

Metaphor Re:Fantazlo Jump



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Welcome, my dear friends. To a world far stranger than others you have come to. In this world there exists nine tribes of races, the horned Clemar, the strong Roussainte, the long-lived Rhoag, the winged scholars known as Ishkia, the beautiful Nadia, the honest Paripus, the nimble Eugief, the mysterious Mustari and the strange Elda. There are tensions between the Tribes due their sense of that their tribe is superior, but all live in constant throttle from monsters and the Humans. Bizarre monsters that resemble works of art then any living creature their rampage leaving behind many deaths and tragedies in their wake.

And then, the Prince was killed, followed later through the years, the King, Hythlodæus V, by none other than the rising star, Louise Guiabern, suspected by some for the assassination of the prince as well. These deaths are but a domino for a tournament set up by the King post-mortem to decide who shall be the heir to the throne, a tournament named the Royal Tournament, and the story begins when a carriage carrying an Elda is attacked by bandits.....

You have 1000 Choice Points.

Locations:

The world is a big place. Roll a 1D7 to where you want to start or pay 100CP to go where you desire.

1. **Tradia Desert:** A desert located in the Kingdom of Echronia that stretches as far as the eye can see with sandy dunes as bones and ruins dot across it. It's filled with monsters so bounty hunting comes here as well as travelers and refugees travel across it, along with bandits of course. You may even meet a certain pair traveling across it.
2. **Royal Capital Grand Trad:** The capital for both the Kingdom of Echronia and the United Kingdoms of Echronia. It houses the Royal Palace, hence it is called the Royal, and is known for being well fortified thanks to its thick walls, becoming iconic. All members of the tribe can be seen here, though clemar and roussaintes are a majority. The funeral of the king is being held soon, kickstarting a chain of events that will shake the world.
3. **Northern Border Fort:** A defensive fort that resides on the border of the Kingdom of Echronia and the Principality of Oceana. Though no longer politically relevant, it serves as training grounds for recruits for new soldiers, and soon, it will be the birthplace of an ancient power's return.
4. **Nord Mines:** Located on the Northeast of the Kingdom of Echronia, it is a mine that is fruitful of magla crystals and has been runned by the old King's authority until it was closed off due to rumors of a fire dragon making its nest in the mines. Though it was supposed to be closed off temporarily, it has gone on for such a long time, that multiple illegal miners have snuck into to claim any treasure.
5. **Martira, Old Castle Town:** A town located in the Kingdom of Echronia, where the ancient Kriegante Castle, from the Annexation War itself, is what it mostly

consisted of alongside the town. It has a rustic atmosphere with some fun activities such as cliff diving is had, all under the beloved leadership of Sanctoress Joanna Calendula. Though recently, people have been disappearing, which has been blamed on former knight, Heismay Noctule but there is more to this dark case than it seems....

6. **Port Brilehaven:** The capital of the Principality of Oceana and the largest trading port in the Kingdom of Echronia, and thanks to a large vein of Magla crystals that causes waves that defy the natural laws. It is also where the second part of the Tournament shall be held.
7. **Virga Island:** The home of the Mustari Tribe and the main island of the Malnova Archipelago with little to no contact. Recent troubles have been believed to be done by their god, and the ritual must commence.
8. **Drakongrace Shinjuku:** Now this, how did you enter here? You are now in a relic of the World Before, a great sprawling city, ruined and overgrown, hidden deep within the Dragon Temple of the Mustari tribe. What secrets will you find I wonder?
9. **Altabury Heights:** The capital of the Principality of Montario and the holy sanctuary for Sanctism, though before, it was the settlement for the mustari in the mainland. Its main attraction is the floating rock referred to as the 'Holy Rock' crafted by the hands of God some say. The capital also hosts an event that will change the tournament and the future of the world.
10. **Elda Sanctum:** One of remaining homes for the Elda Tribes, it is from here the protagonist and the Prince came from, along with two others that plays a role for things to come. It was burned down under the orders of Sanctifex Forden driven by hate and hunger for power. Some Elda are alive and have taken to either hidden in caves or still remain in the sanctum, along with the Prince and the members of the resistance who have taken shelter as they wait for the curse over the prince to break.
11. **Magic Academy Ruins:** Deep in the mountains, where the cold and snow reign, lies the corpse of the Magic Academy, shut down by the King, under the Church's commands. Here, there is danger lurking around from experiments, but also, opportunity as well if one is willing to venture deep into it.
12. **Free Choice:** Looks like you are lucky enough to choose where you want to go. How lucky, you can now choose anywhere in Metaphor: ReFantazio that you wish.

Origins:

Seeker: You are a strange one. Not of this world, more so than most. You are strange, summoned here to this world by a voice. What will you seek?

Lodestar: Hmm, it seems you have come across the Traveling Boy and his Companions and learned of the blight of the prince. Whether because you are a figure from the Prince's past or a friend to the Boy, you are now part of the group through and through.

Louise's Army: You wish for a world where only strength matters? Where Tribe and Status shall hold no sway? Then follow Lord Louise and he shall bring you to such a world. Must take Right of the Strong Drawback for free.

Church of Sanctist: Ah, I see you are devoted to the Religion of the Almighty, the 'only' God. Although rumors have become corrupt and have many dark secrets, you dismiss them as that, for they are only rumors... They must be... Must take the Fanaticism Drawback for free.

Contender for the Throne: The Throne calls for a worthy heir, and you have your stakes to it. Whether through aiding those in need, selfish reasons or perhaps just for the thrill of it, you have laid your stake to the throne.

Tribes:

In this world, there are ten races, or 'Tribes' that roam this land. Even before the current upheaval the Kingdom of Echronia is going through, these Tribes could barely stand each other, viewing the other with contempt, with a few treated with absolute disdain, such as Elda's race getting the worst of it. Now then, from which Tribe do you hail from?

Clemer (Free): One of the most common Tribes that will be spotted. Their special traits are their horns. Anything else is just the same as humans in other settings. Most Clemer are devoted worshipers of the Sanctist Church and, due to their numbers, are considered one of the two 'prevailing tribes' with the Roussainte. They are free-spirited and rational people but tend to unconsciously look down on those with different positions, leading to arguments.

Roussainte (100): Long-eared and waifish, these elf-like Tribe have far more strength than their lean looks suggest and have a great resistance to the cold. With the females being stronger than the males. Roussainte often finds themselves in military works, and with the Clemer, are one of the two 'prevailing tribes'. They pride themselves on their strength and focus much on winning and losing, along with determining superiority and inferiority.

Rhoag (400): A Tribe with dark or alabaster pale skin that lives for a long time, often having facial marking as part of their culture, though not all Rhoag adhere to this. Due to their life span, most Rhoag find themselves in high positions and are said to never forget favors or their enemies for three generations. They also have a culture that places great importance on passing on knowledge and will.

Ishkia (100): A winged Tribe that prides itself on their scholarly nature and great intelligence. Something which other races use to mock them. They tend to hold great presences as Ishkia find themselves in scholarly and clergy positions. Though they attract admiration to their appearance and wings, they also attract hatred as well, with a

greater way to mock them is how their four wings don't allow them flight, making them more useless than the Eugief's wings, which allows them to glide.

Nidia (200): A Tribe with beautiful eyes like jewels and their friendly and sociable nature that is said to allow them to win anyone's heart. However, such amicable nature they display has caused much distrust to rise from the other tribes. However, the only trick they have so far, is the Glamour they casted around them to make them seem tall as others, for they are actually small doll-like folks, something which they have issues with.

Paripus (100): A Tribe that takes features from animals for ears and tails, and an amazing range of colors. The Paripus are open about their emotions and are honest to a fault, this has led to them being stereotyped as a reckless and hedonistic race. As a result, despite being the third-largest tribe, they have small political influence and are treated as lower-class citizens.

Eugief (200): A Tribe of that is less human in appearance than the others, resembling bats the size of children. Noted for their agility, their great hearing, and their night vision, they would be great hunters and warriors if not for their indecisiveness. Due to their appearance and nocturnal habits, they are treated badly by the other races

Mustari (300): A Tribe noted for their third eye and the special ability to see Magla, though it varies in strength depending on the individual, with the strongest being able to see Magla clear and see its density than the Fairies themselves. Due to practicing a 'pagan' religion that is not Sanctism and constantly wearing masks they have been treated badly.

Elda (+600): What you can consider the most human-like of the Tribes in other settings. Also the most discriminated for profane magic without the use of an Igniter. Though there is more to this race than meets the eye.

Fairies (800): A small race that has insect-like wings that has existed for a long time. They are not considered a Tribe due to having a separate origin than the others. They are the only Tribe to wield magic naturally without an Igniter like the Elda. Childlike, they do not concern themselves with the events of the world bar one fairy traveling with a young boy.

Halfblood (Combined total of two Tribes): Oh, oh dear. It seems you are an unfortunate soul. Born from the union of two races. You have a limited use with both sides of your family, and will endure discrimination against your status along with superstition and other nasty stuff. But, if you managed to make it past the jump, you should be able to use both sides of your family to their fullest potential. You can also purchase racial perks as well with the same discount. Must take Racism Drawback for +400

Ascendant Monster (varies by monster type): This is for the masochists. you can choose to be a monster mutated by magla in such a way as to become sapient. You can expect

worse discrimination and your 'tribe' to be outmatched by the others in population and capability, you'll have to drag your tribe up by the bootstraps if you want equality with the others, much less acceptance. You can choose to be one of the bestial monsters such as manjula or humanoid such as goborn. But you can choose two more expensive options if you want:

-Human: Ah you poor thing. So much suffering, so much pain. It's no wonder you lash out at the world. You are a Human, a monstrous and bizarre entity from the World Before. Yet, you seem to retain your Mind. Must take the Madness of Anxiety drawback for free. Cost 600.

-Dragon: It seems you are a Dragon, one of the few beings who are not flesh and blood but made of Magla itself. Your power is only matched by your fellow dragons, and your mastery over your element is without peer. Cost 600.

Perks:

Origin and Racial Perks will be discounted by their Respective origins and Races.

Origin Perks:

Plot Sense (100, Free for Seeker): You now have a sort of sixth sense when it comes to the world. A vague sense for changes and for plots to happen.

Pagan Magics (200 Discounted for Seeker): It seems you have a knack for magic that is considered pagan by the Church. For you see, you can now wield magic that is foreign to this world, acting as a sort of error in this setting's reality, even able to cause the natural magic here to fizzle. You may even teach said magic to others as a bonus as well.

Identical Strangers (400, Discounted for Seeker): Well now, this has gotten interesting. You know the whole multiverse thing where there exists another version of you? This Perk applies that concept to jumps, as there is now an alternate version that you can now appear as a genetically similar entity to that counterpart when you take a second origin. This allows you to take the same discounted perks and items as well. Though you can only take two origins with this perk. This can apply to future jumps as well.

The Instincts of the Seeker (600, Discounted for Seeker): You are lifted in the art of mapping and exploration. You even know where the thing you most desire is located, but in a general sense rather than where it superficially is, so you must still push yourself to find it.

Boosted:

To know where you need to go, to get what you want and to always know where your heart's desire shall be. With nudges from the World itself aiding you, you shall find yourself in places in need of help or improvement from you. The reward you gain from doing so will be worth it.

Lodestar:

Beyond Race and Status (100, Free for Lodestar): The Prince wishes to create a world where one's birth does not decide their place, where race is not the cause of divide, and with this, much like the Prince and the Traveling Boy's party, you will look past race and history, and see what lies on the inside. This will help you gain followers to aid in the goal of rescuing the Prince from his curse.

Master of their Craft (200, Discounted for Lodestar): You are now a master at what you do best. Whether it be cooking, fighting, conning someone or anything you can put your mind to. You are also able to teach others to be able to be a master in your field as well. You can purchase this multiple times, with the Ally of the Prince able to have a discount on the first price.

Magic Academy Alumni (400, Discounted for Lodestar): It seems that you are a graduate of the now closed Magic Academy, and you must have a top student as you have a great amount of knowledge on magic, able to even find out on forgotten and forbidden subjects like Archetypes. This carries over to other jumps, optionally making you a student at a magic academy or something similar to it. Knowledge is power, keep it well.

Synthesis (600, Discounted for Lodestar): While the ability to face adversity alone is commendable, it is only through the power of uniting powers that one can achieve so much more than one thinks. When you work with others, you will find your power increased and easily able to work with others, able to unleash combination attacks. You will also find an easier time to bond with your allies, and be able to turn even recent allies of convenience into stalwart companions.

Boosted: You seem to have a knack for taking it further than just mere combination moves and can bring the best out of any your part of or at least have yours be drastically effective for some reason. You can even combine powers for both you and your allies, to create fun new powerful moves to unleash your enemies, even if they are the opposite and shouldn't go together, but can thanks to the wonders of teamwork for both combat or mundane usage. The possibilities are endless. Go teamwork!!

Louise's Army:

Clad in White (100, Free for Louise's Army): The ranks of Louise's army are divided by color, and the Whiteclad are at the top. The best of the best, the cream of the crop. You have been trained well to fight against any who dares stand in the way of Louise's world.

Charisma of the Strong (200, discounted for Louise's Army): Much like the man himself, you possess a strong charisma that is effective On those who feels at odds with the status quo and those who are in power living in luxury while they suffer and toil. With a few words, you will have an army loyal, with a few even being fanatical, to you and the world you promise to create.

Necromancy (400, discounted for Louise's Army): Much like a certain fanatic of Louise, you have been endowed with melancholia, specifically, the ability to reanimate the dead. From firing sharp bones like bullets to raising up corpses and skeletons as your minions, you can even animate objects as well. And with enough time, you can even raise the dead to life as well instead of being an undead monster.

Devilish Talent (600. Discounted for Louise's Army): Well now, seems like you have great potential. One that matches Lord Louise himself. You find yourself mastering combat, tactics and magic in quick time. You may soon find becoming equal to Louise's most trusted, perhaps even Louis himself.

Boosted:

It seems now it is guaranteed that you will become Louise's equal and over time, perhaps you will find yourself becoming greater than him. Becoming a general with both might and magic, even able to create spells similar to Louise's humanization spell one day.

Church of Santcism:

Closurai (100, Free for Church of Santcism): Your prayer and dedication to God is noteworthy, giving you a noble and holy air around you, it also makes you quite wise with your words against foes against religion or trying to purchase service from church.

Purification (200, discounted for Church of Santcism): You, like a few other monks, are able to purify weapons to become stronger versions of themselves. With the aide of purification water, you will be able to improve weapons. Of course, you are able to do it without the water as well, but that may take longer.

Warrior Monk (400, discounted for Church of Santcism): You have been trained in the art of combat for the warrior monks, ready to protect His Holiness from any who would wish him harm, able to use igniters in combat along with any weapon you wish to specialize

Saint (600, Discounted for Church of Santcism): It seems much like Rella, you too, are considered a saint. Wielding great magic power, you are quite adept in the research of magic, even things that can be considered curses with enough time, giving you time to match the saint herself.

Boosted:

Whereas before you would match the saint, now you will surpass her. Through prayers and devotion to God, your power has truly reached the pinnacle of Santicism. Your powers carry the holy power that smites anything that is evil

Contender for the Throne:

Charm of the King (100, Free for Contender for the Throne): You have a certain sense of charisma around you that easily allows you to gain a crowd of supporters to help you on the journey to be a king.

Silver Tongue (200, discounted for Contender for the Throne): You have a way with words that can help persuade those to join them and help you in your debates against rivals. Just be sure to make sure those words fit with what your goals are.

Ready to Fight (400, discounted for Contender for the Throne): Whether it be from bounty hunting, dealing with assassins, natural talent or whatever reason, you are quick to defend yourself and your ideals. Ready to throw down with those who stand in your way for the throne.

Ideals of a King (600, Discounted for Contender for the Throne): You have something that pushes you. Something that drives you beyond your limits and hardships. An ideal, a fantasy that ignites the fire deep in your chest. So long as you never waver for your ideals, you shall never fall in the pursuit of your dream.

Boosted:

Your ideals are now a part of you as you are them. No matter, you shall find yourself always finding things that shall side and your ideals alone. Your powers are even affected by your ideals, molding and bending themselves to fit around your ideals. If you are someone who seeks to be a king that helps the people, then abilities, even if made with malicious intent, can become helpful and healing magic and vice versa, your ideals shall become reality, no matter what.

Racial Perks:

Clemar

Rational Mind (100, Free for Clemar): Clemar are known to have rational minds. With this perk, it allows you to keep a calm mind even in a stressful situation. Though you will still gain stress and panic time to time.

Charming Noble (200, discounted for Clemar): You a rather charming person, there's just this air around you that makes people like you, provided you don't do anything that can turn them away from you. This also makes you a noble as well, minor though much like Strohl.

Royal Defender (400): You have an oath to protect those that serve under you, and you will do so no matter what. Your bones may break, your blood will spill, but as long you continue your oath to protect those loyal to you, you will never fall, and will find the answer to your problems.

Boosted:

Those who serve you, where you promise to protect and aid them, shall be your strength. Your bonds with them push you to greater power as you resolve to protect them, conjuring up spectral phantoms that represent and gain powers based on them and their skills depending on how loyal they are to you. Mayhaos you will even recreate the King's Magic in a way from this

Roussainte

Stubborn Mind (100, Free for Roussainte): Roussainte are a stubborn race, and you are no different. Once you put your mind to something, then you cannot be stopped

Marital Status (200, discounted for Roussainte): Roussainte are often seen in positions related to martial subjects such as knights and army officers. And now, you have a chance to join those or similar positions as you have the capabilities for it, both for combat and leadership.

Strength Born of Will (400, discounted for Roussainte): Roussainte are born with strength and just as much willpower. While males are stronger than any of the tribes normally, females are stronger than their counterparts. Meaning if you are a female, then you are very strong, most likely having the potential to match Hulkenberg. This perk applies to future jumps where the dominant gender is considered the strongest.

Boosted:

Remember what I said about genders deciding strength, well now forget about that. Gender equality is in now baby you are strong as your opposite sex. In any setting, gender equality will equal out any restrictions that involve gender.

Rhoag

Experienced Live (100, Free for Rhoag): Rhoag are known to have long lives, enough that when you think elderly, the Rhoag is the first to come to mind. You in particular have experienced some battles and a war, along with a few events, along with a favor and two as well, so not only do you live a long life that is doubled, along with any lifeforce perks as well, but also you are quite experienced when it comes to combat. Plus. It comes with the bonus of having others listen to your wisdom thanks to your life and age.

Never Forgotten (200, discounted for Rhoag): Your memory never fails. Three generations it will take to repay, and three more it will take to forget your enemies. You have a perfect memory, especially if it's about either of one or both of the two objectives, you will never forget them, along with anything else as well. From remembering favors you own or have friends that owe you favors, or enemies to you or your allies, you shall never forget those in particular, no matter what happens. This also gives you a perfect memory in general,

The Old Ways (400, discounted for Rhoag): You aren't just a simply a Rhoag, you are the Rhoag. Whether it be actually one of the first Rhoags or a descendent, you know are one

of the few, besides that of the Elda Tribe, that knows the ways of magic without igniters. Unfortunately, if any of the Sanctists, especially Forden and his group were to find out, would fear you and what you may do. But the long And short of it is, you have access to some of the things from the old world. This carries over to another world where you can use some of its secrets, whether it is magic or other stuff.

Boosted:

It seems you now know a lot more of the secret history. Now you don't just know magic, but are able to now potentially create Relics, things like the King's Scepter are now possible with the right know-how and resources. This applies to any setting with secret histories. Though, you only know more, not all of it, so you still need to keep looking if you want more.

Ishkia

Scholarly Mind(100, Free for Ishkia):

Perfect Memory (200, discounted for Ishkia):

(400, discounted for Ishkia):

Nidia

Glamour (100, Free for Nidia): Nidia often use this to conceal their true forms so as to be taken more seriously. And now you can use this to help you out as well,

Pretty Little Liars (200, discounted for Nidia): Nidia

(400, discounted for Nidia):

Paripus

Party Animal (100, Free for Paripus): When it comes to letting

Animalistic Instincts (200, discounted for Paripus):

Will to Live (400, discounted for Paripus):

Boosted:

Eugief

Night Eyes (100, Free for Eugief): Your eyes have become well-adapted in with your nocturnal habits, able to see as though it is daytime to your eyes. You will never got lost in the dark with those eyes.

Ears of a Bat (200, discounted for Eugief):

(400, discounted for Eugief):

Mustari

Third Eye (100, Free for Mustari): The most well-known about the Mustari. You have a third eye that allows you to gaze into the unseen, allowing you to see the Magla itself.

Weather Control (200, discounted for Mustari):

(400, discounted for Mustari):

Elda

Mastery of Magic (100, Free for Elda):

Mastery of Relics (200, discounted for Elda):

Knowledge of the World Before (400, Discounted for Elda):

Fairies

Purpose of Existence (Exclusive to Fairies): Fairies never age more when they reach maturity, effectively living for such a long time that they are immortal. However, that is due to having some sort of purpose, a driving force to speak, granting that. If they have a purpose of living, they will simply fade away. Not you though. No matter what, you will always find a purpose to live. Though this doesn't mean you won't be killed.

(200, discounted for Fairies):

Fae Music (400, discounted for Fairies): You have a special spell much like Gallica and other fairies that can calm or inspire your allies. And that is the power of music! You can cast music into someone's mind, yours included, to let them hear it, even having multiple people join in as well. This also comes with the ability to have the OST of Metaphor in your mind, from canon or remixed. Incidentally, the First Magic was in fact music, so any music related perks and such can be boosted as you delve deeper into the First Magic

Boosted:

Ascendant Monster

Monstrous Strength (100, Free for Ascendant Monster): Fitting with your nature

Magla Shielding (200, discounted for)

(400, discounted for)

General Perks:

Atlus Beauty Standards (100): Much like mostly everyone else, you look like you have been designed by Atlus as well. This is a toggle perk, meaning you can turn it off.

Virtues of Royalty (100 can be purchased multiple times): It seems that you now represent one of the virtues of a king. These are Courage, Wisdom, Tolerance, Eloquence and Imagination. Taking this perk means you have full rank of a virtue of your choice. This gives you opportunities for things to happen in your stay. Can be purchased again multiple times for other virtues.

Igniter Craftsmanship (200): It seems you have a knack for creating igniters, tools that act as artificial foci that allows one to wield the power of magla in The form of magic. You are now able to make these devices, starting with small but maybe you can even create something like the Royal Scepter and other Divine Relics eh?

Systema Incrementum (400): With this Perk, you now own a Gamer System that is based on the setting. This Gamer System shows your level, royal virtues, Archetypes, Followers and other things that are shown in Metaphor: ReFantazio. But, this system isn't content with just that, as it encourages you to grow stronger, to push yourself to the limit, and go past them. This perk also acts as a Capstone Booster for some Perks as well.

Machinist (400): You have a knack with making machinery. From Gauntlet Runners to

Magical Mastery (400): The Church declared that magic can only be casted via igniters, and those that do it without it are vile pagans And heretics. But that isn't true. Anyone from any tribe can cast magic without it, they just need to realize the truth from it all.

Manifestation of Heroic Embodiment (600): Ah yes, the main reason why you are here I suppose? The Archetypes, Heroic Figures of myths come to life, where you represent them. By having this, your heart shall transform into a Resonant Vessel, where it not only acts as a way for your transformation into an Archetype, but also to act as a microphone to speak into. While you can gain canon Archetypes, you can also use the Archetype Customization to create your own Archetypes. Also, much Like the Protagonist, you can awaken others' abilities to wield an Archetype and change their Archetype much like yours.

Boosted:

Well now, it seems your affinity With Archetypes has become much more. With this, you will not only create Archetype to any settings you visit, but you can now create hybrid Archetypes from two Archetypes, though it will be weaker than the two, but will be more specialized. An example would be the Seeker and Healer would create the Paramedic, someone who goes into the frontlines of a battle to heal the wounded. You may even be able to create an Entity from your Archetype much like the Prince and the King.

Items:

Seeker:

(100, Free for)

(200, Discounted for)

(400, Discounted for)

(600, Discounted for)

Lodestar:

Fantasy Novel (100, Free for Lodestar):

(200, Discounted for Lodestar):

(400, Discounted for)

(600, Discounted for)

Louise's Army:

(100, Free for Louise's Army):

(200, Discounted for Louise's Army):

Majestic Skyrunner (400, Discounted for Louise's Army): Supposedly, only Louise is to have the only Skyrunner, the *Charadrius*, but it seems that has been turned false as you now have a copy of this wonderful vessel. You can import any vehicle you have into this item.

(600, Discounted for Louise's Army):

Church of Sanctist:

(100, Free for):

(200, Discounted for):

(400, Discounted for):

(600, Discounted for):

Contender for the Throne:

(100, Free for Contender for the Throne):

(200, Discounted for):

(400, Discounted for):

(600, Discounted for):

General:

Magic Igniters (100): Accessories used as a focal point for magla to cast magic. You receive a crate of them that can come in the shape of a necklace or maybe a staff, what you decide it to be. Keep in mind that Igniters can only cast one type of spell. The crate refills at the end of every week.

Starting Weapon (100): You gain a starting weapon that suits you. Whether it be a knife, a sword, a spear, heck, even a abacus can even be a weapon

Gauntlet Runner (200/400/600): It seems you managed to get your own Gauntlet Runner. These machines are essentially just ships on legs, running across the lands on their legs. Most of the nobility have enough money to purchase theses, so you are quite lucky to have one. For 400, you can also have it be also a searunner to cross the seas and for 600, it can also act as a skyrunner as well like Louis's ship as well. You can also import a vehicle you own into this as well.

Warehouse Additions

Magla Accumulator (400/600/800): a device meant to accumulate ambient magla that now allows your warehouse to collect it even when no longer in euchronia and with upgrades can gather other ambient resources and with another upgrade even able to convert such ambient resources into jump points

Mysterious Merchant Shop (400): Now this is a strange addition to your Warehouse. A shop has been set up, runned by the mysterious and eccentric merchant archetype itself who not only updates his wares, but he is also willing to exchange treasures for magla, jump point resources or trade anything in for money. He may even have some hints and clues if you can parse through his speech and pay for it. He also has a variety of other services though you need money for it, ranging from predictions to Warehouse management when you can't be there to handle things.

Akademiya Jumpica (600): You have your own version of More's Akademiya, one allowing you to continue plunging the depths of the power of Archetypes and with further upgrading any subject that could help, also a good place for making inspiration on if rose tinted fiction to help develop ideas and research.

Teleporter Igniter (800): need resources for your current jump that are no longer available to you since their In prior jumps? No problem with integrating this Copy Of the Royal

gauntlet runners teleporter Igniter, this can transport You wherever you've been before.... Considering you're a jumper means A LOT of outside context places, if you ever wanted to return to a jump due to unfinished business yet your time was up now you can return without issue. But such a function can only happen once you complete this jump and it requires a large amount of time to charge up for it to go across dimensions.

Companions:

Fairy Friend (Free): Much like a certain traveling boy, you too have a fairy friend that keeps you company. However you wish them to be is up to you, but much like Gallica, your Fairy Friend can help guide and even aid against foes similar to Humans in future jumps.

Baby Dragon (100/800): Well now, you seem to stumble onto something interesting. You have found a baby Dragon that imprinted itself onto you. It takes after you growing over time, learning and soon becoming a powerful beast, perhaps revealing the three dragons of the tower. But if you wish to skip into its adult stage, then pay 800 for it.

Adorable Monster (100): Strange, terrifying even for you to have a small monster accompanying you. Despite its terrifying appearance and powers, it is loyal like a puppy to you. Can be a regular monster or a Human from the small Tenta to the large Jaluzo.

Jessica Rabbit Expy (100):

Expy ()

Drawbacks:

Racism (+100): Well, it seems that the racism towards the Tribe you have chosen has increased so expect a lot of trouble heading your way motivated by racism.

Bug Problem (+100): Ah, it seems you have a fear of insects much like a certain former shadowguard, you have a fear of insects. While it may not be crippling, it does act up if you face more monstrous insectoid enemies.

Monster Food (+200): It seems you smell wonderful to monsters and now they are after you. Expect to get into fights with them a lot.

Cursed (+400): You have been cursed. Not on the same level as the Prince, but still painful, as you have magla briars covering and coursing through your body.... On the plus side no normal monster wants to be remotely near you

Fanaticism (+400): You have a deep seated devotion to something or someone that leaves you completely insane to it. Though you can learn to tone it down or even break away from it, though that will take a lot of time and patience.

Might Makes Right (+400): You have a belief that only the strong are correct, and that Belief is how you justify your actions from petty, steanfe to the horrific. You can break free from this, but it will take a long time to break free from such habits.

Incorporeal Body (+400): Oh dear, you seem to have... lost your body so to speak. Now a being of pure magla you can only manifest yourself briefly without a partner and otherwise merely a mysterious voice.

What lies under the mask (+600): The Nidia have a secret. Their appearance is actually just a lie, for what lies underneath is a secret that most don't even reveal to others of their tribe. While Nidia do age, their actual appearance never goes beyond the appearance of children, hence the need for glamor so they can be taken seriously. You will be obsessed with keeping your glamor on and never revealing it to anybody. And while one day you will meet people that accept you, the real one, even that will take time and effort to change it. Even if you are not a Nidia, this will still affect on your

Diverse Humanity (+600): Oh dear. It appears that there are now many different types of humans appearing. What I mean is that humans based on other bizarre artists besides Hieronymus Bosch have begun to appear. Artists like Ed Roth and H.R. Giger as examples as they and what they represent wreck new kinds of havoc across the world.

Madness of Anxiety (+600): Much like the Humans themselves, you have been consumed by themselves, on the plus side, you won't turn into a Human if you didn't take the Humanity is Infectious drawback. But, now you will be constantly worrying and panicking over even the smallest thing.

Humanity is Infectious (+800): You are infected with melancholia and risk becoming a Human if your anxiety runs rampant..... better hope you can pull off what Louis couldn't if you lack control of your emotions.

Rage of the Dragons (+800): Well, you may have somehow angered every dragon there is. Be careful where you thread as a dragon may come out and attack you, and be extra careful when sneaking around them as they will be very curious if they catch your scent. The only good news is a certain red scaled dragon will not be involved or effected.

A Chilling Elegy (+800): apparently the elegy itself has taken note of you as your Magla joins the rest of the kingdom..... and unfortunately much as it mimicked the Prince's own capabilities it now includes yours... and Then some as it absorbs the protomagla of your prior jumps, playing on the fears there and your own. Better prepare jumper..... it won't go down without a fight and it is still as kill happy as prior, now with the addition of power based on you and prior jumps.

Redscale on the loose!!! (+800): The redscale apocalypse dragon is Released by utter accident by your entry... Whoops. You may want to deal with it or aim Louise at it, because this is not a foe you face casually.

Tainted Chalice (+800): Apparently Metaphor occurs in the persona timeline..... The Holy Grail debacle included whether or not in the original it managed to survive and went into seclusion post headshot in this timeline it did and has not learned one bit. Now it's supporting the Sanctist Church and empowering Forden to Louise's level with its own power and knowledge. Be wary, for the God of Control and the Demiurge himself, Yaldabaoth, has returned. And he is determined.

Scenario:

A Fantasy of Utopia: Well now, it seems you have found yourself in a wagon carrying a certain boy and fairy as they make their way to the Royal Capital for their own business, one that you may end up being a part of. In short, you are about to go on the same plot as the game has done as well. You will be

Reward: Royal Resonator

Tournament for the Throne: Or do you prefer to take the throne yourself.

Reward: royal Scepter

Birth of a new Tribe (Restricted to Ascendant Monster): unlike the other tribes your ilk are considered monsters, not helped most of your ilk are that so your challenge is 2 fold, strong arm enough to create at least a settlement and find a way for euchronia to acknowledge you..... likely only be akin to the discrimination the eugief, paripus and even the elda face but better than nothing. Your mission