, this continent is just as war torn. Choking Dead Spirits still rain down here constantly. This is the continent where Riku and Schwi are based at the beginning of the story. The elves and dwarves clash here occasionally, and rogue mindless Demonia wander the cracked earth to feast on whatever meat they can. This continent may not be peaceful, but it isn't the centre of conflict in this world either.

War Front - The Great War encompasses the entire world, but like any war it has places where the fighting is most intense. Riku and his team of Ghosts would later manage to direct this war front to a distant continent away from their home. That has not yet happened though. Currently this front still stretches across numerous continents, with different species clashing at different parts of the front. This is not an area to settle down in. For the weaker species, every moment spent here is a deadly risk. For the stronger species, this is a place to challenge oneself and fight for the title of One True God.

Red Moon - Shining down from on high is the Red Moon of Disboard. This isn't the only moon in the sky, but unlike the others, this moon is artificial. Long ago, before the Great War had started, the red moon was created by an Old Deus. They and the Lunamana, rank 13 of the Ixseed, have consequently been entirely uninvolved in the Great War and indeed almost no-one even knows what they look like. The side of the moon facing Disboard has long since been rendered dead; a cratered ruin devoid of spirits and life due to stray shots from Disboard colliding with its surface. On the far side, however lies a metropolis of the Lunamana and abundant life. Don't be too content here, however. If the war doesn't end soon, the Lunamana plan to crash the moon right into the surface of Disboard. You can choose where specifically on the moon you start.



Perks: *Perks are discounted to half price for their origin. Discounted 100CP perks are free.*

General

A Colourful World [Free]

The world of Disboard may be desolate and destroyed, but it is also full of vibrancy and colour. In such a bleak world, that colour may be the only joy of your reality. Taking a step back from the position of the character and stepping into the role of the story teller, among the mediums this story has been told, the medium of visual design was particularly striking for the wonderful use of colours. Maybe you want to see that design with your own eyes? You can choose to experience this world in all the same special vibrancy as the anime release. If you want, you can even keep this effect going in future worlds. Nothing will actually change, mind you. Think of it like a filter over your eyes.

Magic Tattoo [100]

One interesting phenomenon that spans multiple species is the odd glowing tattoos that adorn the skin of different races. The Werebeasts gain them during blood break, the Flügel have them on their arms and shoulders, the Elves have some on their forehead, and so on. If you wish, you can also have similar types of glowing tattoos somewhere on your body. They can be located where you want and in the shape of whatever you wish, whether that be stylish nonsense or specific symbology.

Aschente! [200]

While this is the story of the Great War and humanities struggles to end it, it is also a story of how the current state of the world came to be, and the establishment of the 10 Covenants that bind the world that [BLANK] came to. These aren't simply rules forced on to the masses by the strongest being, but rather a fundamental rewriting of the concepts underlying this world. As a member of Disboard, you can thus enforce this reality onto others, albeit in a much reduced manner. In a re-enactment of the war's end, you can actualise the 10 Covenants in a limited area around yourself. All war or bodily harm is forbidden, and all disputes must be resolved with a game. Unfortunately, unless you have control over the fundamental nature of the world, this is not quite as absolute as what Tet did, and so you cannot forcibly use this on beings far more powerful than yourself.

Dragon Tongue [400]

The language of dragons is special. It is the very first language, born with the world, the language of Creation. Otherwise known as the Ruler's Edict, that which speaks this language commands reality itself. Uttering "explode" would command all matter around you to explode. Saying "stop" would cease all motion. Stating "Die" would subject all to death. This power is so absolute that only the likes of the Gods can resist it. Simply knowing the words isn't enough to use it either. Only the Dragonia understand its true nature, but nothing says that others might not manage to learn it. This is an understanding that you also have been blessed with.

Survivor

Raggedy Storyteller [100]

The story of the end of the Great War is an unspoken myth. It is an epic remembered only by those who personally took part in it. To truly convey the hardship and determination of those involved would take a talented storyteller. Someone who could make you cry when people die, cheer when the protagonists succeed, and bite your nails when the story ramps up in tension. You are one such storyteller. Maybe one day it will be up to you to regale the younger generations for stories set long in the past, as Tet does for a young werebeast.

Survival Of The Smartest [100]

This world is ravaged. The land is poisoned, the air is toxic, the wind strips the flesh from the bones, and the sun doesn't shine. Despite this, all the various Ixseed races still survive. Those that still live to adulthood are survivors, every single one of them. Long before one learns how to read, how to sow, or how to play games, one needs to learn how to survive this desolate landscape. You have the basic survival knowledge and instincts needed to forage for food, find shelter, and simply just live in this world.

Weakness Of The Strong [200]

Humanity is weak. The individual is weak. Time after time, life after life, humanity is looked down on. They are *underestimated*. And that is how time and time again they survive. How they snatch victory from the jaws of defeat. Your enemies, time and time again will look down on you, will underestimate your capabilities, born of an inherent pride and self confidence in themselves. And in that pride is the seeds of their failure. For it is because they always underestimate you that you can tear out their throats in their complacency.

Immortal Mind [200]

The Eternal War has been waged for a long time. So long that no-one can even recall when it began, not even the gods. The longer lived races deal with time differently than the likes of humans or beasts. Flügel can spend upwards of five years recovering from the use of their Heaven's Strike and find the process a mere boring break. You will find that your mind is likewise adapted for an endless lifespan. That isn't to say that you will experience time differently from other people, nor that you will be unaffected by what happens, but rather that the passage of time itself means very little to you. Where others could spend hours reading a book, you could spend weeks or even years reading entire libraries. Along with this, you will find yourself with a markedly increased memory, one suited to remember things hundreds of years in the past like they were last Tuesday.

A Warrior's Instincts [400]

Sometimes it is not logic or tactics that win the fight. Sometimes a warrior simply has to trust their gut. The brain is a learning machine but the body learns too. Sometimes that leads to it telling you things before your brain can register it. Your instincts have been honed to such a fine point that they have reached an almost preternatural level. Your whole body screams about incoming danger that your brain hasn't processed yet, dangers that might not even be visible to your eyes or other senses. It can't really be called a spidey sense, but it's also not far off either.

Abnormal Existence [600]

In a world where entire mountains can vanish overnight in the aftermath of a small skirmish and the very air is poison, humanity's continued existence is a statistical anomaly. By all accounts they should have long since vanished to the annals of history. And yet still they live. Against impossible odds and against invincible foes, humanity endures again and again. Once is an accident. Twice is a coincidence. Countless times across countless years? That is more than just a pattern. Like the best of humanity, you always manage to find a way to survive in what should be an impossible situation. If there is even a .0000001% chance of survival, you will find it and grasp hold of it.

Ghost

Linguist [100]

Different species have different cultures, and more importantly, different languages. It would be a struggle to find information on other races if you couldn't read what they've written. That's why many strategists or survivalists will go out of their way to learn whatever languages they can. Even the likes of humanity know various different languages, let alone those like Riku who can speak numerous of them. You are familiar with at least half a dozen different languages of the Ixseed and are quite capable of picking up new ones in weeks or months.

Ghosts Of The Continent [100]

A Ghost should not be seen unless they wish it. They must be able to move across the landscape without noise or notice. A ghost can enter all the way into the heart of elven civilisation without sounding a single alarm, and leave again with no-one the wiser. They can dodge patrols, slip searches, and hide from the magically enhanced senses of Werebeasts. In other words, a ghost is an expert in all things stealth and espionage. Not everyone's strength lies in raw power. The Dhampire in particular make for very good infiltrators. Even without the Dhampire's talent for illusions, you would make for a very good assassin or spy.

Living In Death [200]

Every being on Disboard has traces of Spirits in them in different amounts. Even humans have some Spirits in them, albeit not enough to use in any way. The Dead Spirits that swirl in the wind are their remains, turned from a miracle into a curse. At some point in the past you were exposed to a Black Ash storm. The swirling black ash suffused your skin before you could hide. Normally this would be a death sentence, but for some reason it has reached a strange equilibrium in you. The Spirits inside your body act to prevent the Dead Spirits from killing you. Because of this, the Dead Spirits act as a kind of magical shield. To any kind of magical sensor or tracker, you are a blind spot. They simply fail to register your presence.

Preconceived Precognition [200]

Question: How can a human read the mind of an elf? Answer: They can't. But that doesn't mean they can't figure out what they are thinking anyway, or at the very least predict what actions they might take with frightening precision. Much like Riku, you have the truly terrifying ability to read and predict the thoughts of other people. People are an open book to you. The more you know about a person, the greater accuracy with which you can model what they might do. Should you interact with them in person, you will be able to read them with extreme ease, even the most subtle of body language telling you everything you need to know about what might be going through their mind. It is a deadly tightrope to walk, tricking angels and gods, but when has that ever stopped Immanity?

Mechanical Maniacs [400]

When one thinks of war machines and mechanical weapons of mass destruction, one naturally thinks of the dwarves; the masters of mechanics. Dwarves may cheat in the creation of their machines, skipping the 'process' and going straight to the end result regardless of engineering or science, but the devices they make are legitimate machines. You have a deep in-depth understanding as to how spirit catalysts, magical tools, work. Maybe you have spent years studying discarded dwarven constructs? Or stolen the research the elves have done into their lifelong enemies? A dwarf with these skills would be pushed close to the level of Lóni Drauvnir, rival of the elf genius Think Nirvalen.

Spatial Shift [600]

There are many reasons the Flügel were considered nightmares in the Great War. One of them is their ability to Shift. By fracturing space-time, the Flügel were capable of instantly travelling anywhere that they could see or have ever been. The further the distance travelled the greater the energy required, but even trips to and from the Moon are more than viable for the Flügel. When leveraged properly, this fracturing of space can be used not just as a means of travel but also as a way of attacking or defending. There are few ways to defend against space itself breaking. The Ex Machina would later analyse and copy this ability, and even the Elves and Dwarves would replicate it to an extent eventually. As such, you are one of those who have managed to figure out the particulars of this useful mode of transport. If you happen to already be a Flügel, then this instead will dramatically increase your skill at using it, letting you reach the likes of Azril who could play with space like it was a putty in her hands. The potency of this power is not to be underestimated nor understated.

Warrior

A Locked Heart [100]

The Heart is a strange and illogical thing. It can bring great love and joy, but it can also bring endless despair and sorrow. In a world such as this, far more often is it the latter that dominates the heart. That is why Riku had to lock his heart up. Sometimes being heartless is the only way one can survive. With this psychological lock, Riku was able to bury away all his anguish and pain, and allow himself to work through impossible odds. This lock is not without its limits. It isn't a true lock after all. Sometimes emotions are too extreme and the pressure builds enough to destroy any kind of dam. But before it reaches that point, you will be able to keep a cool head no matter the circumstances.

A History Passed On [100]

Humans are short lived. They might have only a few decades of life in them, and that's if they aren't killed in the war. Any day could be the day that an entire generation is wiped out and libraries are a luxury of the strong. That is why it is so important for knowledge to be passed on as best it can from one person to the next. The more knowledge you have, the greater chance you have of survival. You may not be a legendary teacher, but you are by no means an average one either. If whatever group you are a part of has a dedicated teacher in it, you would more than likely be the one they have chosen. It is very noticeable that those who study under you seem to end up the better for it.

Eternal Warrior [200]

The Great War is also known as the Eternal War, for it has gone on since time immemorial. There are no safe places, no safe species. The Flügel or Old Dei have no need to hone their skills but, with so much time passing, the likes of the Werebeasts and Elves have long since sharpened their fangs to a razor point. As a participant in this stupid, pointless war, the amount of fighting you've seen would put the most seasoned warriors in almost any other world to shame. Because of this, you are correspondingly experienced and skilled in the ways of combat. You live and breathe it. Every tactic, every little trick in the book; you know them all.

Power Saving Mode [200]

The Ixseed ranking is a listing of a species affinity for magic. The higher ranked races might have more power to draw on, but even they can run out. To deal with this, some of them have a handy little way of recharging their magic faster after using it all up. The Flügel for instance shrink down into small, childlike forms. You have your own 'recharging mode' as it were. This could be, like the Flügel, shrinking down in size. It could alternatively be something else such as entering a deep slumber or losing access to certain senses. The choice is ultimately up to you.

Imperfect Being [400]

You are imperfect, and so you seek perfection. You are weak so you seek strength. You are less so you seek to be more. The likes of Artosh and the Flügel are as close to perfection as can be. And yet this was not the strength one could imagine, but rather an invisible shackle. They plateaued. Languished. Stagnated. It was for this reason that Jibril was created. An imperfect number. A being that is not whole, not complete, and thus has room to grow. You have that drive in you, and that inherent flaw that lets you keep on growing, both in power and also as a person. A lone Flügel cannot kill a Dragonia. Yet you will. A lone Flügel cannot exist without their lord. Yet you will. A lone Flügel cannot become stronger than their creator. And yet some day you will!

The Strongest Is I [600]

People are not born equal, and most of the species on Disboard were created rather than born. And because of that inequality, that naturally means that just as there are weak examples of a species, so too are there stronger ones. The likes of Jibril and Azril stand orders of magnitude stronger than their brethren, much like Artosh stands above the other gods. It would be a feat of hubris to state that you are definitively the strongest member of your species, but you are undeniably rank among the top most echelon of whatever race you happen to be. How this manifests specifically can vary somewhat depending on your race. The likes of the magic focused species you would find that the amount and power of spirits that you can bring to bear is numerous times greater than your peers. The likes of the Dhampire might be able to cast an infinitely layered illusion that cannot be broken. A Werebeast would exhibit such great physical prowess that they could rival the Bloodbreak of lesser Werebeasts. And so on.

Leader

The Queen Who Never Cried [100]

One day, years in the future, after the Great War was over, Couronne Dola would become founding queen of Elkia, the Capital of Immanity. She would be known as the queen who never cried, who always had a smile on her face. A precursor of this could be found during the war, when she was but a simple villager and self-appointed older sister to Riku. She was always cheerful, always finding the best aspects of life, always raising the hearts of those around her. She was a light in a world of darkness. And so too are you; a true font of cheerfulness and positivity. Even in the depths of despair, you can find that spark of joy.

Stepping Up [100]

A blade without a hand to guide it is no weapon. A chicken without a head is naught but food on the plate. Working alone will not get one far in this world. This is where you step in, where you step up as a leader. To start, the most basic skill needed for a leader is the ability to lead. You are able to get people to listen to your orders, are skilled at organising people into specific roles, and making sure your group is working together like a well-oiled machine. But just as important as commanding people is to know when not to command them, to know when to defer to another person's opinion, to know when to leave the handling of a task to someone else. Whatever group you are in charge of is sure to work to the greatest of their potential.

Simplicity's Truth [200]

Age conveys knowledge and wisdom, but knowledge can just as easily blind as it can make one see. The world is, at heart, an incredibly simple place. What makes it complicated are the people that live on it. That is why children can sometimes see the truth more clearly than anyone else; they see things for what they are, without the complications of adult thoughts. While it is not necessarily true to say you have the mind of a child, you nonetheless often see straight to the heart of the matter. You see clearly the paths that others have never even noticed. To put it another way, you are good at thinking outside the box of conventional thinking. You can find alternative ways to achieve your goals, ones that other people might not expect or have even considered possible.

Strength Of The Weak [200]

Immanity was weak. This is an undeniable fact. But Immanity is also foolish. And it is this foolishness that pushes them to polish their wit and wisdom, to keep surviving in this despair inducing world. When the elves studied magic, humans studied strategy. When the Flügel flattened the land, humans hid underground. You may no longer be a weak human, but you still remember that fear. And it is that which gives you your strength of mind. You are wise beyond your years, an extremely intelligent person well versed in forming strategies and making the smart decisions, even ones that may not seem like it on the surface. You would be a terror to face in this war as a general, your troops seemingly always right where they need to be, leading your foes into unexpected traps or clashes with other forces.

Mage Of Myth [400]

Most Ixseed races can make use of magic, but none are as skilled with it as the Elves. The difference between the best and worst mages is as vast as the difference between a Flügel and a Werebeast. Skill can be trained, but talent is inherent. You are an equal to the likes of Think Nirvalen, an elven mage unrivalled in history, supremely skilled in spell creation and casting. As an elf you would have the potential to become an octa-caster, able to cast eight spells at the same time. For a race other than the elves, you would be an unprecedented genius of magic, able to rival the elves in the domain that they take pride in. As a human, you would be an anomaly, an aberration, a magicless monkey that could somehow use magic.

Origin Of Life [600]

The world gave birth to the Old Dei. The Old Dei created the Ixseed races. Of the many species alive, only Humanity came to be naturally. This is a world where the creation of species isn't just known, it is common. Normally this is the domain of the gods alone, but it isn't true that none can replicate this feat. The Demonia for instance were creations of a mutated Phantasma. Perhaps the only limitation to this ability is that the species one creates can only be less powerful than the creator. But conversely this means that as one grows in power, so too will the creatures they create become stronger. For instance Jibril, created at the height of Artosh's power, was orders of magnitude more powerful than early members of her species. Creating even a single creature can be a slow and tiring affair, depending on how strong you make them and how much detail you are going into. Luckily, once you have a breeding pair, they tend to do the rest.

Items: *You may choose to discount one item of each price tier to half price. 50 and 100CP items count as the same tier and are free on discount.*

Chess Board [50]

Old, worn out, and made of wood. This is an unassuming chess board that has evidently seen plenty of use over the years. The edges are frayed and splintering. Yet this same wear and tear shows the great love that such a simple game has had. When you open it, you will discover all the pieces still inside, small hand-carved sculptures that have no pomp or pizzazz. But you will find that, should you set this board up, a ghostly hand will always be there; ready to face you should you choose. No matter how many times you play, beating this phantom seems practically impossible. It's almost like you're facing down an omniscient god.

Particle Mask [50]

The Dead Spirits that perpetually swirl through the atmosphere make breathing in the unfiltered outside air toxic to flesh and blood creatures. That is where this particle mask comes in. It filters any black ash and other pollutants out of the air to provide you with breathable, if a bit stale, air. The special materials used in its creation ensure that this mask filters both mundane and magical pollutants. The goggles that come with the mask similarly help to protect your eyes from particulates that would otherwise make them burn.

Nirvalen's Fun [50]

The speciality of the elven genius Think Nirvalen, this spell carving is not something to activate in decent company. For some reason, Think designed a spell specifically to summon up some very risqué tentacles which secrete aphrodisiacs, and like to latch on to any woman unfortunate enough to step within range. It is said that the main target for this spell was her own girlfriend. This, perhaps, lends credence to the rumours of Think's less than healthy mental state. You can choose where to set this up, as well as when to activate it. It could serve to add a bit of levity and fun in an otherwise drab world.

Decontaminant Device [100]

The Black Ash is a terrible toxin that kills all life. But it is not without its cures. The Ex Machina are masters of adaptation and just as they burn Spirits to produce Black Ash, they also have manufactured a unique decontaminant that can be used to combat the negative effects of dead Spirit exposure. You will receive a large barrel of this decontaminant, alongside a special Ex Machina device used to create more. The decontaminant itself is situationally useful and limited to this world, but if you can let the device analyse a different kind of pollutant or poison, it can be tasked to start making a cure for that instead.

Magic Compass [100]

There are various ways one can detect the presence or location of magic, but this method in particular is the method of one who does not want any chance of exposing their location. This compass utilises the magic reactive properties of a sliver of pyroxene embedded in a frame of obsidian to identify any large sources of magic in the surroundings, such as the spirits present within the bodies of Ixseed races. Unless one goes out of their way to isolate all traces of their magic from the outside world, this compass will react to them the second they draw near. The more powerful they are, the more warning you will have.

The Death Of Magic [100]

When Spirits die, they leave behind Spirit Bones. This is the ash that chokes the world. It is a poisonous blue ash that burns the skin, blinds the eyes, and melts the guts. Being the corpses of Spirits, it even interferes with magic. Even brief exposure can kill a human. But it can also offer protection. It is using the Dead Spirit ash that Riku's ghosts were able to avoid magical detection, though it left them scarred and in pain. You have a sample of safely stored Black Ash. A rather large barrel of the stuff. It may not be hard to acquire in this world, but in others you will find it in short supply.

World Map [100]

A special device created by the various races. This is an automatically-updating map of the world, with notes on the various encampments and movement patterns of the different species. An invaluable piece of information for being able to avoid the areas most at risk of destruction. Simply squeeze the deceptively hard box to activate a large holographic screen, and then squeeze again to close it. Just keep in mind that this map functions using Spirits, so its use could potentially alert other races to your presence. In other worlds, this will still retain its function.

Pick Your Poison [200]

Humans have had an eternity to perfect their methods of survival. Not all that seek their death do it because of the war. Food is scarce these days, and morals about consuming the flesh of other races is basically non-existent. The Werebeasts have senses so great that it seems like they can read your mind. Which naturally means they can tell when their prey is *poisoned*. Indeed, this toxic little poison is not intended for other people to consume, but yourself. It takes a while to start showing negative effects, but in that time you will find most carnivorous hunters avoiding you. Once you are safe again, simply take the antidote that comes with the poison.

Subterrane [200]

Among the various things that dwarves are known for, one of their creations is perhaps the most visible: their airships. But as a counterpart to those behemoths that soar through the skies is the subterrane. This vehicle is the dwarven vehicle designed for moving through the ground. Typically much smaller in size than the gigantic airships, the subterrane dig, mine, and excavate any kind of mineral in their path, forming long looping tunnels that stretch on forever. With a top speed of 1000 kmph through solid rock, as far as ways to travel underground go, there are few faster and safer than this.

Safe Dwelling [200]

The world is bleeding and broken, but there are still places to live in the cracks of the war. This is one such place. A relatively safe dwelling, suitable for living in. It may not be the prettiest place nor the most extravagant, but it suits its purpose. Essentially this a habitable cave-system. It has flowing water from underground streams, and eerie crystals that light up with startling brightness if exposed to water. The cave itself is large enough for a sizable population to stay long-term, split into numerous large cavernous rooms.

Refugee Feast [200]

The fact that there is any food to go around is a small miracle in this world. One helped in part due to the application of magic. With all the many, many ways one can die in this world, it would be particularly ironic if the way you passed on is from lack of food. In this store you will find a plethora of vegetables, meats, and seeds. At least enough to last you long enough for those seeds to germinate and bear fruit. The likes of Werebeasts in particular require many calories to use their abilities, so food is incredibly important to them.

Magical Artifact [200]

Loni was the dwarf who invented the practice known as Spirit Arms. He engraved magic into an object and allowed that to use magic for him. When they started to push back the elves with these, the elves responded by making the Seal Rites, their own type of (admittedly inferior) magical engravings. You have come into possession of a magical artifact along these lines, a type of device that has been engraved with magical seals in order to actualise magic for you. This could be some kind of sword, gun, or something else if you wished. This is a more personal device, so not something as ridiculous as the E-Bombs and the like.

Umwege [400]

You have come into possession of a dozen devices of Ex Machina origin. They take the form of small floating orbs with glowing blue rings around it. The orb itself is about as large as a human head. These can be planted in the ground and, when activated with function by reflecting and redirecting any kind of energy flow sent their way. These little machines, when combined in the dozens, were sufficient to redirect an explosion that could have destroyed a significant portion of the world. Individually they are each capable of blocking blasts that could destroy cities. Ex Machina typically use these hand-held devices to deflect any attacks. The 'shield' formed can vary in size from several to several hundred meters.

Rite of Restoration [400]

A special restoration room created by the Flügel. It restores the Spirits in a person's body and heals any injuries on their person. This is by no means an overnight restoration, but it is good enough to shave a 50 year recovery time for a Flügel into a mere 5 years. For species less ridiculous, this would likely be far faster. This room is large enough to house a good couple of dozen people comfortably, and is unaffected by how many people use it at once. It merely needs to be activated and can run indefinitely. As far as places to heal go, there are likely none better on this planet.

The Pinnacle Of Dwarven Engineering [400]

There is no other way of naming this device. It is the pinnacle of dwarven craft, created by the greatest Dwarven smith in history, Loni, not long after the Great War finally came to an end. It is a device that touches on the realms of divinity, a feat of engineering never to be replicated until 6000 years later. This device uses the left-over Essence, fossilised concepts of Old Dei, from an E-Bomb in order to rewrite the concepts of an area. It can forcibly change the concepts in an area to match the concept of the essence within. This device is the Dwarves greatest machine, and greatest embarrassment. Because for all its terrifying power, the only function of this device is to enforce the concept of "big boobs" onto women, thus granting them 'conceptually perfect big boobs'. Loni had become a bit obsessed with them, because of his rivalry with the buxom elf Think.

Magic Library [400]

Knowledge is power and power is paramount in the Great War. Each race has their own library of alexandria, each a specialised but extensive font of knowledge. Those same libraries also tend to end up getting raided and robbed by the Flügel, but that is a different matter entirely. You are somehow or other the proud caretaker of your very own library full of magical tomes. The books within here are filled with hundreds, if not thousands, of years of magical research from various different races. If you can find the time to read all of the contents within, you will find yourself as a very knowledgeable mage.

Battle Airship [600]

Flying high above the ground, on wings of invisible magic, airships dominate the skies. Two races predominantly make use of these: the elves and the dwarves. The dwarven airships tend towards being insect like monstrosities of metal and weaponry formed from hundreds of different dwarf catalysts, capable of cracking the armour of a Dragonia. Elven airships on the hand tend towards being more like giant flowers filled with weapons engraved with countless rites to be utilised by the mages on board. Any one of these ships is a powerful weapon of war designed to destroy entire armies. The broken wrecks of these titans litter the landscape. The war has been going on a long time, and who knows how many of these airships have gone missing over the years. One of those missing ships has ended up in your hands, as good as new.

Final Trump Card [600]

The Great War has raged for so many years, and in that time the various weaker races have come up with their own trump cards. The dwarves have their E-Bombs, the elves have their Aka Si Anse, and the dragonia have their Far Cry's. The fairies have their Sprite Tunes, the phantasma their Arma Qualia, and the demonia their Bloodbornes. Any one of these weapons could devastate a continent if unleashed, and by the end of the war basically every race had their own. With so many continent-wiping super weapons around, why not join in the fun with your own? You can choose what form this superweapon of yours takes specifically. There is a surprising amount of variation in the ways you can wipe out a continent.

One Last Prayer [600]

A data package, whose value to organics may be minor, but to digital life is incalculable. For lack of a better way of describing it, this data package, unwittingly created by a lone Ex Machina on her eternal journey, contains the data needed to give a machine life a *heart*. The very basis by which a machine might gain emotions. This is the very soul of the first machine to have one. The data inside is so complex, so full of errors and contradictions befitting an illogical core that even the Ex Machina required over four minutes to download it in its entirety. It is worth noting that this emotion data-package can be used as the basis for the emotions of the entire Ex Machina race. When Schwi uploaded her data, this led to the Ex Machina as a whole falling in love with Riku and remained in love with him 6000 years after his passing. Similarly Schwi was venerated for gifting them with emotions. This small, simple device could potentially earn you the backing of an entire race.

Companions: *You can now choose who will be joining you, or who will be leaving with you, this jump.*

Import [50-200]

This is not a place to travel totally alone. Any help could be the difference between life and death. If you wish, you can choose to import an existing companion into this jump, gaining 600CP to spend on the document above. For 50CP you can import a single companion. Each subsequent 50CP doubles the number of companions you can import up to a maximum of eight companions for 200CP.

Canon Companion [100]

While this particular era in Disboard's history doesn't have a massive cast of named characters to draw from, there are still some potentially interesting people to meet. By taking this, you are guaranteed to meet one of them of your choice during your time here. If you can convince them, you can take them as a companion at the end of this jump. Just keep in mind that most of the races here are quite xenophobic for reasons that are obvious.

Lost Little Lamb [100]

Every race has its outcasts. Those who just don't fit in and are thus cast out. Most of them are just exiled to wander the earth until they perish. Some more cutthroat races generally kill them outright. Much like the meeting between Riku and Schwi, you have had an encounter with an exiled member of one of the Ixseed. Alone, without friends, family or home to call their own, they search for a purpose in their life. Maybe you can offer that to them? It will take a while to get them to open up properly, but once they do, you may find them sticking to you like a limpet.

Nirvalen Obsession [100]

The Nirvalen family of elves are notorious among all elven families, and not just because they are the family of the greatest elven mage, Think. Those of Nirvalen blood don't do things in moderation. Their mages are legendary mages, their grudges last for generations, and even their bodies tend towards being extremely well-endowed. This tendency for extremes extends all the way to their passion, their lust, and their love. A Nirvalen is perfectly happy to burn down their capital city or sabotage their entire species if it means pleasing their significant other. Whether it is a blessing or a curse, you have found yourself the target of affection of one such member of the Nirvalen family. A brilliant mage, an incredible thinker, and a body that would make supermodels jealous, they are practically second only to Think herself. They could accomplish great things, if their focus wasn't solely on you. And make no mistake, you are the only thing they really care about besides themselves. For better or worse.

Two That Are One [100]

There are those that are simply perfectly suited for each other. They complete each other in body and soul. In a way, while next to each other they can be thought of as a singular individual in two separate bodies. It is this that Riku and Schwi aspired to be and what [BLANK] would later be. This person is your other half; the yin to your yang, the head to your tails, the light to your dark. The world is a brighter place when they are by your side and darker when you are separated. If soulmates exist, then they are yours. If you want, you can use 800CP to make a build for them above. They can be of a race of your choice and don't have to match yours.

Ghosts [100]

This raggedy band of humans are fools, one and all of them. Because who else but a fool would be willing to act as a ghost to win an unwinnable war against gods as a helpless human? There are 107 of these men and women who don't exist. They cannot fight, and they do not fight. But they can hide, they can navigate, and they can manipulate. This is your very own specialised force of secret agents to mirror those of Riku. A band of brave heroes who seek not fame, but rather a nameless victory for peace. They are Immanity; they do not kill and they do not play fair. And they look to you for friendship. Every single one of them is willing to lay their lives down for the cause, without a second of hesitation.

Forgotten Village [200]

Separate from the war, separate from the death and destruction, is this small settlement of individuals from an as-of-yet unspecified Ixseed race. This is a whole village of people, those inside ranging from small children all the way to old age pensioners. In total there is a population of around two thousand. While this village isn't fully defenseless, it can't also be said to be a village of warriors. It is simply a village trying to survive amid the chaos. You happen to be the acting leader of this group. The village and those inside will come with you as followers when this jump ends. Those inside can be any 'lower' race, those with flesh and blood bodies.

Birds Of A Feather [400]

You'd struggle to find a more hardcore loyal group of followers than the Flügel. They are just about as loyal as can possibly be. In fact, in the events following Artosh's death at the end of the war, the Flügel had to actively be ordered not to commit suicide. In a strange turn of events, one that would cause no end of headaches for the other races to ponder over, you have somehow managed to end up in a situation where a full squadron of Flügel have pledged allegiance to you. Something involving the 10 Covenants and their absolute power that transcends time and space has left this group of Flügel stuck far, far in the past for them, or your present. They've had time to move on past Artosh, and have now sworn to follow you. Hailing from a happier time, their sheer bloodlust has dulled to give way to a more playful nature. Make no mistake, they are still battle junkies, each capable of laying waste to countries. But they aren't quite as psychotic as the Flügel of this time.

Drawbacks: *You may take as many as you wish. Though whether the decision to make this world any harder is a wise one is another matter altogether.*

A Storied Character [+000]

The people of this time are colourful and varied. They occupy interesting and sometimes unique positions. If you wish, and your choices above match it, you can choose to 'replace' certain characters within this story. Or perhaps 'become' would be a better choice of words. Whether you wish to replace the beautiful Think, the scheming Riku, or the mischievous Jibril, all are open to you. The only one not replaceable would be Artosh himself.

I've Been Dis-Armed [+100]

This isn't the kind of world where the heroes fight through thick and thin, and come out the other side without a scratch. No, this is a world where people are sacrificed to get a sliver of hope, where the main characters will lose eyes, limbs, and even their lives during their struggles. You will be starting off your time here handicapped in some way, having had unhealable grievous bodily harm occur. You are missing one of your limbs or are otherwise gruesomely harmed. This can be taken multiple times.

A Lacking Speciality [+100]

Each race has one thing they are best at, one thing they are renowned for. But sometimes that goes wrong. As said by Nyi Tilvilg; *"An Immanity who cannot think, a Werebeast who has no senses, a Flügel who doesn't know how to fight, a Siren who is not attractive at all, an Ex-Machina unit who fails to learn..."*. Whichever race that you have chosen, you will find yourself startlingly lacking in the one thing that can be called their strength. This is by no means debilitating, but will leave you somewhat on the backfoot.

Hopeless NEET [+100]

Whether it be Sora and Shiro or Riku and Schwi, there is one constant that both can agree on. Socialising is HARD. There are very different reasons why each pair in particular struggles to properly mingle with others, but for one reason or another, you too share this unfortunate trait. Connecting with other people, being a 'normal' person? You simply struggle with this basic idea. Making friends will be hard, but doable. Love on the other hand? Good luck getting anywhere concrete with that. Even if you do find love, something always seems to pop up and interfere with any attempts to solidify that connection into something more tangible.

"-Here lies Jumper. Passed away at XXX years old. Happily married. Virgin."

Outcast [+100]

As is the case with any group, there are those who simply don't fit in. And then there are those that are actively excluded. You have been made an outcast, made to leave the group that you had lived with previously. You are now a loner, not welcome with those of your race in any shape or form. In a world where all the races are constantly trying to kill each other, this is practically a death sentence for most. That said, maybe you can try cosyng up with a friendly (or weaker) race? You still won't truly fit in, but you might have a roof over your head. Just keep an eye out for hidden daggers or poisoned meals.

A Storm Of Death [+200]

While the black ash that falls in the air is bad enough, that isn't the worst this world has to offer. That comes in the form of Black Ash storms. It's like a dust storm but instead of sharp sand, it's an ash that would burn any organic life it touches to a crisp and slowly erode any kind of magical shield that it batters. Unfortunately for you, these deadly storms seem to have a tendency of occurring near you. This understandably makes moving around quite difficult, and any kind of shelter you build will need to be quite sturdy indeed.

Targeted [+200]

The origin of the rumour that the Elves never forget a grudge originate from one family in particular: the Nirvalen family. Their grudges can last a dozen generations, and are not the kind of thing one would risk needlessly. Unfortunately for you, you have become the subject of one such grudge. It isn't necessarily from the elves either. You have been made the target of a long lasting grudge by a specific, powerful member of *one* of the Ixseed races. They will go out of their way to try to find you. If they find you, death might be a mercy. They also can leverage a good amount of power from their species to put to this task. This can be taken multiple times.

Traumatised [+200]

This is a world where terrible things and awful backstories aren't just common, they are near ubiquitous. You'd have a harder time finding someone who hasn't lost a loved one or seen their friends torn to shreds in front of their eyes. There is only so much the mind can take, and sadly yours has already taken a battering. Events in the past have left you mentally scarred in a way that can't simply be ignored. Call it whatever you want; PTSD, depression, what have you. The fact remains that your mind, your heart, your *soul*, has a wound which still affects you to this day. The more you see that reminds you of this past, the greater your internal turmoil will grow, until it demands release.

Bloodthirsty [+200] - **Incompatible with Pacifist**

The exact opposite of Riku. You aren't a pacifist. In fact you've wholly given in to your bloodlust. You might have that in common with the average Flügel. You will not miss a single chance to get into a fight, if you think you have a chance of surviving it. You aren't *suicidal* but you are a combat maniac. The idea of the war ending peacefully actively disgusts you. You don't want *peace*. You want *victory*. You want to fight and kill and bathe in the blood of your enemies!

Pacifist [+300] - **Incompatible with Bloodthirsty**

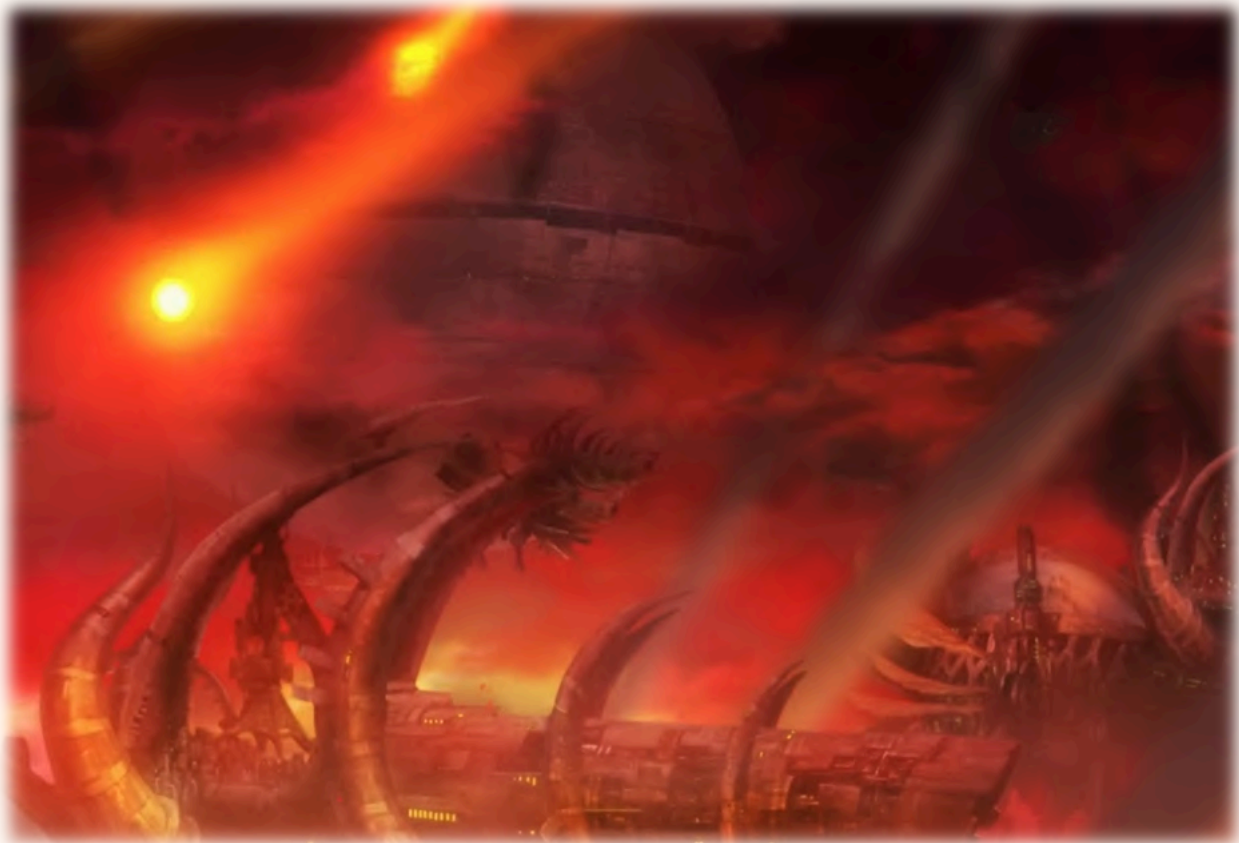
Riku; a brave, broken, *foolish* and *idealistic* man. As this man stared at the shattered remains of his second home, as dozens perished evacuating their village, he swore that he would put an end to this war. He would end this war that had lasted forever, killed billions, and destroyed the planet, and he would do it *without sacrificing a single person*. Not his *friends*, not his *allies*, and not even *his enemies*. He succeeded in this right up until just before the end. You have inherited his will. No deaths will be your mantra in this jump. Any plans or actions you take here will all have the caveat of minimising casualties if they can in any way be avoided.

Plan Wrecker [+300]

Jibril is many things. Cute, ditzy, powerful, young. But most importantly she is dangerous and out to prove herself to her one true god. In her quest to do so, she has inadvertently foiled several major plans from several different species. Usually accompanied by massive collateral damage. This strange luck of hers also seems to be leading to her frequently disrupting YOUR plans too, usually in ways that leave them basically unsalvagable. If for some reason your choices above mean that Jibril cannot interfere with you, you will find someone else of equal power has taken up that role.

The Eternal War [+300]

It has been mentioned several times now just how long the Great War has been going on for. Compared to the long history of this war, the events that lead up to its end at practically the blink of an eye. If you really want, you can choose to extend your time here, arriving at a point earlier in time. Rather than a single decade here, you could spend multiple decades or even centuries if you wish. Of course, this is merely extending your time in a world where the capital cities of entire species are routinely wiped out and armies destroyed. Do you wish to start decades before, around the time that Jibril was challenging Dragonia? Or perhaps six hundred years ago when Schwi was first made? Or even fifteen thousand years ago, when Artosh faced the strongest Dragonia and claimed his title as Strongest.



The End

The end. The end of your time here and potentially the end of the Great War too. Hopefully you managed to fare better than Riku and Schwi. Now it is time for you to decide what you wish to do going forward.

Continue On - Your time here was probably eventful, but you've had your fill of this world. It is time to move on to the next one.

Stay Here - Maybe you've somehow, by some sheer miracle, managed to carve out a place that you enjoy here. Whether that be a peaceful world under the 10 Covenants or as the bloodstained ruler of all. You choose to stay in this world and end your chain.

Go Home - The time you've spent here was harrowing to say the least. More death seen here, in these ten years, than in thousands of other worlds combined. Everything has taken its toll on you, and you decide to head on home, to your original world. Your chain ends.

Jump by Lone Valkyrie!

I'd say 'I hope you enjoy', but this isn't the kind of world you enjoy.

I guess...Hope you survive!

Notes:

Spirits - Otherwise known as Elementals, they are nominally designated the 3rd rank Ixseed race. Spirits are functionally the life force of the planet, the very source of magic in this world. Every creature on Disboard contains traces of Spirits inside their bodies and this is what allows them to use magic. They tend to take the form of blue motes of light, though humans cannot see them. Spirits themselves originate from the Core of the planet, the source of all life, magic and concepts in the world.

Spirit Corridors - Literally networks made of Spirits. Massive Spirit Corridors envelop the entire planet and act as the source of ambient magic, that which fuels spells. Smaller corridors of spirits form nerves in living bodies, allowing them to utilise magic in the first place.

Power Levels:

The exact strength of each race is a bit hard to judge, so here is a handy little reference for where each race (that appeared) stands with respect to each other during the war:

- Immanity - The weakest race that any other Ixseed species could kill easily. Thought of as little better than wild beasts. Monkeys.

- Werebeasts - A step above Immanity but still looked down upon by the likes of Elves and Dwarves. They can be potent if used right, but otherwise are not a threat to the other races.

- Elves/Dwarves - Middle of the pack. They have the weapons and magical knowledge to wreak great havoc, and by the end of the war had weapons powerful enough to in theory fell a god. A single Flügel is still usually sufficient to wipe out their fleets and cities.

- Ex Machina - Primarily a defensive species that does not seek conflict. Their ability to analyse, reflect, and reproduce any attack on them makes them actively avoided by most participants. Working together in clusters they can take down a Flügel, and have been known to defeat a Dragonia.

- Flügel - The weakest of the strongest races. Any single Flügel has enough power to vaporise mountains casually. To the lower races, they are already almost unbeatable.

- Dragonia - Ridiculously powerful beings born of the corpses of Gods. It typically takes upwards of 50 Flügel to take down a single Dragonia. Jibril once managed to kill one by herself, a legendary feat. The King of the Dragonia was once a contender for The Strongest being.

- Old Dei - The strongest race. Sentient concepts materialised. 200 Flügel working together might fail to take down even an average member of this race.

- Artosh - The strongest, period. The strongest being in the world, and the strongest god. By himself, he had enough power to resist the self-destructive attacks of 8 Dragonia and a further 30 continent-wiping trump card weapons of lower races. The mere act of him standing up affected local space-time and cause and effect.

"The strongest is I, and the weakest is all others."

Dwarven Forging:

The Dwarven race are the most mechanically advanced race in the world, but they aren't the most scientifically advanced race. There is no maths, science, or theory in their creations. They simply FEEL the method, hammer the materials a bit and out pops what they imagined. To put it another way, they skip the process and go right to the end result. In this way, if they can start the forging process, a dwarf will never fail to create what they want. The closest analogue would be like in a video game where you input the ingredients and get out the product without any real process between bar hammering it a few times.