

# OCTOPATH TRAVELER

## Octopath Traveler 2 Jumpchain

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Ver. 1.0

Hello, Traveler.

Welcome to the world of Solistia. A world full of many stories which are soon to be entangled with the journeys of eight Chosen Travelers.

The threat of an Endless Night is soon to come to this world, driven by a Vengeful God and their nihilistic followers.

However, that is not to be your problem immediately, as you start 3 months before the start of any of the Chosen Travelers start their Journeys.

May you have the best of luck as The Night approaches, but to assist you on your journey, have the following:

**Gain 1000 CP**

## Origins

In this world, there are many paths one can travel. Which one have you chosen?

If you aren't taking the Nobody Origin, you can have your gender be whichever you want, and you may pick your age in a range from 15 to 40.

Nobody (Drop In) - Hmm? Now this is strange. You aren't from Solistia at all. As a stranger in a strange land, you have no connections, although that means you also have no enemies. Enjoy finding your way in this new land.

Warrior - You are a Warrior, someone who fights for a living. You could be a Gladiator in Montwise, a Soldier of one of the many city-states in this world, or even just a wandering mercenary. Regardless, Violence is your occupation, and you've gotten quite good at it.

Dancer - You are a Performer, an aspiring (or perhaps current) star that seeks to touch the minds and hearts of the people through your art. Of course, this world is still dangerous, so you likely either have a bodyguard or are proficient enough in combat to travel from stage to stage. Still don't let that discourage you from seeing all this world has to offer.

Scholar - You are a Scholar. And in Solistia, that title means someone who studies Magic far more than studying other subject. You happen to follow that path as well, although the nature of your studies is up to you. One piece of advice though. There are some people in your field that would do anything to learn more, generally to the detriment of those around them *and* themselves. Try to avoid those types, as well as avoiding falling into that yourself.

Cleric - You are a Cleric, someone who believes in a religion and has made a career out of that in some form. Believers the 8 Righteous Gods are the most common religion, but they are by no means the only one. Regardless, this generally has the role of guiding the uncertainty as well as having the ability to mystically heal the injured and revive the dying. Such powers are generally considered to be from the Gods, but in your case that isn't really true. It would be rather inconvenient for you to have powers relying on the Gods when you're likely going to leave regardless.

Thief - You are a Thief. Someone who, by definition, steals from others for their own benefit. You could be a part of the many organizations of Thieves that exist, or you could be an independent

who works alone. Regardless, your kind is the most despised of all of the options chosen here, so don't expect a warm reception from those who know.

Hunter - You are a Hunter. Someone who hunts the various monsters that exist in this world. Well, Monster is the local term, but really most of them are just wildlife that have inherent supernatural powers. Often, they don't attack without provocation, and mostly hunt for food. And so, the reason you would hunt isn't likely to be for survival, except for if you're also hunting for food.

Apothecary - You are an Apothecary. As the closest thing this world has to a doctor, you heal injuries and illness with herbal remedies and standard medicinal practices. One from a more modern world may tend to look down on such things, but in a world where a proper mixture of the right herbs can heal injuries or illnesses in seconds, it can be incredibly effective.

Merchant - You are a Merchant. Someone in the business of business. Buying low, selling high, and hopefully not making the world a worse place as you do so. As a Traveler, you're the kind most likely to be welcomed with open arms. With Monsters roaming the land and technology at a much lower level than modern day, the ability to get goods from other lands is incredibly low, so you'll likely be able to make some kind of sale no matter where you wander.

## Starting Locations

Here is a list of all of the locations in Solistia where you may start your journey. They are all individually listed, while also including their general region in brackets.

**You may pick a location of your choice, or you may randomly roll for your starting location in exchange for an additional 100 CP.**

1. Cropdale [Leaflands]
2. Wellgrove [Leaflands]
3. Timberain [Leaflands]
4. Ku [Hinoeuma]
5. Ryu [Hinoeuma]
6. Sai [Hinoeuma]
7. Canalbrine [Harborlands]

8. Conning Creek[Harborlands]
9. Roque Island [Harborlands]
10. Beastling Village [Toto'haha]
11. Tropu'hopu [Toto'haha]
12. Nameless Village [Toto'haha]
13. Frigit Isle [Winterlands]
14. Cape Cold [Winterlands]
15. Winterbloom [Winterlands]
16. Stromhail [Winterlands]
17. Abandoned Village [Brightlands]
18. New Delsta [Brightlands]
19. Clockbank[Brightlands]
20. Lostseed [Brightlands]
21. Oresrush [Wildlands]
22. Crackridge [Wildlands]
23. Gravell [Wildlands]
24. Flamechurch [Crestlands]
25. Montwise [Crestlands]
26. Merry Hills [Crestlands]

## Perks

Next we have the Perks. The skills and abilities that will help you achieve the roles you have taken up.

Discounts are 50% off where listed, provided you have the appropriate Origin.

However, while each section has their own Perks, one shouldn't forget the General Perk section either. Everyone has something they would benefit from gaining in this section, so it is highly recommended that you take a look. In fact, here's a gift to encourage that.

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

General Perks

The Bare Basics (1 Free, 1 Additional Free for Warrior, Hunter, Thief, and Merchant, -50 for each additional purchase): This world is dangerous. That much shouldn't really be a surprise. Monsters roam the land, and conflict between people isn't rare either, and so self defense is a common skill that almost everyone has. Pick one weapon type from the list of **Swords, Spears, Daggers, Axes, Bows, and Staves**. You now have a basic proficiency with that type of weapon, and can use any you find in combat without issues. This Perk can be taken multiple times, to a maximum of 6.

A Touch of Wonder (1 Free, 1 Additional Free for Scholar, Cleric, Dancer, and Apothecary, -50 for each additional purchase): Magic is a common force in this world. Crystals with magic power are naturally occurring, Elementals can be found in the wild, and anyone can learn magic through effort and study. The magic in this land are based on 6 Elements, those being **Fire, Ice, Lightning, Wind, Light, and Darkness**. By selecting this, you now have a moderate Affinity for that Element, as well as automatically knowing a minor battle spell for that Element. Like a single bolt of fire or a blade of wind, it would be a weaker but focused attack that only affects a single target. This Perk can be taken multiple times, to a maximum of 6.

Like Time slows Down (-100, Free with For the Dawn): When fighting, it's now like time slows down for you. This is purely a mental effect, not one that allows you to move around like normal in a world standing still, but that doesn't mean this is worthless. This allows you an incredible ability to think ahead and make strategic decisions even in the heat of battle, and to observe a far faster opponent without losing track of them. It also allows you to begin to react to attacks more quickly than you otherwise could, although this is a lesser benefit than the others, as your actual speed is not increased by this.

Let me take that off your hands (-200, Discount for Merchant, Thief, Dancer, and Scholar): There are many ways to interact with others. One of which is the transference of goods and money between people. Specifically, you are now an expert in one way of getting the items from others. This could be something like stealing from others without them noticing like a Thief (or overtly mugging someone if you don't care for subtlety), purchasing the items off them like a Merchant, or doing a performance so good that people will *want* to hand over their positions to you like a Dancer. It is recommended that your chosen method matches your Origin, but that is not required.

Why don't you follow me (-200, Discount for Dancer, Cleric, Merchant, and Hunter): There are many ways to interact with others. One of which is to journey with or guide them. Specifically, you are now an expert in one way of getting someone to follow and assist you on a journey. This could be something like befriending a person or animal with meat, like a Hunter may. It could also be guiding them like a Priest, hiring them for a job like a Merchant, or entrancing

them with a performance so they go along with what you want like a Dancer. It is recommended that your chosen method matches your Origin, but that is not required.

How about you go to sleep (-200, Discount for Thief, Apothecary, Warrior, and Hunter): There are many ways to interact with others. One of which is to knock others unconscious. As ridiculous as this sounds, this does qualify. Specifically, you are now an expert in one way of knocking others unconscious in a way that won't get you in trouble with those around you or the authorities. This can be something like being able to challenge near-anyone to an official Duel like a Warrior, ambushing them without anyone noticing and knocking them out in a single strike like a Thief, sedating them into unconsciousness like a Apothecary, or setting a variety of Monsters on them like a Hunter. It is recommended that your chosen method matches your Origin, but that is not required.

Tell me all you know (-200, Discount for Cleric, Apothecary, Warrior, and Scholar): There are many ways to interact with others. One of which is to obtain information from them. Specifically, you are now an expert in one way of getting information from others. This could be something like Bribery, where you exchange money for information. Alternatively, you could receive the information from ~~interrogating~~ questioning others like an ~~Inquisitor~~ Cleric, intuit the information from intense scrutiny like a Scholar, or simply inquiring about someone's life (generally in a way related to treatment) like an Apothecary. It is recommended that your chosen method matches your Origin, but that is not required.

Multi-Path Traveling (-400, Free with For the Dawn): Have you heard of a Class System? I would assume so, but I will explain how this works regardless. So, upon meeting someone who excels in a specific field, or has the potential and drive to one day do so, you will gain that field of knowledge as a "Class". You will start as a beginner in this class, but have no upper limit on your growth. Additionally, while in a class, your growth in that field is doubled. However, you may only have 1 Class equipped at a time, and while outside of that class, you have a greatly reduced ability to access the knowledge and techniques of that class. For example, if you had a Cleric Class at a high level, you may be able to use a low or even moderate level healing spell outside of it, but wouldn't be able to revive the dying like you would while in the class. There are no restrictions on the maximum number of classes you can have, nor are there any restrictions on when you can change what class you have equipped.

- You always have access to your base abilities. Classes are adding on to your normal base of power. If you got a Class that perfectly matched your abilities, it would do nothing, since you already have what it would offer.
- This can have a cosmetic effect, mixing your normal outfit with the stereotypical appearance for your Class, but you can disable this if you want.
- Classes must be sufficiently different to be counted as a different class. You cannot get 3 different Cleric classes with infinitesimal differences.

Master of Arms (-600 CP, Discount for Nobody, Warrior, and Hunter): In this world, many wield weapons, but there are few that can claim to have mastered them. Back in “The Bare Basics”, it was stated that you had basic proficiency in using your weapon type(s) of choice. This boosts your skill in those chosen weapon types (and any you already had experience with) to the heights of Mastery, and your skill in any type of weapon you don't have any experience with to an intermediate skill level. Of course, that isn't the only benefit this provides. You can now immediately use any weapon you find with the required level of skill to wield it effectively, no matter how esoteric or complex it may be to use. Any weapon you hold in your hands becomes temporarily indestructible, unless you would want it not to be. You can fight with as many weapons on your person as you want with no penalties, and have no issues swapping between weapons at a moment's notice. You are automatically able to bypass any restrictions on the wielder of a weapon, such as only being able to be wielded by someone of a specific bloodline. And you are unaffected by any negative effects a weapon you wield may have, such as a cursed blade that would normally drain its wielder life force.

- There is one last benefit this Perk provides, although it is in the Items Section. See the “Arms of the Divine” Item for details.

Brilliant Inventor (-600 CP, Discount for Nobody, Merchant, and Thief): This world is on the precipice of technological revolution, and your genius will be the spark that drives it! . . . Ahem, well, that's a possibility, anyways. This Perk greatly increases your inventiveness, ingenuity, intelligence, and improvisation skills. You excel in coming up with new and revolutionary ideas and making them with whatever you can get your hands on, even in the middle of combat. In contrast with the Scholar, your area of expertise is the physical realm of machinery and physics, although Magitek is still very much possible for you to create. Additionally, you have a . . . strange quirk. Anything you create that breaks upon use, or needs at least 30 seconds to recover before being used again, is twice as effective as it otherwise would be. Which further helps your ability to make and use things in the heat of combat, but you'd find that not many people would want to wait half a minute between attacks when selling your inventions. Granted, you'll have so many that it's not an issue for you, but it would likely be one for other people.

Arcanist of the Boundary (-600 CP, Discount for Nobody, Scholar, and Dancer): The power of the Arcanist is a complex one. Through the use of a series of Seals you now know, you can distort the Conceptual Barriers that affect most things in this world, although in their initial uses, these mostly manifest as modifiers for your techniques and/or spells. True mastery will take a significant amount of time and effort. Additionally, these seals are all temporary effects which can be cast on yourself and on others, and aren't likely to continue manifesting past a minute or two of being active without actively recasting them. These Seals are as described below.

- Firstly is the Seal of Absorption. This allows it so attacks you perform can distort the barrier of damage and restoration, making it so you can restore yourself and your allies for a portion of the damage with an attack. The type of restoration is variable, and can be things like health, magical energy, or stamina.

- Next is the Seal of Diffusion. This is a Seal that distorts the Boundary of the Self. In practice, what it does is allow the target to use a technique that would only affect the wielder (IE, it cannot be used on others), and to apply those affects to themselves and their allies simultaneously.
- Up next is the Seal of Inversion, which can either make it so any Debilitating Effects on yourself will instead be inverted to a Positive Effect of the same intensity and type, or you can apply it to an enemy and make it so any positive effects applied to them become inverted to a debilitating effect.
- After that is the Seal of Immortality. Its name is somewhat misleading, but not incorrect. What this seal does in its base usage is simple: If someone would die while this seal is active, it uses up its energy to ensure that its target will survive by distorting the barrier between life and death to ensure they don't cross the barrier. No matter what that attack may be, they will simply live through it, although they won't be in good condition afterwards.
- Then we have the Seal of Reflection. Again, a rather simple Seal in its base usage. It reflects a magical or energy based attack by temporarily manifesting a barrier around the target of the Seal that inverts directionally. This works more times the more energy is put into it, but it will always reflect at least one attack.
  - Inertia makes physical objects harder to invert the directionality of, hence why they aren't included in the base usage. It is still possible with a higher level of Mastery though.
- Lastly, and certainly not least, we have the Seal of Eternity. This is a Seal that distorts the barrier of Time, specifically of the End of a Phenomenon. In its base usage, this allows you to change the duration of a single enhancing effect from a number measured in seconds or minutes to one measured in hours, and this does work on all of the Seals that have been discussed above. However, this is the hardest Seal to wield, let alone master, as the more complex the target, the harder the Seal is to apply. While one can eventually achieve a state where they no longer need to fear death from aging with this Seal, that will not be a simple task by any means.

Conjurer of Nature (-600 CP, Discount for Nobody, Cleric, and Apothecary): In a world where monsters and people can cast magic, one might forget the majesty in simple nature. But not you. You have mastered the power of manifesting the elements to fight alongside you of their own accord. You can entreat the wind, water, earth, or fire to manifest themselves and attack alongside yourself and others spontaneously. These attacks would have no tell or presence, as they are simply the will of nature itself manifesting spontaneously, like a random natural disaster. Which is something you can call down, once you get experienced enough to do so. You can also call down a light rain to literally refresh the spirit and stamina of yourself and those around you, or call upon the power of the sun to revive the dying and heal the wounded, alongside providing protection. Or alternatively, with enough experience you could flood a region with torrential downpours and curse another with a drought that scorches the land. There are plenty of other ways you can manifest the powers of the natural world as well, but that will be up to you to discover.

Chosen Traveler of the Sacred Flame [Capstone Booster] (-600 CP, Free with For the Dawn): For as long as you've lived this life, you've known you are simply. . . Better. You learn faster, grow stronger, and surpass others at every turn. In every measurable way, you surpass your fellows by leaps and bounds. To be more concrete, take all of your current physical and magical capabilities (or to use Video Game terms, stats like strength, defense, dexterity, etc) and double them. Then, also double your growth rate in those fields, as well as with learning or improving any skills. Additionally, you will receive a scaling bonus based on your emotional state. Specifically, positive emotions. Be it Hope, Comradery, Love (be it romantic, platonic, familial, or any other kind), or any other positive emotion, the stronger you feel it, the more power you gain. You will grow stronger in all respects, gain breakthroughs in existing techniques, and should your emotions be running strong enough, can even manifest new abilities beyond your past limits.

## Nobody Perks

Just a Normal Traveler (-100 CP, Free for Nobody): As it turns out, being from another dimension means you're likely to stand out. Strange clothes, strange habits, and depending on if this is your first Jump or not, likely strange appearances as well. Well, this Perk makes people just not care about those things. Now, while you want this perk to be active, anything that would make people think of you as different from their perception of "normal" is ignored. Now, I want to be perfectly clear. This is about making people overlook your appearance, accent, social faux pas, and so on. This **does not** make any action you take be treated as normal by those around you. That is a far different Perk than what this is offering, and one that would be far stronger and more expensive.

Constant Communications (-200 CP, Discount for Nobody): Something often overlooked when traveling is that languages, both spoken and written, aren't universal. This applies both to traveling between different countries and different worlds. This takes care of that. Now, you automatically become fluent and literate in any and every language you come across. Additionally, you have perfect memory regarding these languages, and have no need to worry about them atrophying due to a lack of use.

- As a side note, while not in this setting, I am aware that there are some languages, written and/or spoken works, phrases, and individual words that can have detrimental or memetic effects on those who experience or understand them. This also grants you immunity against those. You should not be punished for having this perk.

Memories and a Map (-400 CP, Discount for Nobody): As a Traveler journeys the world, they find a great many places. However, traveling back to them can take a significant amount of time and effort, and proper maps are by no means promised. This Perk solves those issues, through two main effects. Firstly, this Perk automatically grants you a perfect map of the world. You can summon this either physically or mentally, and you can zoom in or out in said map at will. This contains no information about people, but does contain general architectural information. Secondly, you can choose any point on that map of significance (a landmark, a city, etc) and teleport to it at will. You can also take any amount of others with you, so long as they are willing.

- Note: Until you Spark, you are restricted to only teleporting within the general localized realm of your Jump. Within the Jump itself, you can travel between dimensions, but you cannot use this to go to other jumps pre-spark.

Protection of the Travelers (-600 CP, Discount for Nobody): Traveling can be dangerous, with the further reaches of where you can travel being all the more dangerous. While the physical threats can be combated, the passive threats of the world itself can be a far harder threat to mitigate. This Perk grants you flat immunity from any passive effect in an area, be it heat, air quality or lack thereof, environmental pressure, or any other condition or status that could be considered to normally exist in the area regardless of what one does, or would result from something that someone could not avoid from merely existing in that area.

- (With Chosen Traveler of the Sacred Flame): How strange. I suppose this does count as a protection for a type of traveling, albeit a more unconventional one. Now, you also have immunity to all temporal, spatial, and destiny related effects. This does not give you the ability to do any sort of travel that would result in you running afowl of those kinds of effects, such as traveling through time or different dimensions. However, this shall protect you should you gain that ability or have similar effects aimed at you.

## Warrior Perks

Strength of a Warrior (-100 CP, Free for Warrior): A Warrior needs to be able to fight. That much should be obvious. This Perk covers that, greatly increasing your physical strength, endurance, and stamina. Enough so that you could fight in mortal combat for a day straight and keep going. Additionally, this will give you an instinctive ability to navigate an active battlefield and keep cool under pressure and while in any amount of pain. Lastly, this gives you an intermediate level knowledge of military tactics and strategy.

Bonds and Battles (-200 CP, Discount for Warrior): Friends and Comrades are an important thing to have, double so when one's life is on the line. The purpose of this Perk is twofold. Firstly, it will greatly increase your ability to form bonds in the middle of battle. This applies both to those you battle alongside, as well as those you battle against. Should you manage to

resume your battles non-lethally, recruiting your opponents becomes significantly easier with this. The other half of this Perk is an empathic bond with anyone you have a connection with during battle. This allows you to communicate wordlessly by sharing intentions with each other. Although, the stronger your bond with those you're fighting alongside, the clearer this empathic bond becomes. At the highest levels of this, all of those connected can gain telepathy.

Until the Last Strike (-400 CP, Discount for Warrior): Normally, people get weaker as they're injured. Bleeding out, cut muscles, and various other maladies make it so even small injuries can kill a person over time, or lead to their death in a battle. However, that no longer applies to you. From now on, your condition will not worsen over time, and you are unable to bleed out or die from existing injuries. If you aren't already dead, your injuries won't kill you. Furthermore, your injuries will not affect your ability to fight. No matter how hurt you may get, or what may get injured in your body, your abilities in combat will not decrease. As a side benefit of this effect, this also makes you unable to lose any body part in combat, even if someone cuts right through it or would destroy it. You'll still need to get healed afterwards, but at least you will be able to better fight off what's trying to kill you in spite of your injuries.

Azure Warrior (-600 CP, Discount for Warrior): You, as it turns out, have a talent. A very powerful one. With but a single match against an opponent, you can perfectly learn their signature and/or best technique, or your choice from them should they have several, and add it to your ever growing arsenal. The condition for learning the technique is simple: Win, no matter the method. You are restricted to learning only weapon and/or hand-to-hand based techniques, and while you can learn as many as you want, it's up to you to remember them once they've been learned and decided how to use them.

- (With Chosen Traveler of the Sacred Flame): Well now, you're even better than I thought. You have no limit as to the number, complexity, or type of techniques you can learn. Additionally, all of the techniques you learn are perfectly memorized, and your recollection of them will never fade. This also grants you an additional sense as to what technique you have learned will best fit a situation. As a Warrior, you will likely specialize in physical attacks, but now, nothing is stopping you from learning magical techniques or anything else.
  - It is entirely possible for you to learn a technique that you are physically unable to perform and/or do not have enough magical energy to cast. If that occurs, then simply grow stronger until you *can* use it.

## Dancer Perks

Grace of a Dancer (-100 CP, Free for Dancer): This Perk covers the base of what you need to be a Professional Dancer. You now have immaculate footwork, a perfect sense of balance, and

know at least a dozen Dances so well you could flawlessly perform them in your sleep. Additionally, you gain Charisma and Stage Presence enough to captivate a room with your performance.

Comfortable in your own Skin (-200 CP, Discount for Dancer): Confidence is a large part of show business. So too, despite what people may like to claim, is physical appearance. The purpose of this Perk is to assist with this. Now, what this Perk does is give you a very low level of shape-shifting. By default, this will modify your body to whatever idealized version of yourself would be most comfortable for yourself. This will also have a minor effect on healing, and will insure you will never heal incorrectly or gain scars, unless you would prefer to have them. This can, over a more extended period of time, allow you to change your general body shape, height, and/or gender. However, this does not allow you to modify yourself beyond what is reasonable for a Human to be (or whatever species you happen to be, in an Alt-Form).

All Together Now! (-400 CP, Discount for Dancer): The largest performances are rarely done alone, and the greatest performances touch all that experience them. Now, you have a new way to utilize this spirit of comradery. This Perk gives you the ability to apply a specific buff to yourself or one other person through spending a not insignificant amount of your energy. What this Buff does is very simple: If they would use some sort of ability or attack that would only affect one person aside from themselves, this now applies in a wide area of effect to anyone the wielder of that ability or attack would want to be affected. To be clear, this does not result in that ability or attack requiring more effort to perform, nor does it lose potency in affecting a variety of targets. The selection effect also does not fail due to ignorance. If you end up drowning an area in a sea of fire to attack a group of enemies, any innocents you wouldn't want to get hurt would be untouched, even if you didn't know they existed. Same with the property itself.

Shine of a True Star (-600 CP, Discount for Dancer): A Star can inspire the people. This much is obvious. However, with you, it isn't a hope, it's a guarantee. Pick one emotion, be it hope, rage, admiration, or anything else. To be clear, you pick now and this cannot be changed at a later date. Now, when doing a performance, all who see and hear it will be guaranteed to be inspired to feel this emotion very strongly. This works even if your performance is recorded and played back. This works even if the watcher shouldn't be able to feel those emotions at all, like if they're an emotionless robot or someone who naturally can't feel that emotion. This bypasses all forms of mental resistance and anti-magic, as it is neither of those. You simply are so good at performance that you can inspire your chosen emotion in literally anyone.

- (With Chosen Traveler of the Sacred Flame): Oh, did I say one emotion before? No, that restriction no longer applies to you. You surpassed it. You can inspire any number of emotions you want, and can even inspire multiple emotions in the same performance, although you run the risk of overwhelming people or muddling the message if you try and inspire too many emotions and/or drastically conflicting emotions at the same time. The other complication this does bring up is that, well, a song and dance routine designed to

inspire Hope can also be used to inspire Despair, but it will be ridiculously less effective at it. For such diametrically opposed messages, the emotions inspired in people would be less than 10% the strength they would otherwise. The more the tone of the performance naturally matches the emotions you want to inspire, the better it is able to do so.

## Scholar Perks

Wisdom of the Scholar (-100 CP Each, 3 Free for Scholar): As has been said before, a Scholar is primarily one who studies Magic, but is also an academic. As such, this Perk has two sides to it. The first allows you to pick any of the previously mentioned types of magic *except* Light. Those being **Fire, Ice, Lightning, Wind, and Darkness**. This grants you the ability to use more widespread magic in that Element. Contrary to the ability that you could gain from “A Touch of Wonder”, this magic is more widespread, but not necessarily more powerful in any specific area. Additionally, this gives you a moderate Affinity for your chosen Element, which does stack with the Affinity from “A Touch of Wonder” should you also have that. The strength of the spell is based on your own power, and can scale in strength and range without limit, so long as you have the power to fuel it. The second half of this Perk gives you an equivalent to a master's degree of knowledge in any academic field, alongside 5 years worth of practical experience in using that knowledge. You can also get an actual degree to come with the knowledge if you would desire it. Additionally, you can choose to gain the appropriate academic standing in each would that such a knowledge base would bring. This Perk can be taken multiple times, up to a maximum of 5.

Proficient Professor (-200 CP, Discount for Scholar): Many people focus on the part of a Scholar that involves learning. However, it is also important to know how to impart one's knowledge to others. To Teach. And this Perk makes you very good at it. First, you gain a large amount of knowledge as to what are effective and ineffective teaching methods. Also, you gain a social sense for teaching, inherently knowing how to engage your students, and what teaching methods would personally work best for them. Additionally, all students under you learn and retain knowledge at twice their usual rate. Additionally, should they have any learning disabilities, those simply won't hinder them during their lessons with you.

Calculated Concentration (-400 CP, Discount for Scholar): Once upon a time, an incredibly accomplished Scholar figured out how to compress the effects of his spells through sheer Mathematics, trading area of effect for potency. This Perk has given you a similar ability, allowing you to compress the effects of any widespread ability, and concentrate it to a single point. Using this does not increase the cost of the ability, but it does increase its power. The greater decrease in size of the ability, the greater its power becomes. This can apply to spells,

martial techniques, and even things like widespread enhancement abilities. With it, you can take a simple fireball and make a small but searing flame far beyond that power.

The One True Magic (-600 CP, Discount for Scholar): In Solistia, Magic is based off of 6 Elements, the 6 Sources, in which power can be drawn from. However, in ages past the Archmage D'arquest held such power that he left a mark on this world to this day. Where near-all else could only destroy a room, he was able to call forth power that changed the landscape, leaving a scar that remained until this very day. This led many Scholars to theorize that he had what they call the Seventh Source, the One True Magic. A source of infinite power one could draw from, without limits, though none could achieve such a thing. In actuality, no such thing exists. Even the power of D'arquest was related to the Dark God Vida. What this Perk gives you isn't that either, but it is still powerful. What this Perk gives you is a single spell. You can call it whatever you want, as it doesn't have a name. What it does is simple: It is a beam of Energy that outputs at 2 times the power of however much energy you put into it. This energy is purely destructive, ignores any defensive properties of the target, and has no Elemental Affinity. The beam also grows larger as you put more energy into it, unless you have a way to focus it, be it through extreme levels of control or a Perk like "Calculated Concentration". Yes, this breaks the Conservation of Energy. Use that how you will, assuming you have the ability to harness the energy that this outputs.

- (With Chosen Traveler of the Sacred Flame): Well, it seems you've truly mastered this spell. Now, in addition to the spell above, you gain the ability to apply the effects power doubling and/or defensive property ignoring effects to any spell you want. This costs you nothing, and is just something you can do, effectively doubling the power of all of your magic, alongside the benefits of ignoring defensive properties.

## Cleric Perks

Light of a Cleric (-100 CP, Free for Cleric): This Perk gives you the basic abilities of a Cleric. First and foremost, this gives you an in-depth knowledge of every religion in the world, with an expert knowledge of your chosen religion. This information updates with each world. Furthermore, this Perk gives you the ability to use three kinds of magic that can inherently affect a wide area. The first is to heal the wounds of the injured, although explicitly only their wounds. Dealing with Illness and Poison is more in the realm of the Apothecary. The second is to revive the dying and very recently deceased. Which, while you likely will never be in a position where you can cast on yourself, is still a very useful ability. The last spell is that of Offensive Light Magic. Contrary to the ability that you could gain from "A Touch of Wonder", this magic is more widespread, but not necessarily more powerful in any specific area. Additionally, this gives you a moderate Affinity for Light Magic, which does stack with the Affinity from "A Touch of Wonder" should you also have that. The strength of all of these spells are based on your own power, and can scale in strength and range without limit, so long as you have the power to fuel it.

Words of Guidance (-200 CP, Discount for Cleric): You, as it happens to be, are very good with people. You have a knack for figuring out what problems and issues are ailing someone, and generally know what to say to them to get the response you want. Ideally, this can be used to help soothe the ills of the person and guide them to another path, but nothing is stopping you from using this to your own ends. However, at the end of the day, your words are just that. While this makes it significantly easier to communicate and try and get the responses you want, there are times where simple words are not enough. This does not grant you mind control powers, just assists your ability in communication.

The Truth Lies in the Flame (-400 CP, Discount for Cleric): There are many secrets in this world, and the Sacred Flame can uncover them for you. This grants you an alternate sight, that allows you to more easily discover clues, objects of interest, and recreate/replay past events. To use a common comparison, this gives you a “detective vision”. This can also divine information you would have no other way of knowing, such as marking a specific book in a library, or lighting up a piece of fabric that has slight traces of blood on it. It can even grow to the level of post-cognition when displaying past events, giving you perfect recreations of events you couldn't have possibly have observed otherwise. As an additional benefit from all of this, you gain a perfect memory, and gain a supernatural ability to put together clues and come to logical conclusions. Perhaps you think this is a strange skill for a Cleric to have, but when Evil can lurk in every corner, the ability to discover their plots and discern the truth can be invaluable to keeping the world safe.

Blessings of the Divine (-600 CP, Discount for Cleric): Fundamentally, what a Cleric is expected to do is commune with the Gods, and channel some level of their power. This isn't something most Clerics are truly capable of, but you are. You can pick any one God in this world: Three now are invested in you on some level, and are willing to share some level of their power with you and/or bless you with Miracles. The level of power they are willing to share / Miracles they are willing to bless you with is dependent both on the threat you are facing, as well as your current strength. They are willing to talk to you often, as well as give you advice should you end up stuck or lost. The exact specifications of what powers and advice they can / are willing to share with you depends on the God in question and their own abilities. You can try and convince them to give blessing and/or power to others, but that isn't guaranteed, unlike their assistance to you. The God will never refuse to help you, even if your conduct goes against their beliefs, but nothing is stopping them from getting upset at you. Lastly, you will get to choose a new God, should they exist, in every new Jump you take from this point on.

- (With Chosen Traveler of the Sacred Flame): Well, scratch out that last part. You can now choose any God that exists in this world, or you can create your own custom Deity. They will now come along with you on further Jumps, and will always grow in power such that their powers and blessings they bestow upon you will always be significant to you. You can choose to import them as a companion in any future jump. Aside from this, all of

the same rules of how they act and the blessing they will give are the same as the base Perk. Lastly, they have the ability to resurrect you in perfect conditions regardless of the circumstances of your death or any interference of anyone or thing else **once a year**.

## Thief Perks

Speed of a Thief (-100 CP, Free for Thief): You are a Thief. And possibly also some flavor of assassin. You'd be surprised just how much those can overlap in this world. But regardless, this Perk gives you what you need to perform the job. Your speed and dexterity are greatly increased. Should you already be superhuman in these realms, they are merely doubled, but the relative increase can be much, much greater for those with general human abilities. You also gain significant knowledge and experience in stealth and lock picking. This knowledge updates with each Jump, and will include at least cursory knowledge on every single security mechanism that is employed in the world, as well as how they are applied and bypassed.

Snake's Slithering (-200 CP, Discount for Thief): A Thief needs to be flexible to achieve what they want, both morally and literally. However, there are often limits of the human body that can limit their movements in relation to the physical side of things. For you, those limits are greatly reduced. You are now superhumanly flexible and fully double jointed in every joint. Additionally, you will never lose flexibility from disuse, age, or any other method. Lastly, you now have the knowledge and experience of an accomplished escape artist, allowing you to make use of this flexibility to escape from all of the types of binds a profes Thief is likely to get into.

Blessings of Darkness (-400 CP, Discount for Thief): A Thief lives more in Darkness than they do in the Light. Even so, that doesn't mean the Darkness likes them. That, however, isn't the case for you. Firstly, you can now see perfectly regardless of the light, or lack thereof, in an area. Additionally, during the night or any areas that are noticeably dark, you gain the following benefits:

- Your speed, physical strength, and magical power is increased by 25%.
- You grow stronger and learn faster by 50%.
- It is significantly harder to detect you through any method.
- The effectiveness of any Light Aligned Abilities being used against you are halved.
- Should you have any allies in the same area, you can choose to have them gain these benefits as well.

Master of Disguise (-600 CP, Discount for Thief): Disguises are one of the basics of deceit. To allow one to take on the attributes of another for the sake of deceit. However, many people's disguises fall short in many ways. But not yours. With this Perk, in but a few seconds you can

craft a perfect disguise on yourself or someone else. And by perfect, I mean that literally. Height, body shape, clothing, those are easy. You? You can give mannerisms, knowledge, memories, skills in combat. Near anything and everything one could define a person by. The only thing you can't replicate are inherent attributes to the one you're disguising them as. Because, at the end of the day, it's still that person underneath the disguises. The recipient may gain all of the skills of a master swordsman or magician with the right disguise, but it's their body that still has to perform them in combat. And, once the disguise wears off, they'll lose everything they gained from the disguise, although they will likely learn some tips regardless.

- (With Chosen Traveler of the Sacred Flame): I'm unsure how, but you've managed to overturn the laws of physics with your disguises. Somehow, you have managed to temporarily, and without side effects, replicate the inherent attributes of others so long as the recipient is disguised as them. Strength, Magical Affinities, Inborn Traits and Abilities, all of these are granted so long as the disguise remains in place. This is quite frankly ridiculous, but you've achieved it, so do with that what you will.

## Hunter Perks

Instincts of the Hunter (-100 CP, Free for Hunter): A Hunter must Hunt. That much is basic definition. This Perk gives you a variety of benefits to help in that. Your senses now have been enhanced, making their existing sensitivity ten times what it was before, while also allowing you to tune out anything you don't want to sense and making sure you can never be harmed or overwhelmed by things like an incredibly bright light or a very loud sound. Your sense of direction has greatly improved, allowing you to effortlessly make a mental map of your surroundings and you will always know which way is north. You also become an expert in tracking, and automatically know how to properly butcher and cook any creature you defeat. That last part even applies to non-biological creatures as well, although those body parts might make better for cooking equipment than actual ingredients.

Wild Speak (-200 CP, Discount for Hunter): As it turns out, even if an animal or monster is unable to speak a language, they still do feel emotions and can communicate with others of their kind in some way. In fact, in this world at least, non-human beings can communicate with each other, even despite not speaking a language. And generally, they can be reasonable if you can actually communicate with them. This Perk gives you the ability to do so. Specifically, this gives you the ability to perfectly communicate with any Animal, Monster, or being who otherwise doesn't speak a codified language. It allows you to both perfectly understand and convey feelings and intentions through a dialog, although you have no guarantee that things will go as you want. This merely makes communication possible.

Tactical Trapping (-400 CP, Discount for Hunter): Hunters often use traps. This Perk grants you a mastery of traps. You become an expert in both setting and detecting traps, gain a deep knowledge of a variety of trap types, and are even capable of setting and using traps in the middle of combat with ease. This also doubles the effectiveness of any trap you use in all respects. You also gain two additional senses. The first informs you of the location and type of any set traps in your area. The second lets you know where would be the best place to put traps for those who you would trap to fall into, as a type of foresight that optimizes the success of your traps. With all that being said, not all traps need to be used to harm. You are perfectly capable of making traps to only capture or enfeeble others as well, such as if you wanted to obtain a live monster or to gain an advantage in a non-lethal competition or bout.

To Raise a Legend (-600 CP, Discount for Hunter): A Hunter deals with Monsters. However, that doesn't need to mean just killing them. The best Hunters often have monster companions of their own, and though many legendary monsters may exist in this world, there's nothing saying more can't be raised. This Perk assists you in taming, raising, and commanding both animals and monsters, although the rest of this perk will merely say monsters for simplicity. Firstly, over the first month you train any monster, they will gradually gain an increased loyalty and obedience to you. After that month, they will be completely and permanently loyal and obedient to you specifically, unless you would want otherwise. Secondly, all natural limitations they may have are removed while training with you. Additionally, while training them, you can direct their physical and mental growth, allowing you to give them physical features, magical abilities, and even personality traits over time through training. Even ones they shouldn't naturally have, like having a cat grow wings. This is based more on your intentions, rather than your actual training methods, but if the two do match, the process would be more efficient. This should go without saying, but I'll do so anyways; The larger and/or stronger a change/ growth/ ability you want them to gain, the longer the training will take for them to achieve it.

- (With Chosen Traveler of the Sacred Flame): With this, your ability exceeds even the limit breaking abilities described before. Quite simply, this allows you to also give copies of your Perks to the monsters you train as well. There is no limitations on what Perks you can give them, but this will still take time like any other training.

## Apothecary Perks

Knowledge of an Apothecary (-100 CP, Free for Apothecary): As an Apothecary, you will need a large amount of medical knowledge to successfully perform your job. And this Perk gives you that. You now have a general medical knowledge equal to a trained doctor. You also have a perfect knowledge of all known plants that have any sort of poisonous or medicinal use, as well as knowledge of all intermediate level and lower mixtures of those herbs for medicinal purposes. Lastly, this gives you the ability to mix medicine and hazardous concoctions safely and consistently in the middle of battle.

- The medical and herbal knowledge you have will update upon each Jump. This would be a poor Perk if it didn't.

Herbology and Harvesting (-200 CP, Discount for Apothecary): You now excel in growing and harvesting herbs. Well, farming in general really. You would have to actively try to have your plants turn out poorly, so long as the environment is even remotely suited for it. This also passively gives all plants you grow immunity to parasites, diseases, and any other infliction that could harm it. You also gain the ability to perfectly harvest any part of any plant without damaging the harvested part. This does take time, but isn't something you can fail at without actively trying to do so. Lastly, you gain an additional sense for the plants around you, knowing what might be useful for you and where it is. This is generally useful, although it would shine especially well should you happen to go up against some sort of plant-based lifeform.

The Difference is Dosage (-400 CP, Discount for Apothecary): There is a saying that the difference between medicine and poison is the dosage, and it is generally true. One can suffer many side effects from overdosing on medication, and medical uses have been found for certain toxins by using it in very small and deliberate locations. This Perk grants you a mastery of that. Specifically, this Perk grants you inherit knowledge of the effects that any substance you've encountered before can have in every dosage it can be given as. Additionally, this Perk gives you the ability to transport, use, and apply conventionally hazardous substances (poisons, acids, radioactive materials, etc) without any risk of it breaking containment, being misapplied, or causing any negative effects to anything you do not want those to be applied to. This applies supernaturally, meaning you can be smashed into a wall and your glass containers holding poison will be fine, or coat your knives in toxins but still use them to harvest plants without leaving residue of poison on them.

To Find a Cure (-600 CP, Discount for Apothecary): There are, often, illnesses or inflictions that don't have a known cure. Treatment, sure, but no cure, and finding one can take decades if not centuries of research and development. This Perk, however, lets you bypass much of that. Now, you automatically know what combination of on hand items and processing methods will work best for fighting an illness or infliction upon seeing it. You automatically have a perfect memory of these cures, and are able to flawlessly perform the processing methods without any chance of failure, even in the middle of combat. However, to be perfectly clear, you are still limited by what you have on hand, and reproduction by people who aren't you may be hard depending on how complex and/or exacting the processing methods are.

- (With Chosen Traveler of the Sacred Flame): Well, I suppose you're an even better Apothecary than I thought. Now, instead of only knowing the best combination of on-hand items and processing methods to fight an illness or infliction, you now know **every** combination of items and processing methods that can assist in fighting an illness or infliction upon setting it. From medication that only tangentially help, to directly knowing the cure to cancer upon seeing it once, there is no way you won't revolutionize

the medical field. Granted, this can now introduce a new issue into the mix, where now you can know the cure to cancer, but you need a herb you've never even heard of before or that can cost an exorbitant amount of money, but nothing is stopping you from using the best solution you have on hand regardless.

- Note: This mass influx of information will never break your focus, overwhelm you, or cause any negative effects.

## Merchant Perks

The Scent of Commerce (-100 CP, Free for Merchant): Any merchant worth their coin has the ability to make a good deal, and you're no exception. This Perk makes sure of that. You gain a sense for value, being able to both discern how much someone personally believes an item to be worth and how much value you can get out of it with a single glance. Additionally, you are well versed in business strategy, logistics, and general economics. Should you decide to try and run a convoy, or perhaps even a business at a national scale, you should be able to do so with ease. Next, you gained an increased Charisma. Not enough to qualify as a silver tongue, but still enough to make you very personable and able to make a variety of sales. And lastly, you gain an instinctive ability to discern where large and/or important business deals or things that would greatly assist your business are. Like a scent you can take, you'll gain a sense of it that will grow ever stronger as you approach the location and/or person. Actually closing the deal is up to you, but you aren't likely to miss the opportunity.

We have a Deal (-200 CP, Discount for Merchant): As it turns out, despite making a deal, people aren't always intent on following through with it. **This Perk can be activated only upon making a deal. This perk cannot be activated retroactively, and is reciprocal in its effects.** Now, what this Perk does is force both sides to follow through on a deal to the utmost they physically can, in the letter and/or the spirit (your choice, must also be chosen upon making the deal). For this perk to apply, the deal must fit the following conditions:

- Neither party can be under the influence of any mind altering substances or techniques
- The deal cannot be made with either under duress.
- Both parties must perform some act in agreement of the deal (A Handshake, signing a document, verbal agreement, etc.)
- Both parties must agree on the terms of the deal.
- This Perk must be intentionally used, although nothing other than intention and meeting these conditions are required.
- Note: Both parties **do not** need to be aware of this Perk. The other party can make the deal without the intention to follow through and/or in jest.

An Eye towards the Future (-400 CP, Discount for Merchant): Before, back in “The Scent of Commerce”, you gained the ability to discern the value of an item. However, that is only its current value. This takes the ability to perceive the value of something a step beyond that. Now, you gain the ability to perceive the potential future value of things as well. This acts as a form of precondition that allows you to see the various future states of anything you look at, be it an object or a person, generally leaning towards the most impressive or valuable of those futures. You can look at a village boy and see the grandest ways he can grow, and see the most impressive things that could be built from a pile of wood upon laying eyes on it. This can even work in combat, allowing you to see the most devastating ways a weapon or technique can be used to harm you upon laying eyes on it. This doesn't tell you **how** those possibilities come to pass, but you will be able to see the most exemplary of them nonetheless.

- Note: This mass influx of information will never break your focus, overwhelm you, or cause any negative effects.

A Price on Everything (-600 CP, Discount for Merchant): Sometimes, people say you can out a price on anything. For you, this is literal. You can now buy literally anything from someone, or pay anyone to do anything. This can be any item they possess, such as a random sword they have or a family heirloom, but you can also purchase any metaphysical aspect, such as years off their life, or even their free will. You could also pay them to assist you in a single fight, or pay them to kill their closest friend. You can ask for a price for anything without any emotional reaction from them. You can ask someone for the price of their eternal love and affection and they will give you a completely honest answer like if you had asked about the weather. They will always answer the cost for whatever you are asking for truthfully, but you cannot haggle and are required to pay them fully in a single transaction. The cost may vary over longer periods of time, based on their personal value of whatever you're asking for, but you cannot repeatedly ask them over and over again and get a notably different price each time.

- (With Chosen Traveler of the Sacred Flame): . . . Well, I'm not sure how you managed this, but you've additionally gained the ability to buy anything from Reality Itself. The same rules and restrictions apply, but now you can purchase anything, or pay reality to change its rules. That being said, this is likely to be inordinately expensive, so don't expect to do this on a whim.

## Items

Truthfully, there is little in this world that is unique or irreplaceable. As such, there isn't much on offer here, but do look over what is available regardless. By default, all of the items on offer here are indestructible and are unable to be lost or stolen.

Tools for the Job (Free): As one may expect, a Traveler needs equipment. This gives you basic armor and weapon(s) for all weapons you have purchased proficiency for via "The Bare Basics". Additionally, this gives you low level tools and materials for whatever your Origin is, such as some basic lock picking tools for a Thief or a small collection of medicinal herbs for an Apothecary. You can choose to import any equipment you have, should you desire to do so.

- Expert Tools (-100 CP, requires "Tools for the Job"): This upgrade is quite simple: Take everything offered in "Tools for the Job", and upgrade it to top of the line equipment. Anything better than what you would obtain through this would be legendary and very hard to obtain.

Orchard of Fruit (-200 CP): In this world, there are a variety of fruits that have legitimate supernatural restorative effects. By purchasing this, you gain an orchard attached to your warehouse filled with plants that grow these fruits. You do not have to care for any plants that grow in this orchard in any way, as they will all grow with perfect health by default, and they will grow and bear fruit five times faster than a normal plant. However, you will still need to have the fruit harvested before it can be used, be it by yourself or one of your companions.

Arms of the Divine (-200 CP for Each, All Free with Master of Arms): In this world, there are 6 Divine Weapons. All of which have long fallen into disrepair and rust, but they still remain intact all the same. If properly reforged, they are amongst the strongest weapons in this entire world, and each of them have an additional benefit from their use. Now, how this works depends on whether you are purchasing them or getting them free from "Master of Arms", and those will be covered in the following sections.

- Purchasing: You will start with your weapon of choice on you, being put back into its peak condition. If you wish, you can also import an existing weapon of the same weapon type you have into them for additional benefits. This can be purchased multiple times.
- Master of Arms: You will start with none of the weapons. However, you will inherently know their locations, and where they are in relation to you. Should you acquire one, it will instantly be reforged into its peak condition. When this happens, you can also import an existing weapon of the same weapon type you have into them for additional benefits. Should you manage to not acquire all of them by the time the Jump ends, they will appear in your Warehouse reforged regardless.
  - Additionally, you will gain a special technique for each weapon you gain, that can only be used with that divine weapon. You can use the canonical ones or make your own.
- The unique details for the divine weapons are as follows:
  - Sword of the Conqueror: A Greatsword that greatly increases the damage you do against foes who are off-balance or staggered.
  - Spear of the Warlord: A Spear that significantly recovers your stamina whenever you defeat an enemy.
  - Axe of the Lionheart: A Great-Axe that raises your vitality while it is on your person.

- Bow of the Hunter: A Bow that, upon every strike, has a chance to temporarily reduce one random attribute of the target (IE Attack Down, Speed Down, etc)
- Blade of the Dancer: A Dagger that, upon every strike, has a chance to inflict the target with Confusion, Blindness, Poison, or Sleep.
- Staff of the Spiritlord: A Staff that restores your magical energy when you attack using it.

A City of your Own (-400 CP): Pick any city in the world of Solistia. You now obtain a perfect copy of the entire city added to your warehouse when you finish this Jump. This does not include the people of the city, however. Additionally, you can choose to start this Jump as the ruling lord, or an equivalently important roll, of your chosen city, if that's something you would want.

## Companions

A Journey with just one person is rather lonely indeed. Please, look within and see if there is anyone you would want to travel alongside.

Don't leave them Behind (Free / -100CP, can only be taken once): A Journey is no fun alone. This option allows you to import up to 8 of your existing companions with 600 CP and any Origin. They cannot take Companions or Drawbacks that would affect the world at large, but do receive all discounts and bonus points. You can either pay 100 CP for this, or you can take this for free, but must roll a random starting location for each companion if you don't play for this option.

Animal Companion (Free for Hunter, Free with Beastling Born. Can be taken once for each qualifier): You now have an animal companion (or two if you took both Hunter and Beastling Born). This animal can be based on any mundane animal, but does have some supernatural powers. At the start, they will be weak, but they will grow with you over the course of your travels. Post-Jump, they will scale to your own power level, always being a worthwhile companion for you. Despite still being an animal, no one will consider it strange that they follow you around, and while they cannot inherently speak any language, the two of you have inherently perfect communication. They will be unfailingly loyal to you and rarely leave your side.

- Beasts of Legend (-200 CP each, requires Animal Companion): Well now, it seems you've recruited something special. Take one being that would qualify as a "Monster" in this world, regardless of its power level. You will forge a close bond with them, and they will be willing to join you on your journey, in this world and beyond. Some famous ones would be Tera, Glacis, and Cateracta, which are Guardian Beasts of great power who live around the World, but you are not restricted to those three.
  - This cannot be used to take Humans, Machines, and/or Deities as Companions. This is for Monsters specifically, not all Enemies.
  - This does not replace Animal Companion. This is in addition to that.

Lifelong Companion(s) (-50 CP each): In a journey, you're sure to meet many people. By purchasing this, you can take any Human or Beastling character that is **not** one of the Eight Travelers or a member of the Moonshade Order with you as a companion. During your stay here, you will cross paths with them and forge an inseparable bond, and they would be more than willing to go anywhere with you, even to other Worlds.

O.C.T.O.P.A.T.H. (-200 / -800 CP, Discount with Chosen Traveler of the Sacred Flame, Free with For the Dawn): In this world, there are 8 Travelers that were chosen by the Sacred Flame. A group that will receive the blessing of the 8 Righteous Gods, and rise above anyone else in their field of expertise to avert disaster and save the world. By taking this for 200 CP, you will develop a close relationship with one of these travelers, enough so that they would be willing to follow you on further journeys after your journey in this world has come to an end. For 800 CP, you can instead pick any number of them, up to and including all 8 of them to join you. Should you take the 800 CP option, you can choose to import all of them as a single companion slot in future jumps.

Deniers of the Dawn (-200 / -800 CP, Discount with Shadow's Hold, Free with Shadow's Thrall): In this world, there are people who have given up on life. Who have fallen into nihilism, believe life is worthless or nothing but pain, and seek to see it end. That, or they simply desire power at all costs, and are willing to damn the world to get it. These people have gained the power of Vide, a wicked God who seeks to plunge the world into Eternal Darkness, and are called the Moonshade Order. For whatever reason, you have decided to guarantee that you will form a meaningful bond to at least one of them, even with their outlook on life. Perhaps you agree with their philosophy, or perhaps you desire to save them. Regardless, if you pay 200 CP, you will gain one of them as a companion, and for 800 CP, you may take as many of them as you wish. Should you take the 800 CP option, you can choose to import all of them as a single companion slot in future jumps.

Daughter of the Dark God (-800 CP, Discount for Nobody): This is a rather. . . strange situation. Soon after starting this Jump, you will meet a woman by the name of Lyblac. She claims to have

no memories whatsoever, except for her name, and considering how she reacts when the tales of the 9 Deities are brought up, when seeing a map, and how she has nothing on her but the clothes on her back, one is inclined to believe her. Despite this, she is incredibly dangerous in a fight when need be, displaying incredible physical strength and mastery over Fire and Darkness Magic. For whatever reason, she has decided that she is going to stay by your side, and does so near-religiously. She doesn't seem to have any ambitions or plans, rarely directly voicing her own suggestions, but is willing to go along with seemingly anything. No matter what you are doing or where you are going, you'll find it near impossible to do so without her. And, should you happen to be threatened? Well, it seems she forgot the meaning of the words Mercy and Restraint as well.

## Drawbacks

Perhaps you want more than you can currently grasp, or perhaps you simply desire more of a challenge. Regardless, this section is for you.

You can take as many Drawbacks as you desire, nor is there a restriction on how much CP you can gain from Drawbacks.

For the Dawn (+0 CP, Gives Like Time slows Down, Multi-Path Traveling, and Chosen Traveler of the Sacred Flame for Free, Cannot be taken alongside Nobody): **Ochette** the *Hunter*, **Casti** the *Apothecary*, **Temenos** the *Cleric*, **Osvald** the *Scholar*, **Partitio** the *Merchant*, **Agnea** the *Dancer*, **Throne** the *Thief*, and **Hikari** the *Warrior*. These are the 8 Travelers that stand between this world and destruction. By taking this Drawback, you are now reincarnated as the character who matches your Origin. This overwrites your Age and Starting Location, but not your Gender. It is recommended that you take the Perks and/or Drawbacks that would match that character's skill set and situation, but that isn't explicitly required. As a consequence of this, you are now required for this world's survival, and should you fail and this world is destroyed, that will consequently mean the end of both yourself and your Chain. You have two options for how this works, which are described below.

- Firstly, you can start this Jump at the start of the Traveler's journey, and you'll have not had your memories and powers in your life before that point.
- Alternatively, you may start your Jump at birth. This will extend the time of your Jump for however long it would take you to get to the age where your journey would normally begin, but you are born with your powers and memories this way.

Beastling Born (+100 CP): I. . . suppose this counts enough to be a Drawback? The Beastlings are a race of once-humans who were cursed by the Archmage D'arquest a very long time ago, as they opposed his actions that would have caused the end of the world. By default, you now have a tail as well as a pair of animal ears atop your head instead of human ears, both of which are reminiscent of some beastial animal. Which animal is your choice, it isn't truly important. This also comes with increased beastial instincts, as well as a very diminished ability to feel Greed of any kind, although it does have the benefit of increased physical abilities and senses. By default, you will be illiterate in the languages of this land, and have some trouble with speaking as well. You can get better at this, but it will take time, effort, and ideally a teacher. Lastly, you will generally be considered suspicious, strange, and/or exotic by any Non-Beastlings.

- Post-Jump, you gain this form as an Alt-Form.

Lost Traveler (+100 CP): You have, quite frankly, an abysmal sense of directions. You'll make wrong turns at every split in the path, take the wrong boat whenever possible, and any building with multiple rooms becomes labyrinthine to you. Granted, this isn't so bad as to be supernatural. You won't be teleporting randomly, and if someone else leads the way, you'll be able to get from A to B reliably. But it's irritating if nothing else.

Seasick (+100 CP): You now get incredibly sea sick. Be it on a canoe on a river or a boat over the ocean, if you ever pass a body of water in any way except for directly swimming in it or walking over it, you will get incredibly sea sick and basically be non-functional until the journey is over.

Minor Monster Magnet (+200 CP): This world has monsters in it. Many do, I don't expect that to be much of a surprise. They roam the land and inherently have supernatural powers as part of their biology. For the most part, they don't enter towns, and don't often attack others unprovoked. For whatever reason, that last part doesn't apply to you anymore. Inherently, all monsters dislike you, and will be willing to attack you on site, even if they have nothing to gain from it.

- Major Monster Magnet (+200 CP): Upon picking this, rather than monsters attacking you on site, should you be in the area, Monsters now feel an instinctive pull towards you. It doesn't matter if you're in town or in the middle of the ocean. Monsters from leagues over will start migrating your way to try and kill you.
- Beastling Bane (+200 CP): Now, the effects of Minor Monster Magnet apply to the Beastlings as well. They will be far more inclined to see your actions in worse lights, and will inherently have a bad first impression of you. Since they are people, you can change their opinions of you with time and effort, but it will be an uphill struggle to do so.

A Helping Hand (+200 CP): There are many people in this world that need help, be it in large ways or a simple helping hand should they fall. Now, you can't help yourself from helping them. This won't make you jump into a situation that will make you get killed, you can still understand your limits and refuse if something is beyond you, but you would still want to help them in some way or form. That being said, remaining on task with your objectives is going to be difficult, as you will get sidetracked at every step to help someone in need.

Path Action Maniac (+200 CP): This one is a bit abstract, so let me explain it. Earlier, at the start of the general section of the Perks, there were 4 Perks. These being "Let me take that off your hands", "Why don't you follow me", "How about you go to sleep", and "Tell me all you know". Each of these represents a specific way of interacting with other people. While these do not represent the total ways one can interact with others, they do represent some of them. So, take any one way you are skilled in interacting with others. You have a compulsion to do that to every person you meet. If you pick learning about others, you'll want to learn everyone's life story. If you pick dueling, you'll have to hold yourself back from battling every person capable of combat that you meet. If you pick theft, you'll quickly become infamous as you rob entire towns worth of victims. This compulsion isn't absolute, but it does get stronger the more you deny it.

New Lands (+200 CP): It isn't as fun to experience a story when you know how it's all going to go. So, by picking this option, you lose your memory of every detail you know of this World upon starting the Jump, leaving you with only the knowledge you would have from your Origin's memories. Furthermore, you will be unable to reference companions or any documentation you may have had before this Jump to relearn what you have forgotten by taking this.

- Casti Syndrome (+600 CP): Well Traveler, it seems you've chosen to forget absolutely everything. Upon starting this Jump, you will wake up knowing absolutely nothing except your name. This doesn't affect your power or skills, but you'll need to rediscover you have them. You will need to find your way through this land with no real direction or purpose. I would hope you can find your way to people who won't take advantage of your condition.

Trails on Rails (+200 CP): There is a story that is being told in this realm. Once involving the Eight Travelers, and their journeys. By taking this Drawback, you make it so the events of those stories are set in stone. No matter how hard you try, no matter what you do, the stories of those Eight Travelers can no longer be changed. For better or for worse, every tragedy and triumph will remain. You have free reign outside of that, but should any of your actions start to affect their journeys, they will simply fail.

Get with the Times (+200 CP): The world of Solistia is currently in the infancy of an industrial revolution. The Steam Engine has only just been invented, and it is currently being hoarded by a business mogul who has no intentions on sharing it with anyone but the rich and powerful, for

an exorbitant price of course. For most of the world, something like mass production or industrialization are unknown concepts. Combat is done with Sword and Bows, and the power of magic can only rise to the level of destroying a room. The world is run by Nobles who inherit their lands and rule it as they see fit. This Drawback puts you down to that level. You cannot uplift this world, or attempt to use or create anything that surpasses the highest technological level of this World. You cannot wield powers that would put the legends of the past to shame. And you cannot cause a revolution that would change the face of politics. Things now simply are as they are.

Compulsory Traveler (+200 CP): You now have a physical inability to settle down in one place, like the spirit of wanderlust is whispering over your shoulder at all times. After 3 days of staying in a single town, you'll begin to feel uncomfortable. After 5, you'll instinctively start trying to leave whenever you lose focus on a task at hand. After a week? You physically won't be able to stop yourself from leaving. Additionally, once you leave a location, this won't disappear immediately. It will take 8 full weeks until this feeling for that specific location finally fades and you can journey back to there.

A Familiar Foe (+200/400/600 CP): Well now, in this life you've gained a new connection. They are at around the same skill and power level as you in your chosen Origin's profession, and will end up opposing you in many places you end up in your travels, or have caused the difficulties you will face there. Additionally, you will be unable to permanently deal with them, in any way, until the finale of a journey. IE, in a narrative sense, it must be a climactic confrontation. However, the details of this rival is dependent on how much CP you take this Drawback for. The specifics will be described below.

- For 200 CP, your rival only really ends up against you due to random circumstances. They have nothing against you, and in fact rather quite like you, but will end up in your way time and time again. For the most part, your matches will be similar to friendly bouts and low stakes competitions of skill. Depending on your profession, they may be willing to harm you in these competitions, but never seriously, let alone thinking about inflicting mortal wounds. If they win, they are far more likely to offer a hand and wish you better luck next time rather than trying to take advantage of your state or gloat, and would appreciate it if you afforded them the same courtesy. Should the situation get truly serious, they are perfectly willing to fight alongside you instead.
  - Once this Jump is over, if they are alive and if you have a good enough relationship with them, you can take them as a companion for free, should you desire that.
- For 400 CP, your rival truly doesn't care about you. Should you get in their way, they're perfectly willing to cut you down, but they won't seek you out or try and get revenge. Perhaps they have their own plans, or perhaps they simply sell their services to the highest bidder, but their intentions don't involve you in the slightest. You just happen to keep showing up to get in their way. Now, these plans may happen to be something you

would want to oppose, or perhaps it truly is just coincidence, but the two of you are going to keep being thorns in the other's side regardless.

- For 600 CP, your rival is obsessed with you. To them, making you suffer, killing you, surpassing you, etc. is the most important thing to them. Everything they do is motivated or focused around you in some way, and they will do all they can to make sure your journey is as perilous as possible. To them, there is no line that can't be crossed, no depths they won't sink to. Not if it means overcoming you. In the end, the only thing that will free you from them in this life is to put them down once and for all.

Family Matters (+400, cannot be taken with Nobody): Naturally, as a person with a life in this world, you would have a family. Whether you know or care about them or not, they exist and they have now gotten wrapped up and/or are causing a major incident that you have no choice but to get involved in. Perhaps your family has been kidnapped to serve as a specific sacrifice for a ritual to end the world. Perhaps they're actually a secret cabal of assassins who have decided to take you out at all costs. Perhaps the town they live in is in desperate poverty, and you need to try and make things better. No matter what it is, it will demand your attention and it will take you a significant amount of time and effort to resolve. Enough to last an entire journey.

- Any family members that you would want to take on as Companions (and are still alive at the end of the Jump) can be taken as Companions for Free. This also allows you to take a spouse and children, should you have any.

New Game (+400 CP): Upon starting this Jump, you will lose access to all of your Out of Jump Powers, Perks, and Items. You will only have access to what you have purchased in this Jump. To be honest, you should be fine, especially if you don't push yourself. There are some places that are worse to be in than others, but for the most part people can live out peaceful lives here.

Shadow's Hold (+400 CP): There is a saying about a Devil on one's shoulder, whispering in one's ear to give in to their darker impulses. For you, this is now literal. There is a literal dark entity that is born from your own darkness that will seek to make you act out your darker desires, and at its worst, try and possess you. This is not guaranteed by any means, nor does it have absolute power to enforce its will. Through your own determination, positivity, and bonds with others, you can fight it off indefinitely. But it will still try and influence you at your darkest moments, so it will be up to you to stand strong and fight it off.

- Shadow's Thrall (+600 CP, cannot be taken with For the Dawn or Chosen Traveler of the Sacred Flame): Uh. . . Oops. So, that situation I described before? Reverse that. You are now the Angel on the shoulder of the Dark Being that is now in control of your Body. The rules and restrictions of your new position are exactly the same as the ones described for your dark side in the previous drawback. To compensate, here's some extra points.

From the Far Reaches of Hell (+600 CP): There are many things in this land, but one of them simply doesn't belong here. Well, aside from you that is. On an unnamed island south out the eastern continent, there lies a portal to the Gate of Finis, a ruined temple which holds an incredibly powerful being known as Galdera the Fallen. A Deity from another world that had previously been defeated by a different group of 8 Travelers. Because of this, he is confined to the Gate, and generally not much of a concern to the World, for the moment at least. Taking this Drawback gives you a simple task: Kill him. If you fail to do so, you fail your chain. You do not have to do so alone, and can use whatever methods or weapons you desire, so long as he is struck down.

- Hell on Earth (+400 CP, Cannot be taken with Trails on Rails): Oh sorry, did I say Galdera was defeated before? Now he won that fight, and absorbed the souls of those Travelers. Now, for whatever reason, he is here. And he seeks to devour this world whole, and will be proactive in doing so. You will no longer have the luxury of having the initiative and being able to plan and stage your attack in peace. Overcome what the previous Travelers could not, or perish.

## Finale

Well, your journey in this world has reached its crossroads. You've done well to survive this far, and now you must choose your next destination.

**The Recent Road:** Turn around and walk back down the road you came from. Perhaps you simply want to settle down, or maybe you've found something precious here that you cannot bring yourself to leave. Regardless, I wish you well, for your Journey ends here.

**The Road Home:** I see. I suppose traveling can make one long for home. You can take all you've gained and head back. Put down the Chain of Trails, and rest with what you've accomplished.

**The Unknown Road:** To travel onwards. To continue on. I hope you remember your time here as you go on to your next adventure, and through all of the adventures you go through in the future.

## Author's Notes

This Jump is dedicated to my friend Orrin. Her continued Jumpchain efforts and various other projects were a very large source of inspiration and motivation for this project.

The Amnesia with Lyblac is intentionally left vague and non-committal in its wording. It's up to your interpretation as to how much she actually remembers.