

Only villains do that

Jump V 1.0 by FFsummons

Welcome to the world of Ephemera. A broken shell of a planet where sparse islands connected by thin land bridges hover over an empty abyss with the core concealed only by fog. There are no oceans or even a mantle, just empty space. The only thing keeping the planet from falling apart is the two goddesses that rule it. Sanora and Virya, sister goddesses of “good” and evil. Ephemera serves as a game board for them. Their “struggle of good and evil” is actually a game they play by summoning their champions(Hero for Sanora, and Dark lord for Virya) from Japan, because as it turns out, they're massive weeb nerds. The goddesses have essentially turned Ephemera into a hodgepodge of anime/fantasy tropes, where fantasy racism and corrupt nobles are everywhere. You have to spend 10 years in this fantastic shithole, good luck.

Have 1000 choice points to make your time here not so bad.

Locations

Pick a location(pay 50CP) or roll 1d6

- 1.Dount: The asshole of Ephemera. It is so corrupt and destitute that it's a miracle it still functions. Good luck not getting shanked.
2. Goblin city: Goblins do not have a named city, given the anarchic nature of their civilization, so you'll start in the on in Dount.
3. Lancor: A nation known for its dark elf population and underground crime group made up of former nobility
4. Shrine of the fallen: A shrine that a shut-in vampire has built to the previous Dark lord Yumiko. Beware of zombies and giant spiders.
5. Fflyr Dlemathys: The capital city of Dount.
6. Free pick

Origins

- 1.Drop in: You appear in your chosen location with no new memories, no friends, but also, no ties.
2. Hero/Dark lord: Maybe goddesses are bored and want to shake things up, maybe you're a bystander who got dragged into their game by accident. Either way, you are now a champion of one of one of the goddesses. Take Blessing of magic, might, and wisdom for free.
3. Adventurer: You are a member of the kings guild. You raid dungeons for loot(and maybe a Blessing if you're lucky). Take one Blessing perk for half price.

4. Noble: You are a member of the aristocracy of Fflyr Delmathis. Take one artifact/Spell scroll for free.

Age and sex

Completely up to you

Perks

General

100- Ephemeran measurements: You now understand the measurement system of Ephemera.

200- Blessing of Magic: You can now learn spells from magic scrolls that can be obtained either from dungeons or spirits.

200- Blessing of Might: You are now able to use magic artifacts that can be obtained from dungeons or spirits.

200- Blessing of wisdom: You gain a familiar(the appearance of which is up to you) that functions as an intelligence gathering scout and companion. This also comes with an ability to understand and speak all languages. There are perks that can be gained for this Blessing, but most of them are unknown and require certain criteria to be met, which the familiar cannot tell you or you will be locked out of those perks.

600- Broad usage(Capstone booster)- You can learn spells from consuming any magical tome or spell scroll you encounter, and the spells within will be adapted to Ephemeran Magic instantly. You can also master any artifact instantly.

Hero/Dark lord

100- Goblin eyes: You now have perfect night vision, like a goblin.

200- Truck-kun: You can now summon a delivery truck. It never runs out of gas or needs maintenance of any kind.

300- Spell combination: You can now combine spells you already know to make new ones.

300- Artifact creation: You can imbue objects with magical properties to create Artifacts. The effects start out weak, but as you practice, the effects get stronger.

Adventurer

100- Gacha luck: You now tend to have better results when you do anything involving RNG, including dungeons.

50- Spicy tastes: You now have a tolerance for spicy food.

200- Silent spellcasting: You can now cast spells without speaking.

Noble

100- Legally blind: The authorities are more likely to ignore any illegal activities you take part in.

50- Ephemeran economics: You now understand how the economy of Ephemera works.

300- Void mastery: You can now use void magic without naming a devil deal.

400- Miracle worker: Like the goddesses, you can perform miracles by sacrificing money. The more money you give, the greater miracles you can perform. E.g. 100\$ heals an injury or cures a disease.

Items

100- Pouch of money.

100- Metal weapon.

200- Boots of sure step: These boots make sure you never lose your footing.

200- weapon of mastery: This artifact bestows mastery of its use as long as it is held.

300- Dagger of invisibility: This dagger allows you to turn invisibility at will.

300- Staff of electrocution: A staff that shocks your opponent once struck.

Drawbacks

100- Wrath of the convocation: Sanora's followers believe you to be the dark lord and thus will try to kill you by any means necessary.

200- No support: The king's guild refuses to offer any support for one reason or another.

200- Interest of the clans: The Noble clans of Ephemera want you either under their thumb or dead.

300- Indentured servitude : Whether true or not, someone claims you owe them a debt and the judge sentences you to be their servant until your debt is paid

300- Attention of the goddesses: Sonora and Virya want you as an extra champion. If you pick one, you will forever have the enmity of the other(and their followers). Until you pick one, they will both do anything to get you to side with them(they may even threaten you or those close to you)

Notes

. Broad usage is from the magic multiverse mayhem CYOA.

.Spell scrolls on Ephemera can only be used to learn spells if you have the Blessing of magic(they are also the only way to learn spells)

.On Ephemera the magic of artifacts can only be accessed by those with the Blessing of Might.

.The king's guild is essentially the adventurers guild of Ephemera.

.Slavery is technically illegal on Ephemera, but Indentured servitude is not.